

Musician



Musician



Chef



Chef



Chef



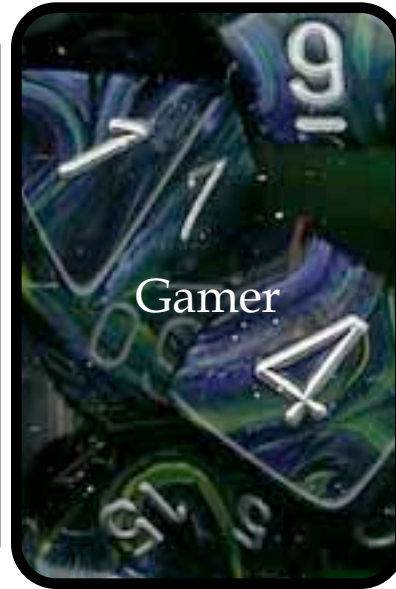
Chef

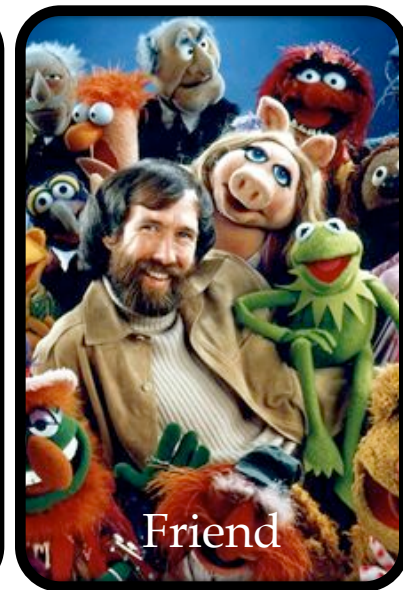
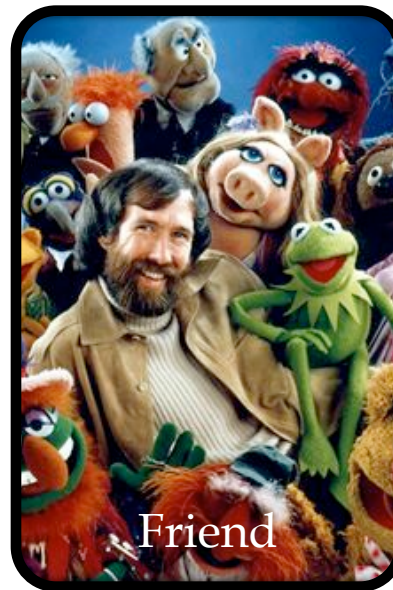
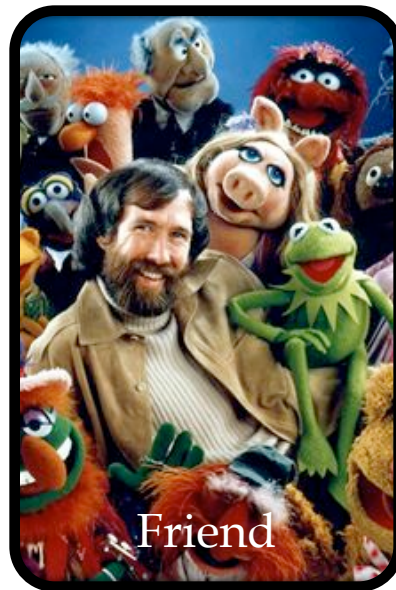


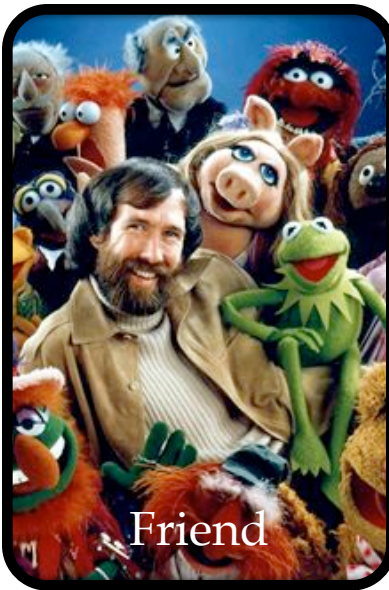
Chef



Gamer







El Sentinél

If you do not have El Sentinél, you may pass your turn to challenge its owner for it. (All players compete if El Sentinél is uncontrolled.) Starting with you, the player who plays the most types of CR cards (one of each) gets El Sentinél. If you have El Sentinél, add 1 to every challenge roll you make.
+2 Pts to final score.

Variants:

Trading - You may trade CR cards with other players when it is not your turn or their turn.

Stealing: After flipping a Challenge card, you may attempt to complete another player's Challenge at a -2 penalty (instead of completing a Challenge on the table). If you succeed, take the Challenge card from his or her Success pile and move it to yours.

Interference: You may aid or hinder the player to your left or right when he or she is attempting a Challenge. Every CR card you discard before the player rolls that matches a requirement on the card can add or subtract (your choice) one from that player's roll.

Replay: After flipping a Challenge card, you may re-attempt a Challenge in your Success pile (instead of completing a Challenge on the table). Your roll is at -2, with an additional -1 for every Replay token on the Challenge. If you succeed, put a Replay token on it. At the end of the game, Replay Tokens are worth points equal to the value of the card they're on.

Renaissance Man - A game for two to four players by Sharon Cichelli and Jonathan Leistiko

Goal: Wisely spend your Creative Reserves to accomplish nifty challenges and end the game with the most points in your Success pile.

You Need: 2d6 and a deck of *Renaissance Man* cards. Print the Creative Reserves (CR) cards (first four pages) on a different color stock than the Challenge cards (last four pages).

