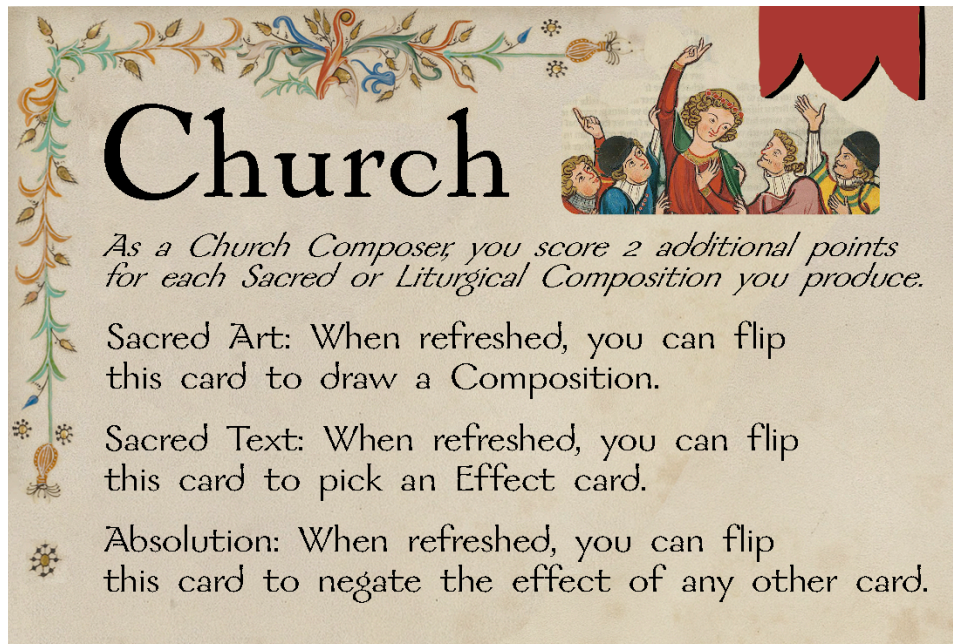




Print multiples of these roles cards (Church, Court, and Countryside) up to the number of players you have. Everything else is in the right proportion.

Each page is set up to be printed double-sided with the following page, except for the full-page game board (p. 31-34). If you would prefer to play with a proper quad-fold game board and professionally printed playing cards, hit us up at <https://fruit-circus.github.io/gameboards.html>



Church



As a Church Composer, you score 2 additional points for each Sacred or Liturgical Composition you produce.

- ↻ Sacred Art: Draw a Composition.
- ↻ Sacred Text: Choose a card from the array.
- ↻ Absolution: At any point, negate the effect of any other card.

Court



Take twice the written benefits from Patron cards.

Higher Education: When refreshed, flip to take between 1 and 2 cards from the array.

Noble Sacrifice: When refreshed, you can flip this card to discard an opponent's Effect card at the cost of 2 of your own.



Friends in High Places: When refreshed, you can flip this card to move a pawn 1 or 2 spaces.

Court

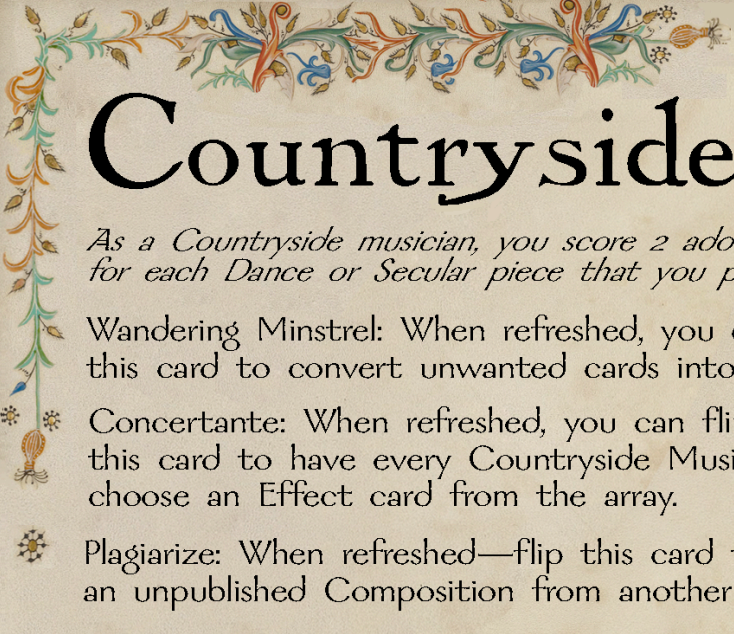


Take twice the written benefits from Patron cards.

