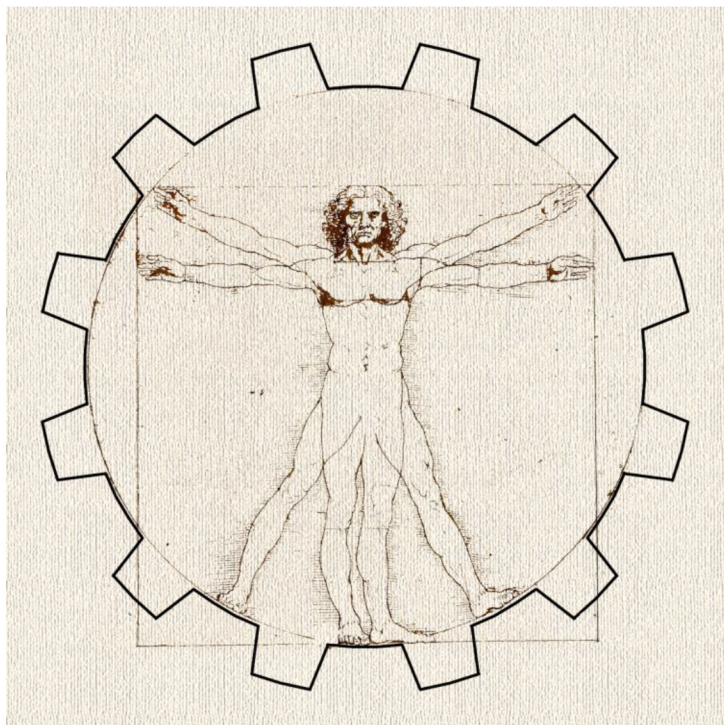


# Clockwork Renaissance



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# Artwork

Machines Leonardo	<i>In Game</i>	<i>Year</i>	<i>Original</i>
	Aerial Screw	1486	Paris Manuscript B
	Armored Car	1485	Popham 1030
	Flying Machine w/ Half-Fixed Wings	1488	Codex Atlanticus
	Glider	1499	Codex Madrid I
	Mechanical Military Drum	1493	Codex Atlanticus
	Ornithopter	1493	Paris Manuscript B
	Paddleboat	1487	Codex Atlanticus
	Parachute	1485	Codex Atlanticus
	Self-Propelled Cart	1478	Codex Atlanticus
	Vertical Flying Machine w/ Man	1487	Paris Manuscript B
Décor Leonardo	<i>In Game</i>	<i>Year</i>	<i>Original</i>
	Lower Left	1506	<i>Mona Lisa</i>
	Upper Left	1490	<i>Vitruvian Man</i>
	Top Center	1498	<i>Last Supper</i>
Engineers (Cream) Botticelli	Upper Right	1475	<i>Annunciation</i>
	Alessandra	1470	<i>Madonna and Child with an Angel</i>
	Antonio	1475	<i>Man with Medal of Cosimo the Elder</i>
	Cecilia	1480	<i>Young Woman</i>
	Domenico	1495	<i>Lorenzo de Ser Piero Lorenzi</i>
	Francesco	1485	<i>Young Man</i>
	Gabriella	1475	<i>Esmeralda Brandini</i>
	Giovanni	1469	<i>Young Man</i>
	Niccollo	1490	<i>Michelle Marullo</i>
	Piero	1478	<i>Giuliano de' Medici</i>
Engineers (Red) Raphael	Veronica	1475	<i>Lady</i>
	Andrea	1507	<i>La Muta</i>
	Beatrice	1506	<i>Lady with Unicorn</i>
	Catarina	1520	<i>La Fornarina</i>
	Donato	1506	<i>Agnolo Doni</i>
	Lorenza	1506	<i>La Donna Gravida</i>
	Lucia	1516	<i>La Donna Velata</i>
	Marco	1504	<i>Francesco Maria della Rovere</i>
	Maria	1506	<i>Maddalena Doni</i>
	Matteo	1515	<i>Bindo Attoviti</i>
	Stefano	1515	<i>Balthasar Castiglione</i>

