

Welcome to Renown!

For 2-4 players

Goal

In a world filled with catastrophes, magical mishaps, and big personalities, you have always been lost in the shuffle. Now, yet another disaster has befallen your home, Gloria's Landing, destroying much of the town in the process. Your chance has finally arrived. It is time to step it up and be more than a follower. It is finally time to gain the renown you've always deserved.

Taking on quests, defeating monsters, and fighting your fellow townsfolk, this task won't be for the feint of heart. Do your best to stay righteous, or give into a life of dishonor. The choice is yours. What will you do to gain renown?

In the Renown card game, you take control of a unique personality from the town of Gloria's Landing. The goal of the game is simple: you want your personality to gain enough Renown to become the next big thing. You'll gather followers, go on quests, and plot against your competition. The player who reaches twenty Renown first wins.

Components

In total there are three separate sets of cards in Renown.

The Personalities - There are 12 unique **personalities**. Each **personality** represents who you are playing as. Most **personalities** have two sides, their base side, and their prestige side. **When a personality reaches 10 Renown** the card flips over and receives new or additional powers. After a personality has flipped they may not be flipped back over.

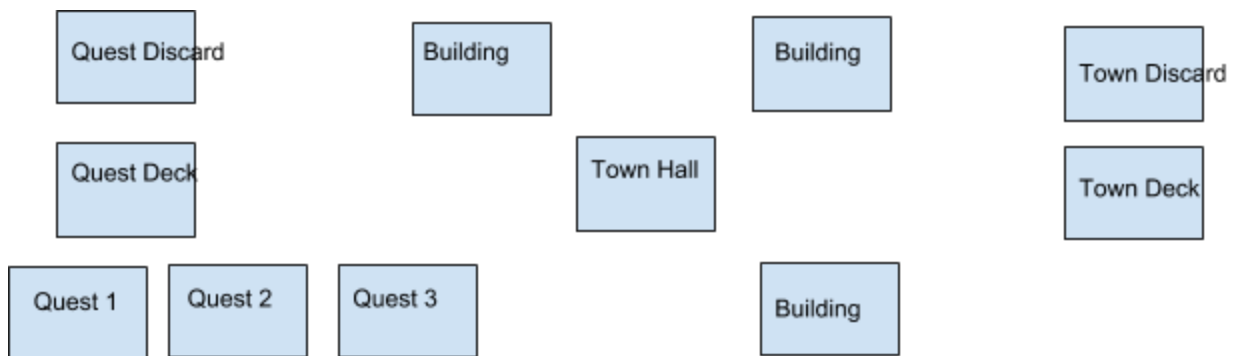
The Quest Deck - The Quest Deck consists of 30 unique cards that represent the adventures you will undertake. If at anytime the Quest Deck runs out of cards, shuffle the discard pile and start a new deck.

The Town Deck - The Town Deck consists of 113 cards that represent the town of Gloria's Landing. This deck consists of the **buildings**, **followers**, and **actions** that you will use throughout the game. If at anytime the Town Deck runs out of cards, shuffle the discard pile and start a new deck.

Before the Game

1. Shuffle the **personalities** and randomly give one to each player. If this is your first time playing Renown we recommend not playing as Farm Boy/Black Bart or Sister Carrie Clarence.

2. Place the **building** “Town Hall” in the center of the table, face up.
3. Shuffle the Town Deck and deal 5 cards to each player. Players may look at their cards at any time.
4. Shuffle the Quest Deck and set it next to the Town Deck. Flip over three quests and place them near the Quest Deck. (see variant rules for Catastrophes)
5. The player who most recently won a game goes first. Play will continue clockwise.



The Town Phase

At the start of a player’s Town Phase refresh any cards in front of them that are exhausted.

1. During the Town Phase players may play **followers**, **buildings**, and **actions** as well as use **personality** powers.
2. **Followers** remain in play in front of the player, representing those in town who have chosen to follow you. Most **followers** have abilities that may be used or happen when they come into play.

a. :



Followers and **personalities** often have one or more of these symbols on them. These represent their attributes. Utilizing these attributes your

followers may accompany your **personality** during the Quest Phase to complete the quest and help you gain Renown.

- b. **Exhaust a Follower:** Many **followers** may use special abilities by being exhausted. When using an ability that says to exhaust, do what the card says and turn it sideways.
- c. **Honorable/Dishonorable:** You and your **followers** may often need to do *Dishonorable* deeds in your name as you rise to the top. Whenever you play a *Dishonorable* **action**, one of your *Dishonorable* **followers** uses an ability, or if you use any *Dishonorable* **buildings**, all *Honorable* **followers** you have in play immediately Revolt.
 - i. **Revolt:** Whenever a follower revolts, place it onto the bottom of the Town Deck.

