# Set up

**Choose family tree**

Give each player a family tree mat. Each player chooses a husband and a wife based on the starting traits desired for each family. For descriptions of family traits, see "List of Family Traits" at the end of these instructions. Players place their starting husband and wife at the top of their family trees, choosing one of them to be dominant and one to be recessive.

**Starting resources**

Create a pool of starting resources (red CROP token, white STONE token, green WOOD token) correct for your number of players:

- 2 players: one of each type of resource, plus one chosen at random
- 3 players: two of each type of resource
- 4 players: two of each type of resource, plus two different ones chosen at random
- 5 players: three of each type of resource, plus one chosen at random

The youngest player chooses one resource from the pool, then players choose one at a time (going clockwise) until everyone has one resource. The last player chooses again, and players choose in reverse order until everyone has two.

Give each player one GOLD (yellow) token. Place the remaining resources and GOLD into four small bowls (or just make piles) near the play area, so they're easy to access.

**Count out MAP TILES**

Count out the correct number of hexagonal MAP TILES for your number of players:

- 2 players: 15 MAP TILES
- 3 players: 20 MAP TILES
- 4 players: 25 MAP TILES
- 5 players: 30 MAP TILES

Shuffle and place MAP TILES face down in one or more stacks around the edge of the play area where everyone can reach some of them.

## Assemble the Building Cards Deck

Assemble the correct deck of available building cards for your number of players. Assign a player to manage the building card deck. Set the remaining building cards aside.

| # of Players | Farm, Mill, Mine | Cartographic Society, Midwife, Physiognomist, Patronage | Church, Hospital, Academy of Science | Guilds, City Hall |
|---|---|---|---|---|
| 2 | 2 | 1 | 1 | 1 |
| 3 | 3 | 1 | 1 | 1 |
| 4 | 4 | 2 | 1 | 1 |
| 5 | 5 | 2 | 2 | 1 |

## Other decks: PRESTIGE, EVENTS, and SUITORS

Decide how many PRESTIGE items you want in your game. The more PRESTIGE items you play with, the longer the game will last. For a short game, use one PRESTIGE item per player. For a long game, pick twice as many as the number of players.

Shuffle all PRESTIGE item cards. Draw the number of PRESTIGE items that you decided to use and place them face up in the play area so so they remain visible to the players.

Shuffle the suitor card deck. Shuffle the EVENTS card deck. Place both decks face down in the play area.

## Resources

Set the remaining recourse tokens, GOLD tokens, and blue PRESTIGE tokens to the side of the play area. Keep these pieces out of the way of the play area, but close enough for players to easily access them throughout the game.

## Choose first player

Figure out which player is youngest. This player goes first, and should be given the leader token.

# Gameplay

**Sequence of play in a ROUND**

1) Draw one EVENTS card and one SUITORS card and place them each face up next to their respective decks.
2) The player with the Leader Token takes his/her turn.
3) Players take their turns in clockwise order after the leader.
4) After all players take their turns, all family cards that have been used in the round are untapped.
5) Roll for death. The player with the Leader Token rolls 1d10 for death. **NOTE:** Death rolls only commence at the end of the first round where any player has three generations in her family. They continue until the end of the game.
   > 1-5 = great grandparent dies
   > 6-8 = grandparent dies
   > 9-0 = parent dies
   > If affected, players choose which family member dies and remove that person from their family tree and return him/her to the supply of family cards.
6) The Leader Token is passed to the player to the left of the current leader. That player will begin the next round. **NOTE:** In a 2 player game, this means that each player takes 2 consecutive turns; one at the end of a round, then again at the start of the next round.

**Parts of a turn**

Players may do any of the following actions during their turn, in any order. Some actions may be modified by traits or buildings. Make sure to track your actions as you go by tapping (turning 45 degrees) each family member you use. These family members are unusable for the rest of the round, and may not be used in trades on other players' turns.

**EXPLORE**

● Draw a map hex tile and place it on the map for two family member actions. Receive one PRESTIGE.

**HARVEST**

● Use one family action to harvest one resource from any mill, farm, or mine.
● Use 3 family actions to scavenge one (1) GOLD.

**TRADE**

● Trade with any other player for one family action. A single trade can include multiple items of any sort possessed by either player, including GOLD, resources, buildings, PRESTIGE. Players may also arrange trades for promises of future transactions, including access to another player's resource mills or a promise of marriage under a specified condition. However, such promises are only bound by a gentleman's agreement.
   ○ **NOTE:** Family members may NOT be traded (See "Arrange a marriage" below).
● Sell one resource back to the supply for one family action. This sale yields one GOLD.