↻ Higher Education: Take a Patron from the array. If there is no Patron, take 2 Effect cards.

↻ Noble Sacrifice: Discard an opponent's Effect card, and 2 of your own.

↻ Friends in High Places: Move a pawn 1 or 2 spaces in either direction.



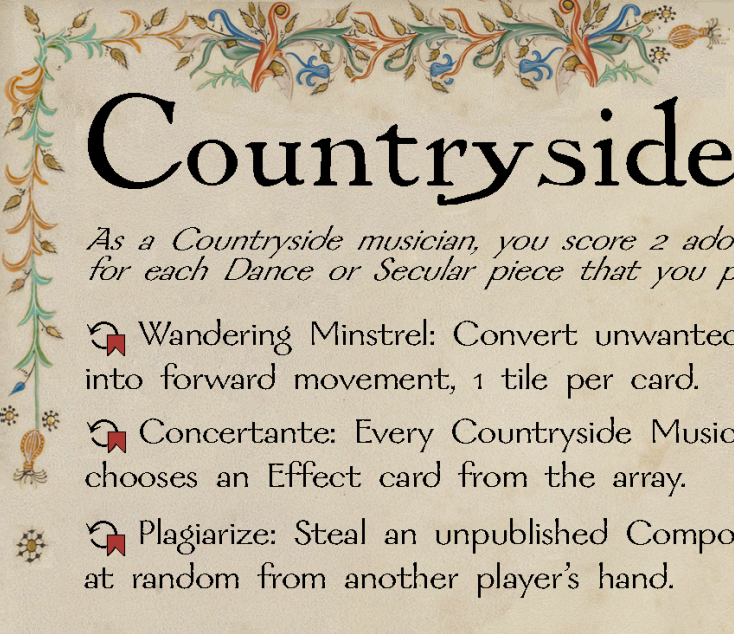
Countryside

As a Countryside musician, you score 2 additional points for each Dance or Secular piece that you produce.

Wandering Minstrel: When refreshed, you can flip this card to convert unwanted cards into movement.

Concertante: When refreshed, you can flip this card to have every Countryside Musician choose an Effect card from the array.

Plagiarize: When refreshed—flip this card to steal an unpublished Composition from another player.



Countryside

As a Countryside musician, you score 2 additional points for each Dance or Secular piece that you produce.

🔄 Wandering Minstrel: Convert unwanted cards into forward movement, 1 tile per card.

🔄 Concertante: Every Countryside Musician chooses an Effect card from the array.

🔄 Plagiarize: Steal an unpublished Composition at random from another player's hand.

Sustain



If another player passes you, flip this card to move forward 5 spaces.

Alfonso the Wise



Increase your card capacity by 2.
To keep this card: You cannot take negative action against another player.

Music of the Spheres



Flip this card to roll two dice of your choice. If the dice create the ratios of an octave (2:1), a perfect fourth (4:3), or a perfect fifth (3:2) draw 2 Compositions.

Rondeaux



Flip this card to reroll a die. You can use either the first or second result.

Sustain



When refreshed, if another player passes you, you can flip this card to move forward 5 spaces.

Alfonso the Wise



Increase your card capacity by 2.
To keep this card: You cannot take negative action against another player.

Music of the Spheres



When refreshed, you can flip this card to roll two dice of your choice. If the dice form the ratios of an octave (2:1), a perfect fourth (4:3), or a perfect fifth (3:2) draw 2 Compositions.

Rondeaux



When refreshed, you can flip this card to reroll a die. You can use either the first or second result.

Peasants' Revolt



Evenly redistribute every Effect card currently in play, then discard this card

Dunstaple



Contenance angloise: Score full points for Early Renaissance compositions even if it is not the Early Renaissance.

Ockeghem



Completed Masses are worth 3 additional points.

Cipriano de Rore



Completed Madrigals are worth 4 additional points.

Peasants' Revolt



Evenly redistribute every Effect card currently in play, then discard this card

Dunstaple



Contenance angloise: Score full points for Early Renaissance compositions even if it is not the Early Renaissance.

