

# Renaissance Men

-an educational card game-

Renaissance Men is a quick educational card game that brings you back to XV-Century Italy; its multi-rule format allows to have fun in different ways (easy playing to cerebral) according to ability, time available, learning plan, etc. The eye-catching graphics bring artists and their work, art patrons and cities alive. Fun worksheets to boost learning are also available.

## Setup

PLAYERS: 3-4, AGE: 8+, TIME: 15-20 minutes.

AIM: To collect six *Art Cards* and achieve the highest score possible.

Each player needs to bring together cards relevant to one of the **four art elements** of the Renaissance period: **stone/metal sculpture, panel painting, architecture/engineering, fresco painting**. He/she will collect cards (artists, cities, patrons, work) that bear as many points as possible to the chosen **art element**.

The art collection (cards in hand) must contain the following suits: 1 "Art Patron" card, 3 "Artist" cards, 1 "Artwork" card and 1 "Art City" card. Each single card displays a title, some information and *points per art element*. These can be 0 to 3, where 0 indicates that the card is not very relevant to the art element and 3 indicates that the card is very relevant or decisive. Points are found at the bottom of each card. Players should choose cards with the highest possible relevance to their chosen art element.

## PREPARATION

Find the four **art elements** cards (see pictures below) in the deck and shuffle them.



Place them on the table face-down. Players in turn pick a card; this contains some trivia, the player's objective and, above all, the *art element* for which he/she has to collect points. For the rest of the game a player must collect cards portraying *artists, patrons, cities* and *works* that are relevant to his/her chosen art element (i.e. if the chosen element is *panel painting*, he/she has to collect art cards bearing the highest points possible in the same category and discard those bearing zero or low points). Players should not reveal their chosen art element card; this remains close to the player and is made known when the game end. If there are 3 players, one card remains "not chosen" and is removed from play.

## Starting The Game

1-The youngest player shuffles the other 44 art cards, deals 6 each and places the remaining card deck, face-down, at the centre of the table; reveal the first top card and place it "face-up" next to the deck (see picture below).



2- Players have to arrange the cards so to have one "art patron" card, three "artist" cards, one "artwork" card and one "art city" card. Cards in excess in certain categories should be eliminated as soon as possible. All cards must bear at least one point for the player's art element (e.g. if you are collecting art cards related to *fresco painting*, and you have the "Gian Lorenzo Bernini" card, this should be discarded as soon as possible as it bears 0 points). Players should not reveal their cards.

3- Once cards are given out, in turn, clockwise, each player (the player on the left of the card dealer goes first) picks either the top card from the deck **or** the face-up card next to it. Then he/she has to discard one card; this will be placed face-up next to the deck. Once the card has been discarded, the next player can pick a card, either from the top of the deck or from the top of the discard pile, and so on.

## Winning The Game

When a player has collected six appropriate cards, he/she might reveal them all at the end of his/her turn and, if the other players acknowledge the right order, he/she will place them down on the table and collect the points displayed under the sign (fresco, architecture, etc.) of the chosen art element. As this happens, the game ends. The other players reveal their compositions as well but they only score consolation points coming from the *artist* cards only.

**However**, it might be possible that one of the players has a complete collection in his hand as well, if his/her score is higher than the other player he/she is the winner. In fact, it would be possible for a player not to reveal a complete art collection as he/she might want to find better cards to score more points. The other player(s) with complete collections will score consolation points coming from the *artist* and the *patron* cards only.

For instance, the following sequence of 6 cards is an example of winning collection for the "*Fresco painting*" player. Notice that the score is given by the points below the *fresco painting* sign:



$$2 + 2 + 3 + 1 + 2 + 3 = 13 \text{ points}$$

If nobody reveals any complete *art collection* when all cards in the deck have gone, re-shuffle the face-up cards (discard pile) and continue as usual.

## Alternate Rules and Worksheets

You can find alternate rules and free worksheets on our website [www.educationalcards.net](http://www.educationalcards.net).

## Credits

The following people made this game possible.

**Game Concept:** Giuseppe Turdo  
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Martin Tabbone  
Mike Topes  
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## Legal

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