



Orléans

Big Box

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Component Overview

- 5 Player Bags in Player Colors with:
 - 1 Merchant
 - 10 Trading Stations
 - 7 Markers
 - 4 personal Followers:
 - 1 Farmer, 1 Trader,
 - 1 Boatman, 1 Craftsman

26 Hour Glass tiles The Plague

34 Hour Glass tiles Trade & Intrigue

1 Start Player Token

3 Place tiles Plague

35 Place tiles II

22 Place tiles I



1 Score Pad

16 Citizens

1 Carpenter

10 neutral Markers

1 Die



31 Hour Glass tiles Invasion

18 Hour Glass tiles Base Game

46 Corpses

5 Plague Doctors



5 Cover tiles



15 Plague Cards



40 Indulgence Cards



22 Structure Cards



9 Character Cards



23 Order Cards



6 Overview Cards



5 "Carpenter" boards



5 "Support" Action boards



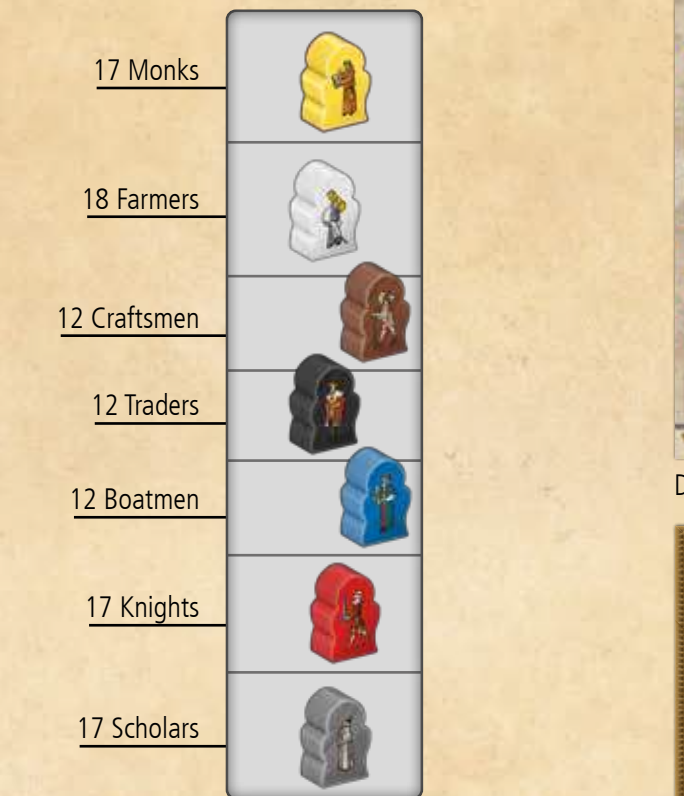
1 "Assembly Hall" board



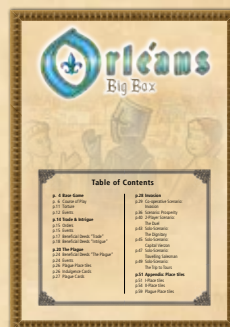
1 "Bourgeois House" board



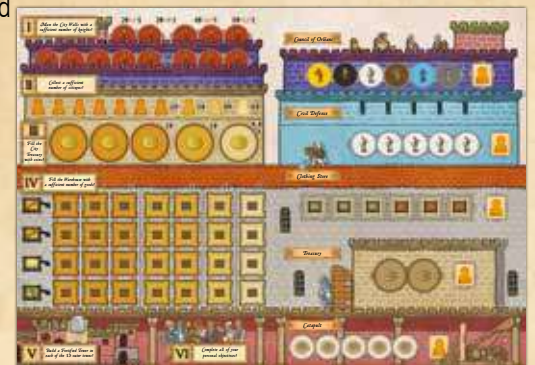
5 "Infirmary" board



Double-sided Game board



Rules



Small Game board "City Defense"



Beneficial Deeds "Base Game" + "The Plague"



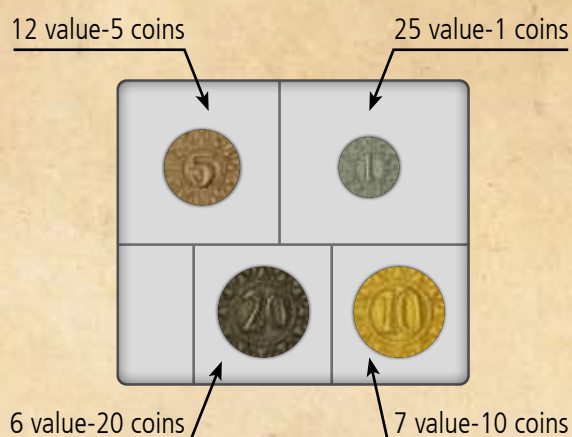
Beneficial Deeds "Trade" + "Intrigue"



