



# Indio Renaissance

# Indio Renaissance

The years have passed, and the people of Indio have made advances in culture and innovation. This expansion introduces new types of land and resources, new people, and cards which bring benefits and abilities to players.

This isn't a standalone game; **it requires the base *Indio* game.**

Although the different parts of this expansion are related, they can be used independently. Feel free to use some or all of them in your game. Each one is described in the following pages.

## Gold

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**Gold** is a new resource. During **Setup**, place the pile of gold pieces near the board with the other resource piles.

Gold can be obtained in multiple ways from **Merchants** (see page 2) and **Innovations** (page 3). When collected to one of your structures, it's available for your use. Each gold can be spent in place of any other single resource. For example, if you'd like to build an outpost, you can use a stone and a gold (which replaces the metal); to improve a hex into a farm you can use an earth and a gold (which replaces the water).

Note that gold can be *spent* in place of another resource, but it isn't equivalent. This means it can't be used to forge other resources, accomplish Quests, or satisfy Leader card conditions. At the end of the game you can't "convert" your gold into other resources (such as commerce) to gain influence.

# Lakes

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During **Setup**, give one **lake** hex to each player.

After choosing a location for your initial farm hex and outpost, place your lake hex on *any earth hex* on the board. It should be empty; your workers can't start on a lake, even if it's adjacent to your farm.



During **Production**, if you control a lake hex you may decide whether it produces earth, water, or food. Lakes only produce a *single* resource, regardless of the number of workers or structures on them. If no one controls a lake hex, it doesn't produce anything at all.

# Merchants

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The **Merchant** pieces are black-colored workers. During **Setup**, after placing your initial farm and outpost, place 1 merchant on a **desert** hex of your choice. Merchants should be placed on their side, indicating they're exhausted (just like your own workers). Then add **1 gold** resource (page 1) to the hex with your outpost.

At the **start of each year**, stand up any merchants who are exhausted, making them active.

During the **Action** phase, all workers now have a new action: **Trade**. Your active worker taking the trade action must be on the same hex as an active merchant. Take **1 gold** from the supply and place it on one of your structures.

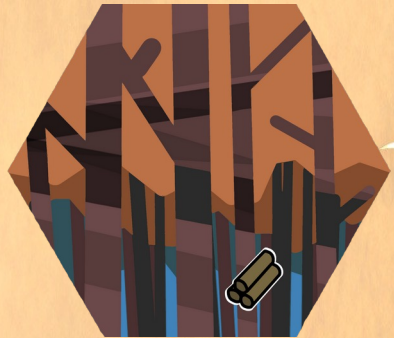
After trading, the merchant should be laid on its side to indicate it's exhausted. That merchant can't make any further trades during the year.

Merchants don't move, have no allegiance to players, and can't be attacked. If the desert hex is improved, the merchant remains in place.

# Innovations

During **Setup**, give one **forest** hex to each player.

Like lakes, after choosing a location for your initial farm hex and outpost, place your forest hex on *any earth hex* on the board. You may place one of your initial workers on the forest if it's adjacent to your farm.



Add the pile of **wood** resources (brown logs) beside the board with the other resource piles.

Shuffle the **Innovation card** deck and place it face-down near the play area. Draw cards from the deck and place them face-up on the table. The number of cards drawn is equal to the **number of players plus two**. At the **end of each year**, discard any remaining face-up cards and draw new ones.

During **Production**, forests produce wood. The number produced follows the normal rules of resource production.

During the **Action** phase, all workers now have a new action: **Invent**. This involves purchasing *one* of the face-up Innovation cards for the cost shown on the card. Because inventing is an action, you must use an active worker who has at least one action remaining. The location of the worker doesn't matter. Take the card you've purchased and set it face up in front of you, then draw another card from the Innovation deck to replace the one you've taken.



If the cost of an Innovation card includes a worker, you *must* use the worker who is taking the invent action. That worker is removed from the board.

