

-isms! (1-4 Players)

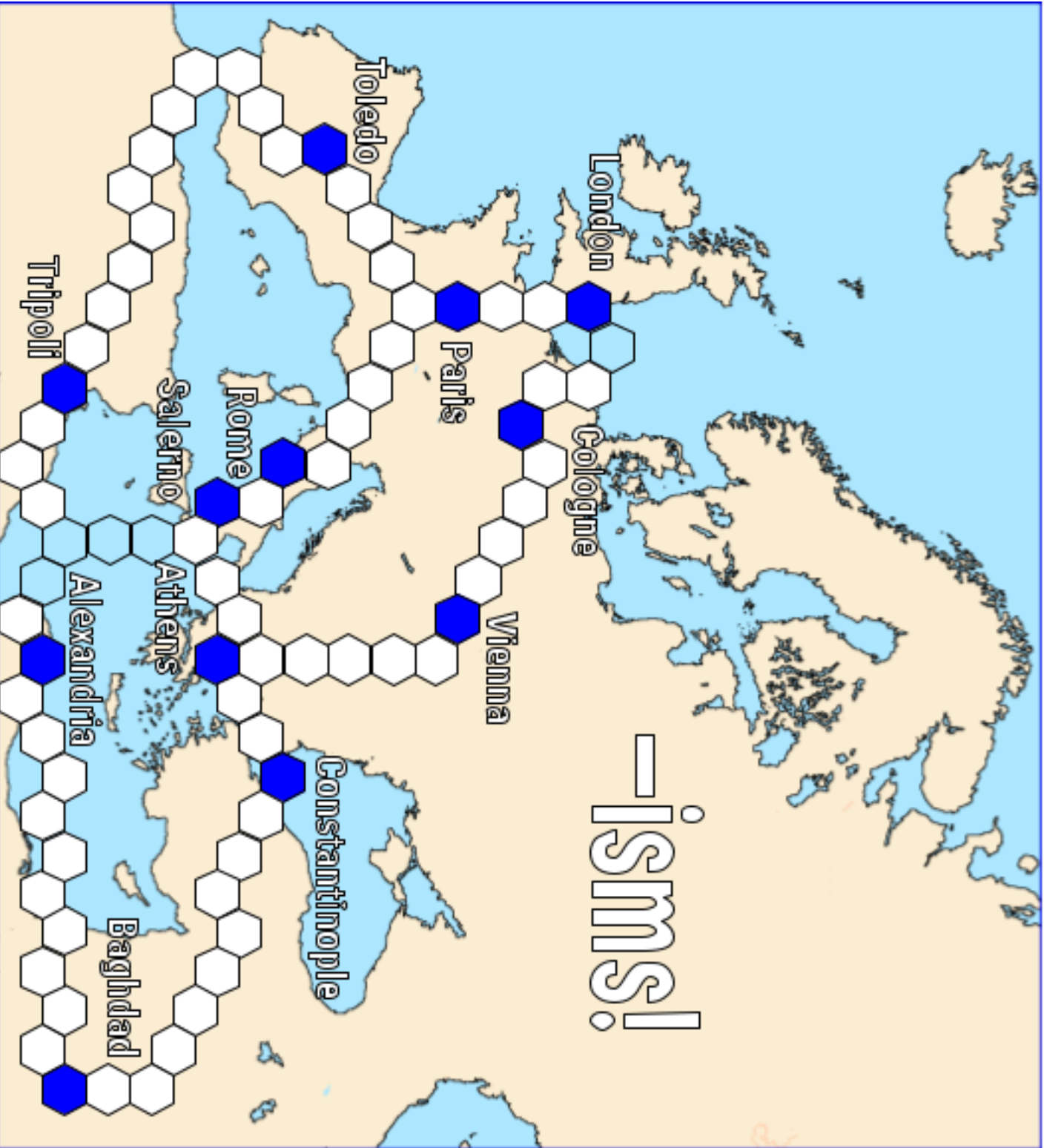
Guide your school of medicine around the Mediterranean and through the ages in a fast-paced contest of medical mastery! Spread your medical theories, challenge rival schools, and survive the ravages of history to come out on top!