**BUILD**

● Build or improve buildings for whatever resource/GOLD/action costs they require.

**EXPAND** your family (receive one PRESTIGE for each of these actions)

● Have a baby. This requires two married family members, and uses both of their actions.
  ○ Roll 1d10 for the baby's trait
    ■ 1-5 = assign the baby the trait of the dominant parent
    ■ 6-8 = assign the baby the trait of the recessive parent
    ■ 9-0 = assign a random trait
  ○ Find the matching trait in the pile of family member cards, or pick randomly as required.
  ○ Flip the family member card (like a coin) to determine gender.
  ○ Flip it again. If it lands the same gender, the baby's trait is dominant. If not, the trait is recessive.
  ○ Place the baby on your family tree, already tapped.
● Arrange a marriage with another player. This functions like a trade, where the person in your family being married is tapped after the marriage occurs, and the person from the other family is added to your family tree (also tapped). Any items possessed by either player may be added to the arrangement to secure the marriage.
● Purchase the top face-up suitor from the SUITOR card pile for three (3) GOLD. You must have a marriageable family member of the correct gender to marry the suitor. The marriage uses BOTH family actions for the turn (i.e., both cards are tapped).

# Winning the game

When the last PRESTIGE item has been purchased, the game continues until the end of the round (i.e., when the player before the current LEADER player takes their turn). Whoever has the most prestige wins.

# List of Family Traits

**Harvest Traits**

LUMBERJACK (LJ): A Lumberjack receives +1 WOOD whenever he/she performs a WOOD harvest action.

MINER (MN): A Miner receives +1 STONE whenever he/she performs a STONE harvest action.

FARMER (FA): A Farmer receives +1 wheat whenever he/she performs a WHEAT harvest action.

**Explore Traits**

EXPLORER (EX): For the Explorer, exploration only requires one family action. The explorer also receives two PRESTIGE for placing a MAP TILE.

CONQUISTADOR (CN): A Conquistador receives one (1) GOLD (but no PRESTIGE) for placing a MAP TILE.

**Trade Traits**

MERCHANT (ME): The Merchant may sell two resources to the supply for GOLD instead of one.

TRADER (TR): The Trader may make one free trade with another player each turn in addition to doing one other standard action. The trader also receives one PRESTIGE for a successful trade.

**Build Traits**

ARCHITECT (AR): The Architect reduces the cost of a building by one GOLD if she uses her action to build. (no cap)

BUILDER (BL): The Builder reduces the cost of a building by one family action if he uses his action to build. (no cap)

**Family Traits**

FERTILE (FE): For a Fertile family member, birth only requires one family action (the mother), not two. Note that even if the father has the trait, the mother uses up the action.

DOWAGER (DW): When involved in an arranged marriage with another family, the Dowager can draw, for free, three of any resource he has access to (including GOLD) to use in the marriage transaction. This includes drawing three GOLD to buy a suitor, which makes marriage to a suitor free for the Dowager.

LONG-LIVED (LL): If a death is rolled for the generation that a Long-lived family member is in, the player may choose to apply the death roll to this family member and thus ignore it.

# List of PRESTIGE Items

| Item | Gold cost | Prestige value |
|---|---|---|
| Build a Fountain | 3 | 4 |
| Build a Statue | 3 | 4 |
| Commission a Portrait | 3 | 4 |
| Hold a Feast | 3 | 4 |
| Commission a Symphony | 3 | 4 |
| Commission an Opera | 3 | 4 |
| Commission a Play | 3 | 4 |
| Become Patron to a Scholar | 3 | 4 |
| Become Patron to an Artist | 3 | 4 |
| Build a Park | 4 | 6 |
| Sponsor a Holiday Festival | 4 | 6 |
| Build a Shrine | 4 | 6 |
| Sponsor a Pilgrimage to the Holy Land | 4 | 6 |
| Build an Arch | 4 | 6 |
| Build a Library | 5 | 8 |
| Sponsor an Expedition to the Far East | 5 | 8 |
| Sponsor an Ocean Explorer | 5 | 8 |
| Build Gardens | 5 | 8 |
| Build a Villa | 6 | 10 |
| Fund the Vatican | 6 | 10 |
| Found a University | 6 | 10 |
| Build a Museum | 7 | 13 |
| Build an Opera House | 7 | 13 |
| Build a Theater | 7 | 13 |
| Build a Cathedral | 8 | 16 |
| Build a Palace | 8 | 16 |
| Build an Armada | 9 | 20 |