5 Player boards in Player Colors



Scenarios "Prosperity" + "The Duel"



Solo-Scenarios "Travelling Salesman" + "Capital Vierzon"



Solo-Scenarios "The Dignitary" + "The Trip to Tours"

Preparation for the base game

1

Each player receives the following in their chosen color:



1 Cloth bag



7 Wooden cubes



1 Merchant figure



10 Trading Stations



4 Personal Followers:
1 farmer, 1 boatman,
1 craftsman and 1 trader

2

Take the large **game board** and place it on the table with the side facing up as shown in the centre.

Place the "**Beneficial Deeds**" board with the side "Base Game" next to it.

3

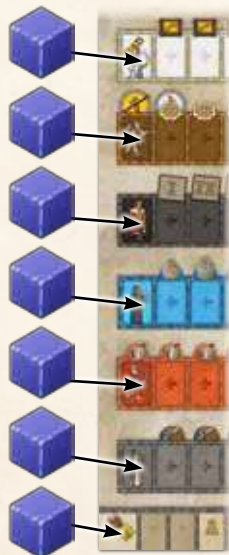
Take out the box with the **Goods** and the **Gear wheels** and place it next to the game board.

4

Take out the 18 **hourglass tiles** of the base game. Set aside the light-colored starting card with the "Pilgrimage" monks.

5

Place 1 **wooden cube** from each player as a marker on the first space of the Follower tracks and on the development track.



6

Take the box with the **neutral Followers** out of the box and place them next to the game board so that everyone can easily reach them.



7

The box with the coins are also placed next to the game board so that they are within everyone's reach. Each player receives 5 value-1 coins as starting capital in their personal supply.



8

Take the **citizens** and place one each on the marked spaces on the tracks, the Beneficial Deeds and on the map. Place the remaining citizens back into the box.





Each player takes a **player board** in their own color and places their Personal Followers on the Market spaces.

Divide the remaining 17 tiles into 3 piles according to their backs A, B and C and shuffle each pile. Then place the "C" tiles face down on the hourglass space of the game board, the "B" tiles on top, the "A" tiles on top and the starting card on top.



11 Each player places his **Merchant figure** in Orléans.



Take the **goods** out of their box and shuffle all of them face down. Place them randomly face up on the Road and Waterway Spaces on the game board. With 4 or 5 players, all spaces are occupied. With 3 players, the spaces showing a 4 remain free. With 2 players, the spaces showing a 3 remain free as well. The remaining goods are divided up by type and put back into the corresponding compartments of their box.



Beneficial Deeds



Take out the **Place tiles I**, shuffle them well and place them face down. Now randomly select 13 and place the stack next to the game board. Place the remaining Place tiles back into the box.

Do the same for the Place tiles of category II so you have 13 tiles of each category.

12 When playing with **five players**, you need all the Followers.

In a 4-player game, remove 2 each of the Farmers, Boatmen, Craftsmen and Traders, also 3 each of the Knights, Scholars and Monks and 4 Gear wheels. Place them in an empty storage compartment of the box and put them back in their respective box at the end of the game.

In a 3-player game, remove 4 each of the Farmers, Boatmen, Craftsmen and Traders, also 6 each of the Knights, Scholars and Monks and 4 of the Gear wheels. You also remove 6 random goods. The spaces labeled "4" on the game board are not occupied.

In a 2-player game, remove 6 each of the Farmers, Boatmen, Craftsmen and Traders, 9 each of the Knights, Scholars and Monks and 4 Gear wheels. Remove 12 face-down goods and do not use the spaces marked "3" and "4" on the game board.

Goal of the Game

You are trying to achieve dominance in various areas in medieval France. You will get goods, coins, and victory points via production, trade, development, and by committing to the common good.

Course of Play

The youngest player receives the Start Player Token.

The game is played over 18 rounds, with each round being comprised of 7 phases.