# The Story Begins...

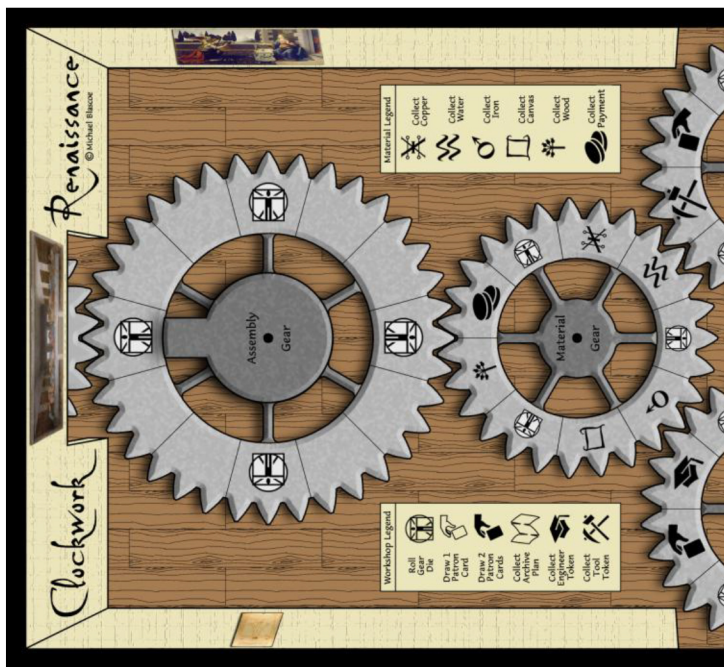
The Republic of Florence, 1525. It is a time of artistry, of education, and of invention. The city-state prospers under the rule of the Medici family. All over the land, people are vying to find a patron, one of the rich noble families who will support and encourage a creative soul with their wealth, fame, and good name.

One of the members of these illustrious nobility is looking for a fresh, young mind to carry into the halls of history. To find the best and brightest, the Patron has organized a challenge. All geniuses should seek to emulate the greatest man of their time, Leonardo da Vinci, and therefore, the worthiest artist will be the one who can turn Leonardo's dreams into reality, and you've been invited to compete.

Your objective is to maneuver around the puzzle that is Leonardo's workshop, traversing the rotating gears of his workshop. You must collect one of the Master's sketches, assemble a team of engineers, and gather tools and materials, to be the first to build a replica of one of Leonardo's designs.

Finally, you must ride your machine back through the workshop. The first recruit to successfully return to the entrance with a functioning machine will win the coveted spot in the Patron's household.

## Do you have what it takes to win?

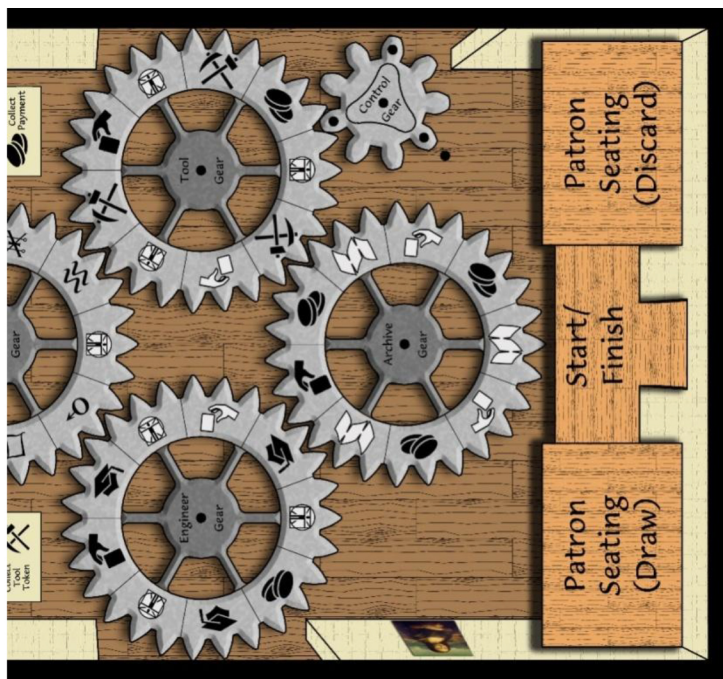


## Board Setup

The starting positions of the gears have the text right-side up from the entrance side of the board. The four medium-sized gears are Archive (bottom), Engineer (middle left), Tool (middle right), and Material (top).