Ockeghem



Completed Masses are worth 3 additional points.

Cipriano de Rore



Completed Madrigals are worth 4 additional points.

Printing Press

Flip this card to reduce a piece's production cost by 2 until the end of your turn.

Beatriz de Dia

Diss Track: If another player's pawn is on the same tile as yours, you can flip this card to move yourself 4 tiles forward, and move them back 3 tiles.

Elizabeth Nevell

My Ladye Nevell's Patronage: If another player changes your position, flip this card to steal one card of any variety from them. To keep this card: You must publish one piece per turn.

Philip the Good

Flip this card to double your dice next time you roll. To keep this card: You cannot take negative action against another player.

Printing Press



When refreshed, you can flip this card to reduce a piece's production cost by 2 until the end of your turn.

Beatriz de Dia



When refreshed, if another player's pawn is on the same tile as yours, you can flip this card to move yourself 4 tiles forward, and move them back 3 tiles.

Elizabeth Nevell



My Ladye Nevell's Patronage: When refreshed, if a player changes your position, you can flip this card to steal one of their cards. To keep this card: You must publish at least 1 piece per turn.

Philip the Good



When refreshed, you can flip this card to double your dice on your next roll. To keep this card: You cannot take negative action against another player.

Perotin



In Leonin's Footsteps: When another player uses their Vocation, you can flip this card to draw a Composition.

Dunstaple



Contenance angloise: Score full points for Early Renaissance compositions even if it is not the Early Renaissance.

Hildegard



Monophonic Magistra: Score full points for Monophonic compositions even if it is not the Monophonic Age.

Cost of Living



Flip this card to force another player to flip 2 of their cards without activating their effects.

Perotin

When refreshed, if another player flips their Vocation, you can flip this card to draw a Composition.

Dunstaple

Contenance angloise: You may produce Early Renaissance compositions even if it is not the Early Renaissance.

Hildegard

Monophonic Magistra: You may produce Monophonic compositions even if it is not the Monophonic Age.

Cost of Living

When refreshed, you can flip this card to force another player to flip 2 of their cards without activating their effects.

Machaut



Machaut must go on: If a roll or card effect would cause you to move 2 or fewer tiles forward, you may flip this card to move forward 6 spaces instead.

Josquin



Renaissance Man: Flip this card to double the effect of any single ability.

Guild License



At any point, flip this card to prevent a card from being discarded or stolen.

Hildegard



Divine Trance: Any time you draw from the Composition deck, you may flip this card to draw 2 more pieces.

Machaut



Machaut must go on: When refreshed, if a roll or card effect would cause you to move 2 or fewer tiles, you may flip this card to instead move 6 tiles.

Josquin



Renaissance Man: When refreshed, this card can double the effects of any single ability.

Guild License



When refreshed, this card can prevent a card from being discarded or stolen.

Hildegard



Divine Trance: When refreshed, any time you draw a Composition, you may flip this card to draw 2 more.

Plagiarize



Spend this card to steal a random unpublished Composition from another player.

Plagiarize



Spend this card to steal a random unpublished Composition from another player.

Plagiarize



Spend this card to steal a random unpublished Composition from another player.

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Plagiarize

Spend this card to steal a random unpublished Composition from another player.



Landini

Completed ballati are worth 3 additional points.



Hildegard

Completed plainchants are worth 3 additional points.



Susato

Completed dances are worth 1 additional point.



Susato

Completed dances are worth 1 additional point.



Landini

Completed ballati are worth 3 additional points.



Hildegard

Completed plainchants are worth 3 additional points.



Susato

Completed dances are worth 1 additional point.



Susato

Completed dances are worth 1 additional point.



Leonin



Dawn of Polyphony: Score full points for Early Polyphonic Compositions even if it is not the Age of Early Polyphony.

Council of Trent



Spend this card at any time to invert another player's dice roll, moving them backwards instead of forwards.

Guido



Pedagogical Potentate: Flip this card to draw 2 Compositions.

Peasants' Revolt



Spend this card to evenly redistribute every Effect card currently in play.

Leonin

Dawn of Polyphony: Score full points for Early Polyphonic Compositions even if it is not the Age of Early Polyphony.

Council of Trent

Spend this card at any time to invert another player's dice roll, moving them backwards instead of forwards.