Win Condition: As Hippocratism, Galenism, Paracelsianism, or the Royal Society, survive past the Early Modern Era by accruing Reputation Points. The school with the most amount of Reputation by the end of the game wins!

Loss Condition: If your Reputation reaches zero, you lose.

Ways to gain Reputation:

- Travel to other places. Roll 1d6 to determine how many spaces you can travel, and then choose to travel either East or West. You gain Reputation for each space you travel. Rural spaces, in white, confer +5 Reputation. Urban centers, in blue, confer +10 points. Spaces that move across oceans, which are transparent, confer no points, but they can get you to places more quickly!
When you pick a direction, east, west, or north, you **must** continue in that direction until you either come to a fork in the path or you come to an urban space. If you come to a fork in the road, where two or more hexagonal tiles meet, you may select a new direction to travel in. If you land on an urban space, you may turn around on your next turn.
- Challenge other Schools. If two schools pass through the same Urban space in one turn, one can challenge the other to a public debate. Roll 1d6. If it lands on a 1 or a 2, the challenger gains +15 Reputation. If it lands on a 3 or a 4, the challenged gains 15 points. If it lands on a 5 or a 6, then both the challenger and the challenged gain 15 points.
- Scholarship Cards: When entering one of the Centers of Learning areas, draw a card from the deck of Scholarship Cards. The effects on the cards will either have positive or negative effects on your Reputation:
- Centers of Learning throughout the eras:
 - Ancient: Athens, Alexandria, Rome
 - Medieval: Salerno, Byzantium, Alexandria, Baghdad
 - Renaissance: Rome, Paris, London, Cologne, Vienna, Toledo
- Eras:
 - Eras change every 5 turns. They both affect the Reputation of all schools as well as the placement of Centers of Learning.
 - Ancient to Medieval: -30 Reputation to all players.
 - Medieval to Renaissance: +30 Reputation to all players.



-isms!

<p>Copy!</p> <p>Copies have been made of your school's writings! +30 Fame</p>	<p>Incorporation!</p> <p>Ideas from far-off places have been incorporated into your own school! +30 Fame</p>	<p>Hospitals!</p> <p>Your healers have been brought into an existing hospital network! +30 Fame</p>
<p>Translation!</p> <p>Copies have been made of your school's writings! +40 Fame</p>	<p>War!</p> <p>What is it good for? Medical innovation, that's what! +40 Fame</p>	<p>Migration!</p> <p>A great number of your healers have travelled from one place to another! +40 Fame</p>
<p>Patronage!</p> <p>A member of a wealthy family has been healed by one of your school's physicians! +50 Fame</p>	<p>Writing!</p> <p>One of your healers has had his lectures written down in a book! +50 Fame</p>	<p>Live Demonstration!</p> <p>A famous healer from your school has given a public demonstration of your school's ideas! +50 Fame</p>

<p>Denouncement!</p> <p>A prominent scholar has denounced your school! -30 Fame</p>	<p>Informal Healers!</p> <p>People are going to see some informal healers rather than your learned physicians! -30 Fame</p>	<p>Exiled!</p> <p>One of your healers has been kicked out of his home country! -30 Fame</p>
<p>Pillaged!</p> <p>One of your houses of learning has been ransacked by raiders! -40 Fame</p>	<p>Bill Conflict!</p> <p>One of your patients has had a public disagreement with you over payment for his treatment! -40 Fame</p>	<p>Regulation!</p> <p>A decree by the church or university has pushed your school underground! -40 Fame</p>
<p>Patronage Failure!</p> <p>A famous patron has died while under the care of one of your physicians! -50 Fame</p>	<p>Academic Primadonna!</p> <p>One of your physicians has made a scene of himself in public! -50 Fame</p>	<p>Fire!</p> <p>A fire has broken out in the city library! All your school's writings have been lost! -50 Fame</p>

Player Tokens:

- H: Hippocratism
- G: Galenism
- P: Paracelsianism
- RS: Royal Society