The large Assembly Gear goes in the top space, with the Assembly Key being inserted in the center of the gear, pointing up. The Control Gear is placed next to the Tool Gear, in the bottom right corner, with the black dots aligning with the board.





Connections between gears should involve one center spoke lining up directly between two other spaces.

Patron Cards are placed on the board, while the Archive cards, gold bag of Engineer tokens, and purple bag of Tool tokens, are placed beside the board.

- **2-3 Players** - Include two of each tool type in the draw pouch. Choose either the Botticelli engineer tokens (white) or the Raphael engineer tokens (red).
- **4-5 Players** - Include four of each tool type in the draw pouch. Include both the Botticelli engineer tokens (white) and the Raphael engineer tokens (red).

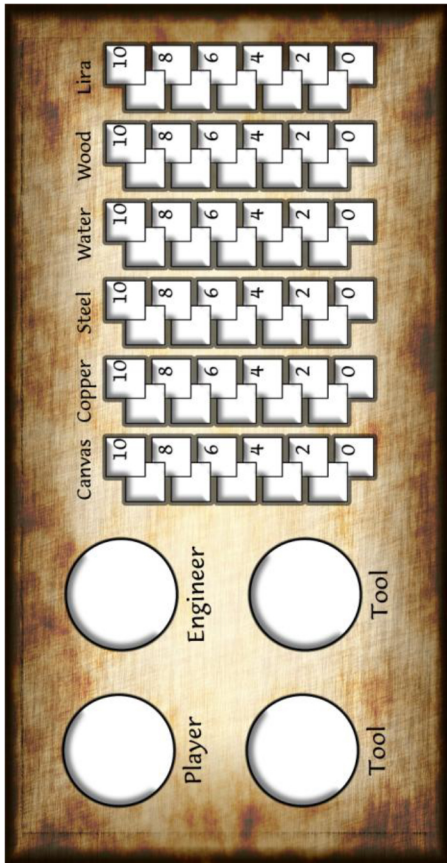
# Inventory

Players start with a character board that allows them to hold and display the resources that they have collected. Except for their active build cards, everything the player has is on display for everyone else to see.

Each player starts by drawing one engineer from the engineer bag; this will be their **Avatar** for the game, and the two skills that

this avatar possesses will be at their disposal the entire game. This avatar cannot be changed out.

Each player can hold one **Plan** at a time, and is kept private from the other players. New Plans can be collected on the Archive Gear as desired, and discarded Plans are reshuffled into the **Plan Deck**.



Each player can hold one **Engineer** at one time, in addition to their **Avatar**. New Engineers can be collected as needed, replacing your current Engineer, and discarded Engineers are left on the spot they were dropped, regardless of where this happens.

Each player can hold up to two **Tools** at one time. New Tools can be collected as needed, replacing your current Tools, and discarded Tools are left on the spot they were dropped, regardless of where this happens.

Each player can hold up to ten of each **Material**. Unwanted Materials can be traded with other players, or with the Material Gear, at a rate of three Player materials for each new material.

Each player can hold up to ten Lira (money).

## Trading

Players may **Trade** with each other, if all of the Players involved in the trade are on the same Gear. Plans, Engineers, or Tools may be traded for **Fair Value** - one for one - of the same type of resource. Players may trade Lira with another player for any resource, at normal value.

While on the Material Gear, players may also choose to trade unwanted Materials with the Material Gear at a rate of three player Materials to one new Material; the Materials don't all have to be the same type. If a player ends up with three unwanted materials during their turn, they may choose to trade these for one material of their choice on the same turn.

# Movement

A player starts their turn by drawing and playing Movement Cards. On their first turn, the player draws four cards, and chooses which movement to make from their hand. On every other turn, players draw a new card, and repeat the movement sequence. Players can share the same space at the same time.