Guido

Pedogodical Potentate: When refreshed, you can flip this card to draw 2 Compositions.

Peasants' Revolt

Spend this card to evenly redistribute every Effect card currently in play.

Royal Annex



Spend this card to discard a player's Effect card. That player moves their token forward 3 spaces.

Harden/Softening



Flip this card in order to “sharp” or “flat” any figurine, moving it either one space forward or backward.

Gesualdo



Self Flagellation: Flip this card to move backward 4 spaces and draw 2 Compositions.

The Guidonian Hand



Mnemonic Aid: Flip this card to take an Effect card from the array.

Royal Annex



Spend this card to discard a player's Effect card. That player moves their token forward 3 spaces.

Harden/Soften



When refreshed, either “sharp” or “flat” any figurine, moving it up to one space forward or backward.

Gesualdo



Self Flagellation: When refreshed, allows you to move back 4 spaces in order to draw 2 Compositions.

The Guidonian Hand



When refreshed, you can flip this card to take an Effect card from the array.

Byrd



English Master of the High Renaissance:
Score full points for High Renaissance
compositions even if it is not the
High Renaissance.

Palestrina



Italian Master of the High Renaissance:
Score full points for High Renaissance
compositions even if it is not the
High Renaissance.

di Lasso



Belgian Master of the High Renaissance:
Score full points for High Renaissance
compositions even if it is not the
High Renaissance.

Inspiration



While you have this card, you may
refresh 1 extra card per turn.

Byrd

English Master of the High Renaissance:
Score full points for High Renaissance
compositions even if it is not the
High Renaissance.



Palestrina

Italian Master of the High Renaissance:
Score full points for High Renaissance
compositions even if it is not the
High Renaissance.



di Lasso

Belgian Master of the High Renaissance:
Score full points for High Renaissance
compositions even if it is not the
High Renaissance.



Inspiration

While you have this card, you may
refresh 1 extra card per turn.



House Medici



Medici Bank: Add another player's unused cards to your publication costs by flipping this card. This card also counts toward the production cost.

Lost to History



Remove another player's published Composition, then discard this card.

Inspiration



While you have this card, you may refresh 1 extra card per turn.

Inspiration



While you have this card, you may refresh 1 extra card per turn.

House Medici



When refreshed, you can flip this card to add another player's unused cards to your own publication costs.

Lost to History



Remove another player's published Composition, then discard this card.

Inspiration



While you have this card, you may refresh 1 extra card per turn.

Inspiration



While you have this card, you may refresh 1 extra card per turn.

Petrucci

The Venetian Printer: When producing a piece, flipping this card is equivalent to flipping 3 other Effect cards.



Please excuse this little sliver of game board that I couldn't fit on one of the other pages

Charlemagne

Scriptoria: When another player activates a tile, flip this card to copy the benefits for yourself.



Amadeus VIII

Duke of Savoy: Any time another player discards an Effect card, move forward 2 spaces. To keep this card: You must maintain a hand limit of 6 cards.



William V

Duke of Bavaria: At the end of each turn, move forward 2 spaces for every unused Effect card you have. To keep this card: You must maintain a hand limit of 6 cards.



Petrucchi



The Venetian Printer: When producing a piece, flipping this card is equivalent to flipping 3 other Effect cards.

Charlemagne



Scriptoria: When refreshed, you may flip this card to duplicate a tile's benefits when it is activated.

Amadeus VIII



Duke of Savoy: Any time another player discards an Effect card, move forward 2 spaces. To keep this card: You must maintain a hand limit of 6 cards.

William V



Duke of Bavaria: At the end of each turn, move forward 2 spaces for every unused Effect card you have. To keep this card: You must maintain a hand limit of 6 cards.



45 Madrigal A vocal secular piece sung for courtly entertainment.	888 Cyclic Mass A religious vocal work using the same melodic theme in its five movements.
45 Madrigale spirituale A religious vocal piece from Italy.	88 Paraphrase Mass A vocal work that uses an elaborate form of chant as the cantus firmus.
2233 Laude A religious but non-liturgical vocal piece from Italy.	88 Parody Mass A vocal work that doesn't use a chant as a cantus firmus.
21 Frottola An popular secular song from Italy, predecessor to the madrigal.	5 Anthem A sacred vocal work sung in Anglican liturgy.