

# Pax Renaissance 1<sup>st</sup> Edition

## *Multi-Player Module*

I suggest you run the module and try out things as you read this document.

### **Red Window Setup**

The first player to sign in must complete the red setup window. If you sign in as “observer,” complete the setup, save the game, and exit because you can't play as an observer. Sign in again as one of the sides.

If you sign in as one of the player sides, then complete the setup, and save the game. You will be the side that you selected for the rest of the game.

I leave it to you to decide which sides will be played by your players. I will list a suggested player order in the main window. Remember that the player who goes first must load the setup game file that you saved.

The setup window lists several game options:

- You may add the expansion and promos, or you can play with just the base game cards.
- Allow Repression to Inactive Empires – In the first edition, a token is killed if you repressed it to an unowned empire. The second edition rules let repressed units exist on unowned empires. Check this box if you want to use the second edition rule.
- Show the Victory State. The Inventory window shows you player information at the top and victory condition status at the bottom. (Press the Inventory button on the toolbar now if you want to see what it looks like.) If you uncheck this option, the window won't show you the victory condition status. I suggest leaving this option on, especially if you have new players or people who haven't played in a long time.
- Cards in Your Hand Are Hidden – If this is enabled, all cards in your opponents' hands will appear face down. Face down cards in your hand will appear face up to you but not to them. To remind you that your cards are really face down, they will appear with a broad white or black border. If you use right click commands to play or choose cards, then I will flip them face up or down for you when appropriate.

If this option is disabled, then cards in all hands will be face up, so you can see everyone's hands. This is not terrible because all cards are bought face up, and you usually only have two at a time. It's not hard to remember what's been taken, and you can just write down what you see bought.

You must choose a number of players. I use this information strictly to create the decks. Otherwise, I don't care how many players you have. For example, you could play 2-players with a 3-player deck.

Press “Go” to finish setup.

After you finish setup and have chosen players, you must adjust each player's purse to have the right number of coins (3-4-5-6), and you must put their starting cubes on the map. I don't know who you plan to play with, so I couldn't do that for you.

## ***Main Window Layout***

The map table is the top half of the board.

The market is below the map table. If you remove a card from the market rows, then a button appears in the empty card space. Pressing it will cause new cards to fill in properly. Above or below each card is an indicator that tells you how many coins are on that card. If the counts don't seem correct (it might happen), press the “update money” button.

The “hands” area is on the right side of the window. There are pools for the chess pieces, and to their right are the cube pools, coin purses, and spaces for the players' hands.

There is a “strip” of information between the map and the market. From left to right, you will see:

- Play Order. Orange is always first, but the other three sides are randomly ordered. You can use this as your player turn order. If you play with fewer than 4 players, you can right click the sides you don't want to use and erase them, but it affects nothing if you don't. The play order is my suggestion, but otherwise it doesn't have any game effect. You may ignore it if you wish.
- Next is an icon that shows your color and side. If it's not there, then somehow you signed in as an observer.
- China is the coin bank. You can right click it to send coins to your purse. If you somehow empty it, you can create more coins by just right clicking any coin and cloning it. Then right click the copies to China.
- The purple dot is where cards go when you play them from your hand. Move the dot, and you will move that destination.
- The victory condition icons are next. Right click an icon to activate it.

## ***Toolbar and Menu Line***

On the toolbar and menu line above it:

- There are four buttons to open a tableau window for each player.
- The Empires button opens a window, which has the empire cards that no one has taken.
- The Inventory button opens the Inventory window. It shows how many of each prestige icon that each player has, and if the inventory setup option is enabled, it also shows the current status of the victory conditions.
- The Aid button will get you a tabbed quick reference for the rules.
- The Commander reveals a small tool. If you press an “action” button on the tool, it lights up and prints a message in the chat window. It has no effect on the game. It can be helpful to tell everyone what you are doing when you don't have voice.
- If you click Help on the menu line, you can see this document, and you can also open up the first edition rules in a browser.

## ***How to Do Stuff***

*How do I buy a card from the market?*

Right click a card in the market, and choose “buy.” I will put coins from your purse onto the cards to its left, and then I will send it to your hand. (If it's a comet, I will instead play it.) I will tell you if

you can't afford the card. Right click any coins on the now empty space to send them to your purse. When you finish your turn, press the exposed buttons in the market rows to fill in new cards. Note that I may put a coin on an empty card space. If I do, please drag it over to the card in the other row for me.

Once in your hand, you either play a card or sell it.

*How do I play or sell a card?*

Right click a card in your hand, and choose “sell” or “play.” If you sell it, I will discard it and put 2 coins in your purse. If you are supposed to get more, you must get the extra coins from China yourself.

If you play it, I will put it on the purple dot that is on the map. You should then process the card, and finish by right clicking it to your tableau.

If you capture an empire that no one owns, you can quickly get it by right clicking its map card and then right clicking it to your tableau. If someone else owns it though, you must open their tableau to right click the empire to your tableau. Repressed units and bishops will accompany it.

*What do the icons in the corners of the map cards mean?*

Lower right corner: It shows who owns the empire. Upper right corner: If present, it means the empire is a republic. Top left corner: A pick-ax icon means the empire has one or more repressed units on it.

*How do I do a trade fair?*

I suggest you first discard the card. Take your bonus coin from China, and then take the trade fair coins, and drop them one by one onto each player's concession along the route. Then do the levies. Finally, right click your coins to your purse. You need to drag and drop any coins belonging to the inactive players to their purses, or you can just leave them there until their turns come up when they can collect them.

*How does my tableau work?*

Open your tableau. You will see two purple dots, which you can move around. When you send something to your tableau, it will go to a purple dot—left one for west and right one for east. You will need to rearrange your cards after you send something to your tableau.

There is a stack of flags beneath your player card. When you do east or west ops, you should drag a flag and point it at an icon that you are performing. When done, press the “collect flags” button on the toolbar to return them home. If you need more flags, right click one and clone it.

*Explain the Inventory window's victory state. What does “projected winner” mean?*

A projected winner is someone who has fulfilled all the prerequisites for a particular victory condition. The condition may still be inactive.