The Movement Cards have three elements: the numbers, the directions, and the breakages.

- When a player is moving on foot, they disregard the direction and breakage, and move the number of spaces indicated on the card, including moving from gear to gear.
- After the player has built their machine, they still move according to the card number, but if they draw a card with a breakage symbol, they must play it immediately. They must also discard one spare build material (of either build material from their machine) to move the machine. If they don't have any spare materials, they must leave the machine and return to the Material Gear to replace the broken parts with new materials (of either build material of their machine). While on foot, the breakages don't affect the player.
- When a player lands on a Turn Gear (TG) space, or plays a Turn Gear card, they must draw the top Movement Card for distance and direction, or per the instructions on the Patron Card. If the movement card features a breakage, the gears do not turn.

# Patron Cards

**Patron Cards** - On several gears, there are **Draw Card** locations, which instruct players to draw one or two Patron Cards; this is not optional. These cards indicate the Patrons adding random elements to the competition, helping and hindering players at their whim. All cards drawn are to be held in the players' hands until use, unless the cards says "**Immediate**" on the bottom. Other Patron cards can be played whenever the player chooses.



Cards displaying the Interlocked Gear icon indicate that they directly affect board movement. This is shown for easy reference.

If players are holding Patron Cards that they don't want, they may choose to trade these in at Draw Card locations. At that location, players may choose to select two cards from their hand, and discard them to receive one additional card during their draw; two cards at the Draw 1 locations, and three cards at the Draw 2 locations.



**Spanners** - These are cards that allow you to prevent a gear movement, or stop another card from being carried out. A spanner can also be used to cancel out another spanner, restoring the original action. If a card or movement is spanned a second time, it cannot be restored again. Unless stated otherwise, additional spanners are assumed to be played on the card or gear movement, not the other spanner cards.

## Work for Pay

Each player needs to make their avatar work to raise money (Lira) for in-game purchases. By landing on the Payment Icon, players gather money for providing their engineering services.

The amount that a player gets paid would be a standard rate of 1 Lira per Engineer you control (including the avatar). Thus, if you have the avatar, plus two recruited Engineers, you would gain a total of 3 Lira per job.

Engineers cost 3 Lira to recruit, or is left on the space where it was picked up, until someone can afford their services. Once players have paid 3 Lira to recruit their engineer, that engineer stays in their inventory until they complete their build, or someone hires them away.

Tools cost 2 Lira to rent, or is left on the space where it was picked up, until someone can afford to rent it. Once players have paid 2 Lira to rent their tool, that tool stays in their inventory until they complete their build, or someone steals them away.

Materials cost 1 Lira per 2 materials. These materials can only be bought 2 at a time, so you cannot spend 3 Lira to acquire all 6 required materials in one visit.

Players have the option of searching for Engineers and Tools before they have any money, to plan ahead what resources will be available after they have gotten paid.

# Gears

**Control Gear**- This gear determines the movement of all of the other gears on the board. The control gear is moved a set number of spaces and direction, determined by Patron Cards or Movement Cards. If the movement card features a breakage, the gears do not turn.

**Archive Gear** - This gear allows players to review Archive Plans of Leonardo's sketches to use in the construction of a working machine. Each Plan specifies the Engineer specialties, Tools, and Materials that are needed to build the design. On each **Draw Plan** location, players draw two **Plan Cards**, choose one to keep, and the remaining plan is reshuffled into the Plan Deck. Archive Plans do not cost any Lira to collect.



## Aerial Screw

Paris Manuscript B

Specialties

- Hydrodynamics
- Aerodynamics
- Woodwork

Tools

- Pipes
- Saw

Materials

- 6 Water
- 6 Wood

Vehicle: Once per turn, after moving, player may spend 1 Wood to move their vehicle one additional space.



## Gears

**Engineer Gear** - This gear allows players to gather Engineers with a variety of Specialties to help them build their machines. On each **Draw Engineer** location, players draw two **Engineer Tokens** from the gold pouch, choose one to keep, and return the other to the bag. If the player chooses to keep the Engineer they have selected, they must pay the Retainer Fee of 3 Lira, or leave them on that location.