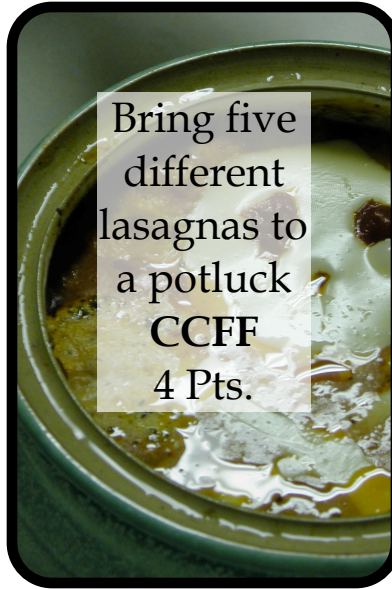
Setup: Shuffle the CR deck and the Challenge deck separately. Deal 3 CR cards to each player. Deal Challenge cards face up to the center of the table equal to the number of players. Keep the decks separate and put them face-down where everyone can reach them. The player who most recently had a birthday goes first.

Play: On your turn, choose to draw a CR card or a Challenge card. For a CR, put the card in your hand, and your turn is over. If the CR deck runs out of cards, shuffle the discards and make a new CR deck. For a Challenge, play it face-up to the center. You may attempt any face-up Challenge that's not in a Success pile. You need to roll a 7 or better on 2d6. Add 1 to your roll if it's the card you turned face-up this turn. Challenges list their required Creative Reserves: C for Cooking, F for Friend, G for Gamer, M for Musician, and W for Writer. Subtract 2 from your roll for every requirement you don't match with a CR card. (Matching is optional; you can choose to take the disadvantage.) Add 1 to your roll for every *extra* matching CR card you play. If you lose, take your CR cards back. If you win, discard all CR cards you used and move the Challenge to your Success pile. Either way, your turn is done.

If the card you turn face up is an Event (a special Challenge card), each player, starting with you, may play no, one, or several CR cards that match that event. Once all players have played cards, you each roll 2d6 and add one to your total for each CR card you played. (If you're the player who turned the card over, add 1 to your roll for that, too.) If you have the highest total, put the Event in your Success pile; you get to use the special benefits on it. Otherwise, take your CR cards back.

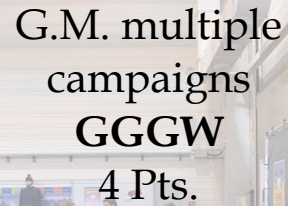
Winning: If any player has 10 points or more, you may declare (at the end of your turn) that your next turn is your last turn. The game ends at the end of your next turn. The player with the most points at the end of the game wins.

Origin & Credits: Sharon and I made this game up for Ben's birthday. We brainstormed it over a sunrise breakfast on July 2, 2006. I laid it out and wrote the rules July 2nd and 3rd. We playtested it at Games Night with JP and Markus (thanks, guys!) on July 4th. I did more layout and rewrote the rules on July 5th. Thanks to Sharon for editing. The game is based on five adjectives that describe Ben well: Chef, Gamer, Musician, Writer, and – most of all – a gosh-darn great Friend. *Happy Birthday, Ben!*





Diligently
eliminate
munchkin
loopholes in
your friend's
games
FGG
3 Pts.



G.M. multiple
campaigns
GGGW
4 Pts.



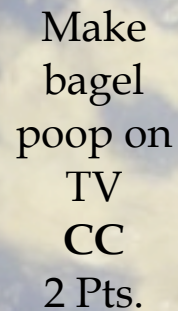
Maintain
multiple blogs
W
1 pt.



Write several
radio plays
WWW
3 Pts.



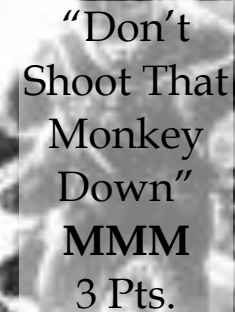
Write humorous
recipes
CWW
3 Pts.



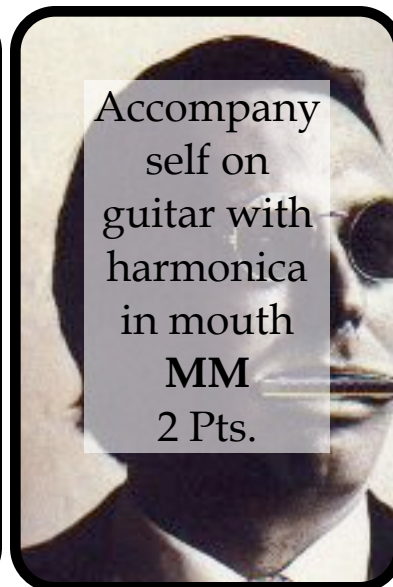
Make
bagel
poop on
TV
CC
2 Pts.



Compose a
love song for
your sweetie
MMW
3 Pts.



"Don't
Shoot That
Monkey
Down"
MMM
3 Pts.



Musician Event:

Jam Session

1 pt. for every
Musician card
you have

+1 to every
Writer challenge
roll

Writer Event:

NaNoWriMo

1 pt. for every
Writer card you
have

+1 to every
Cooking challenge
roll

Challenges:

Requirements: C=Cooking, F=Friend, G=Gamer,
M=Musician, W=Writer.

- Roll a 7 or better on 2d6.
- +1 if it's the card you turned face-up this turn.
- -2 for every requirement you don't match with a CR card.
- +1 for every extra matching CR card you play.

If you lose, take your CR cards back. If you win, discard all CR cards you used and move the Challenge to your Success pile.

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