In addition, *Honorable* followers may not attempt to complete *Dishonorable* quests and *Dishonorable* followers may not attempt any *Honorable* quests. If you successfully complete a *Dishonorable* quest, all of your *Honorable* followers immediately Revolt.

- d. **Number of Followers:** A player may not play more **followers** than there are the number of **buildings** in play. If at anytime a card allows a player to place a **follower** into play and that player does not have enough room, the **follower** Revolts.. **At the end of each player's turn that player must choose which followers Revolt until they have the correct number of followers in play.**
3. **Buildings** are placed in play in the center of the table surrounding the Town Hall. Similar to **followers** most **buildings** have activated or passive abilities that will work when stated. Players may use a **building** anytime during their Town Phase. Each **building** may only be used once unless stated otherwise.
 4. **Personalities** may also use their powers during the Town Phase. Keep in mind however some **personality** powers may be used anytime.
 5. **Actions** may be used anytime unless the card states otherwise.
 6. After the current player has finished their Town Phase they will enter their Quest Phase.

The Quest Phase

Important Note: At any time that there are not three quests face up, flip over quests from the top of the Quest Deck and place them in play until there are three.

1. Once a player has finished the Town Phase the Quest Phase begins.

- a. **Building a Party:** Adventuring is hard work and you are going to need help to gain your Renown. Each turn you will choose which **followers** will accompany your **personality** on the quest, if any.
 - b. **Completion:** Your goal is to bring the right **followers** along to avoid certain death. Every quest displays the attributes needed to complete it. By using your **personality**, **followers**, and **actions** you must match or exceed the attributes listed on the quest.
 - c. **Victory:** If you succeed at the quest you reap the rewards. Gain any Renown or other victory rewards associated with the quest.
 - d. **Defeat:** If you attempt the quest and fail, you must accept defeat and do whatever the quest says.
2. You choose if you will attempt any of the face up quests. You may only attempt to complete one quest each turn. **If any Catastrophes are face up, they must be completed first.**
 - a. Catastrophes are huge events that shake up the game. When a Catastrophe is face up it has some kind of effect on the game as listed on the card. They also must be done first before attempting other quests. (see variant rules on Catastrophes)
 3. You may then choose which **followers** will travel with you. Those **followers** should be placed in front of the quest to represent the attempt.
 4. Once all of the **followers** have been assigned, players may use **personalities**, **followers**, and **actions** to affect the outcome.
 5. After everyone has had a chance to act, exhaust all of the followers who attempted the quest. Then confirm if you will be reaping the rewards of victory or suffer at the hands of defeat. Afterward the Quest Phase ends and the active player's turn then ends.

End of the Turn

At the end of the turn the active player draws a card and play continues clockwise.

Catastrophe Variant Rules

It is recommended when you first start playing Renown to follow these Catastrophe Variant Rules.

Catastrophes are harsh quests that can slow the pace of the game. While that is intended (they are catastrophic after all) it can cause slow starts if you aren't prepared.

Prior to the start of the game remove all of the Catastrophes and set them aside. After drawing the first three quests for the game, evenly distribute the Catastrophes into the Quest Deck and then re-shuffle. You are now ready to play.

Key Words

Catastrophe - Catastrophes are quests that must be done first before any other quests can be attempted. Most of them have some form of ongoing effect on the game, so make sure to read them carefully.

Discard - Discarding a card refers to the cards in players' hands, not in play.

Dishonorable - *Dishonorable* deeds come with the territory. Any time you play a *Dishonorable* **action**, use a *Dishonorable* **follower** power, or use a *Dishonorable* **building** card, your *Honorable* followers immediately Revolt. *Dishonorable* followers may not attempt *Honorable* quests.

Honorable - Any time you play a *Dishonorable* **action**, use a *Dishonorable* **follower** power, or use a *Dishonorable* **building** card, your *Honorable* followers immediately Revolt. *Honorable* **followers** may not go on *Dishonorable* quests and Revolt if you succeed at a *Dishonorable* quest.

Exhaust - Exhausted means the card is turned sideways and cannot be used.

Pay - If a card says to Pay Renown, you must have the equivalent Renown to pay or you may not do what the card says.

Refresh - Refresh means to turn a card face up from exhaustion.

Revolt - Whenever a follower revolts, place it onto the bottom of the Town Deck.

Specific Cards

Farmboy/Black Bart - Black Bart is unique in that his Renown goal is 0 instead of 20. Farmboy functions as a normal **personality** until he flips. Once Black Bart is face up, follow the abilities listed on the card to win through treachery and deceit.

Supreme Judge Trudy - I am the Law! - When using this ability to prevent a personality from going on the Quest, this does not prevent the player from attempting the Quest. It simply means that their personality cannot go.

Sister Carrie Clarence - The holy woman herself, Sister Carrie Clarence only has one side. When she reaches 10 Renown she stays just as she is, a perfect example of purity. As with the rest of the personalities, at 20 Renown she wins.