Innovation cards have either a **permanent** effect (indicated by a  $\infty$  symbol in the lower-left corner of the card) or a **one-time** effect (indicated by **1**).

Permanent innovations take effect immediately and can be used for the rest of the game, while one-time innovations can be used only once, whenever you choose. Neither requires an action to use, but they must be played **during your turn in the Action phase**; they can't be played during other phases or other players' turns.

However, cards whose instructions start with "This year only..." may be played at the *start of the year*, before any players take their turns. Or, you may choose to play these cards during your Action phase, rather than waiting for the start of the next year. In either case, the benefit only applies to the rest of the **current year**, not earlier turns this year.

If an Innovation card allows you to place workers on the board, they should be *exhausted* (on their side).

After using a one-time Innovation card, place it in a discard pile beside the deck. There's no limit to the number of Innovation cards you can purchase, hold, or use.

## Public Innovations

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Optionally, during **Setup**, choose 4 *permanent* Innovation cards from the deck and place them face-up on the table. These are distinct from the other face-up Innovation cards available for purchase, and remain in place for the entire game.

You may either pick the 4 cards randomly, select them by agreement of all the players, or use these recommended cards:

- Armor
- Horses
- Mill
- Warehouse

During the game, you may use an Invent action to purchase one of these public Innovations. When you do, place a worker from your supply (not the board) on the appropriate card, indicating you have that ability. Like other Innovation cards, these take effect immediately and persist throughout the game.

You may purchase and use any number of public Innovations, and multiple players may also purchase and use the same ones.

# Houses

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During **Setup**, shuffle the deck of **House cards** and give each player 3 cards. After reading yours, choose one to keep and discard the others. Place it face-up where the other players can see it. You can use the ability of your House throughout the game.

# Honor

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During **Setup**, place all the **Honor cards** face-up on the table.

**During the game**, if you accomplish the requirements for an Honor card, immediately take the card and place it beside you. Only one player can take each card.

At the end of the game, score **+2 influence** for each Honor card you have.

# Credits

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Many thanks to everyone who helped with the design and playtesting of *Indio: Renaissance*!

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**Playtesting:** Kyra, Ben, Doug, Dathan, Brit, Alex, Nathan, Brian, Marie, Nate



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# Appendix A: List of Cards

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- Alchemy:** Exchange any 3 of your resources for 3 gold from the supply.
- Aqueduct:** Receive 4 water resources from the supply.
- Armor:** If your exhausted worker is attacked, the attacker loses their worker as well.
- Bandits:** Steal 1 resource from an outpost belonging to a player of your choice.
- Banquet:** Receive 2 resources of your choice from the supply; all other players receive 1 resource of their choice.
- Battlement:** Each of your cities are worth 10 influence at the end of the game.
- Bribe:** Name a resource; each other player must give you 1 of that resource, if they have it.
- Broker:** Receive 4 resources of your choice from the supply.
- Canal:** During Crafting, your towns can craft water instead of a different resource.
- Caravan:** Receive 6 resources of your choice from the supply.
- Carnival:** Receive 4 resources of your choice from the supply; all other players receive 1 resource of their choice.
- City Center:** During Crafting, each of your cities receives 1 commerce in addition to its normal crafting.
- Cloister:** Each of your workers on the board are worth 1 influence at the end of the game.
- Cornucopia:** Receive 3 food resources from the supply.
- Crane:** During Production, quarry hexes with your workers on them produce 1 extra stone.
- Dinghy:** Your workers can take 2 actions in water, rather than being limited to 1.
- Election:** Draw another Leader card.
- Endurance:** This year only, all your workers can take 3 actions (the actions must be different).
- Fair:** Receive 3 resources of your choice from the supply; all other players receive 1 resource of their choice.
- Furnace:** During Crafting, one of your outposts receives 1 fire in addition to its normal crafting.
- Garrison:** Add 1 worker to a hex you control that already has exactly 3 workers.
- Gold vein:** During Production, mine hexes with your workers on them produce gold instead of metal.
- Goldsmith:** Each of your gold resources are worth 1 influence at the end of the game (maximum of 8).
- Granary:** This year only, during Harvest, activate all your workers without paying any food.
- Greenhouse:** During Crafting, each of your cities receives 1 food in addition to its normal crafting.
- Harbor:** During Production, lake hexes with your workers on them produce 1 extra resource (earth, water, or food).
- Hinterlands:** Add 1 worker to each of your outposts; all other players add 1 worker to one of their outposts (both are subject to the 4-worker limit per hex).
- Horses:** Your workers can move twice in a single turn (this counts as two actions).
- Kiln:** Each of your fire resources are worth 1 influence at the end of the game (maximum of 8).
- Ledger:** Each of your commerce resources are worth 2 influence at the end of the game (maximum of 8; discard the rest).
- Lumberjack:** Receive 4 wood resources from the supply.
- Market:** Add 1 worker to each of your towns; all other players add 1 worker to one of their towns (both are subject to the 4-worker limit per hex).
- Meadow:** During Production, earth hexes with your workers on them produce 1 extra earth.
- Metalsmith:** Each of your metal resources are worth 1 influence at the end of the game (maximum of 8; discard the rest).