Some Engineers have overlapping skills, but any combination of two Engineers will give you from two to four usable skills. A player needs to have at least three specialties in order to build any Machine, but a player with four specialties available will have more options.



Aerodynamics



Clockwork



Hydrodynamics



Mechanics



Woodwork

## Gears

**Tool Gear** - This gear allows players to gather Tools to build their machines. On each **Draw Tool** location, players draw two Tool Tokens from the purple pouch, choose one to keep, and return the other to the bag. If the player chooses to keep the Tool they have selected, they must pay the Rental Fee of 2 Lira, or leave them on that location.



Gears



Hammer



Pipes



Saw



Shears

**Material Gear** - This gear allows players to gather Materials to build their machines. On each **Collect (Material)** location, players may pay 1 Lira to collect two of the designated material. Materials that are required for your current Plan are referred to as build materials.

Players may choose to collect Materials that are not part of their build (non-build materials). Players may use these non-build materials for trade, either with other players, or with the Material Gear itself (see Trading).



Canvas



Copper



Iron



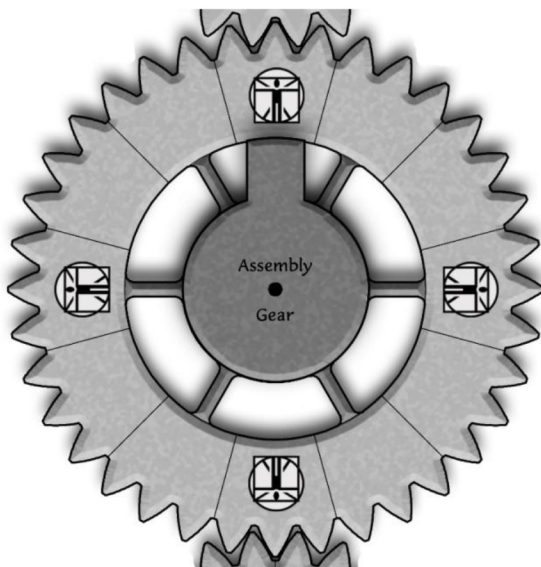
Water



Wood

# Gears

Assembly Gear - Once the players have gathered their resources, they can enter this gear. When they are ready to enter this gear, they must reveal their plan, and confirm that they have met the build requirements. The player then travels around the gear until they reach the bridge at the top, and can enter the center **Build Space**.



Once a player has entered the Build Space, they must return their Engineers and Tools to their respective pouches, and spend the required build materials. Players can keep any remaining build materials required for their machine. These materials are now spare parts. Remaining non-build materials can still be collected and used for trading.

Once a player has completed their build, they add the matching machine token to their playing piece.

# Machines




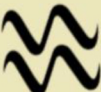








To win the game, the player must now pilot their matching machine token back to the **Finish Space** at the beginning of the room.

Player movement continues as before -playing a Movement Card and moving the indicated number - but the Movement Card can also affect the function of the player's machine. If the player draws a card with the **Breakdown** symbol, they must play it immediately, and take the listed movement, but also must drop one spare material from their build requirement. Breakdown cards previously in your hand are safe to use.

If they do not have a spare build material, the player must instead step off their machine, and take the movement on foot towards the Material Gear. They must collect at least one spare material (of either type used in their build), and then return to their machine to continue towards the finish. Players may collect extra build materials for spare parts, and non-build materials for trade. Once the player returns to their machine, they end their turn and spend the spare material to repair it.

Once built, each machine has a special ability that interacts with their build materials; to move your machine one additional space after your movement, or move the board one space before your movement. In order to use these abilities, the player must have an assembled machine, currently riding in the machine (not walking), and spend the primary material listed.

## Legends

Workshop Legend		Material Legend	
Roll Gear Die			Collect Copper
Draw 1 Patron Card			Collect Water
Draw 2 Patron Cards			Collect Iron
Collect Archive Plan			Collect Canvas
Collect Engineer Token			Collect Wood
Collect Tool Token			Collect Payment

Icon artwork provided by [www.game-icons.net](http://www.game-icons.net).

All other artwork and text by Michael Blascoe.

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