**Mill:** Each of your food resources feeds 3 workers.

**Mint:** During Crafting, one of your outposts receives 1 gold in addition to its normal crafting.

**Monastery:** This year only, during Crafting, each of your towns receives 1 worker in addition to its normal crafting.

**Monument:** This card is worth 6 influence at the end of the game.

**Oasis:** During Production, desert hexes with your workers on them produce 1 stone and 1 water.

**Obelisk:** This card is worth 5 influence at the end of the game.

**Ore vein:** During Production, mine hexes with your workers on them produce 1 extra metal.

**Oxen:** During Production, farm hexes with your workers on them produce 1 extra food.

**Phalanx:** Your workers are not removed after attacking active workers (unless your opponent has Armor).

**Picket:** Each of your outposts are worth 4 influence at the end of the game.

**Pioneer:** Place 3 workers from your supply on this card. During Crafting each year, you may take 1 worker from here and place it on one of your outposts.

**Preserve:** During Production, forest hexes with your workers on them produce 1 extra wood.

**Prospector:** Receive 3 gold resources from the supply.

**Recruit:** Add 1 worker each to any 2 hexes you control (subject to the 4-worker limit per hex).

**Reservoir:** During Production, water hexes with your workers on them produce 1 extra water.

**Ruins:** Receive 3 stone resources from the supply.

**Sawmill:** During Crafting, each of your towns receives 1 wood in addition to its normal crafting.

**Sculptor:** Each of your stone resources are worth 1 influence at the end of the game (maximum of 8; discard the rest).

**Shrine:** This card is worth 4 influence at the end of the game.

**Smelter:** Receive 3 metal resources from the supply.

**Statue:** This card is worth 3 influence at the end of the game.

**Stronghold:** At the start of each year, you may place 1 worker from your supply on this card. At the end of the game, these workers are worth 2 influence apiece.

**Surveyor:** Your workers don't need to spend an extra resource when improving water and desert hexes.

**Taxation:** Name a resource; each other player must give you 2 of that resource, if they have it.

**Temple:** Add 2 workers to each of your cities; all other players add 1 worker to one of their cities (both are subject to the 4-worker limit per hex).

**Tower:** Each pair of your wood resources are worth 1 influence at the end of the game (maximum of 8).

**Town Square:** Each of your towns are worth 6 influence at the end of the game.

**Treaty:** Choose an opponent; this year only, that player cannot attack you.

**Turret:** During Crafting, each of your cities receives 1 stone in addition to its normal crafting.

**Wagons:** This year only, each time your workers collect resources, add 1 of any of the resources collected.

**Warehouse:** Hexes with your structures can have up to 8 resources apiece.

**Workshop:** During Crafting, each of your towns receives 1 metal in addition to its normal crafting.

**Zealot:** Draw 2 Quest cards.