Start Player Token

Phase 1

Hour Glass: The Start Player draws the topmost Hour Glass tile from the stack and turns it face up. The Hour Glass tiles determine the length of the game. The game ends at the end of the round in which the 18th and last tile is drawn. Each Hour Glass tile also introduces an event that will affect the current round. There are 6 different types of events (see "The Events in Detail"). Except Pilgrimage, events are resolved in Phase 6: "Event".



Phase 2

Census: Determine who has the most and who has the fewest Farmers. The player whose marker is furthest ahead on the Farmers track receives 1 coin from the supply. If there is a tie, no player receives the coin. The player whose marker is furthest behind on the track must pay 1 coin to the supply. If there is a tie, no player has to pay the coin.



Example: The blue player receives a coin and the red player must pay a coin.

2 PLAYERS

Please note: In the 2-player game, the player who is behind on the track does not have to pay a coin. The player who is ahead still receives a coin.

Phase 3

Followers: Draw Followers from your Followers Bag and place them on the Market. You may draw a number of Followers from your bag equal to or lower than the number indicated by your marker on the Knights track. At the beginning of the game, this number is 4. Place the drawn Followers on the Market Spaces of your player board. You may not draw more Followers than you can fit in your Market. (Note: Followers that you do not use remain on your Market, thus taking up space that you might need when drawing Followers.)



Example: The green player may draw 4 Followers from their bag. The yellow and blue player may each draw 6 Followers, and the red player may even draw 8 Followers from their bag.

Phase 4

Planning: Starting at the same time, all players plan their actions for the current round by placing Followers from their Market to their Action Spaces. You may leave Followers on your Market to use them in subsequent rounds.

Once done, you point out the end of your planning; from this point on, you are no longer allowed to change your mind. In the case of doubt, this happens clockwise in turn, starting with the start player.

Each **Place** provides a specific action and requires a certain set of Followers to activate.

(The City Hall as well as some Place tiles require only a single Follower for activation, others none at all.)



Example: You need a boatman and a craftsman to receive another farmer.

Place the required Followers on the corresponding Action Spaces of the Place you want to activate. A Place is considered activated as soon as all of its Action Spaces have a Follower. You can carry out the action during the following Action Phase or a future one. You don't have to place all required Followers during the same Planning Phase. You may place some now and the rest in subsequent rounds. As long as you have not placed all of the required Followers, you have not activated the action and may not play it.

Phase 5

Actions: You may carry out the actions of the Places you activated, i.e. where you placed a Follower (or Gear wheel) on every required space.

Beginning with the Start Player and in clockwise order, each player may carry out 1 action or pass. If you pass, you cannot carry out any more actions during that round.

After playing an action, remove the Followers from that action (e.g. the Boatman and the Craftsman from the Farm House) and put them back into your bag.

Please note: Gear wheels remain on the Action Spaces where you placed them until the end of the game.

You may carry out your actions in any order. You are not required to carry out an activated action. You may pass even if you could carry out more actions. The Action Phase ends when all players have passed. If you pass, you cannot participate in the current Action Phase anymore. Activated actions that you did not use this round remain activated and can be used in a subsequent round. Do not remove Followers from actions you have not used yet.

Phase 6

Event: Resolve the event shown on the Hour Glass tile of this round.

(The event affects all players. See page 12 for details on the events.)



Phase 7

Start Player: The current Start Player passes the Start Player Token to the player to his left.



The Actions/Places

Every Place represents a specific action. Your player board features the most common Places. As the game progresses, you can acquire additional Places (see below, "Trader - Expanding the City").

You can play an action if it is activated (all spaces occupied). After playing an action, you remove the Followers (*but not the Gear wheels*) used to activate it and return them to your Followers Bag.

The Places and their actions in detail:

Farm House

Take a **Farmer** from the farmer's supply and put him into your bag.

Then advance your marker one space on the Farmers track and receive the depicted **goods**. The position of your marker on this track also plays a role during Phase 2: "Census".



Village

In the Village, you can receive another **Boatman**, **Craftsman**, or **Trader**. You can **choose** one of the following actions (*Boatman*, *Craftsman*, *Trader*):



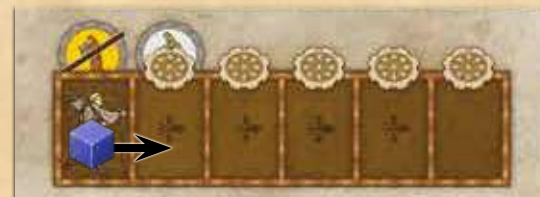
Boatman

Take a **Boatman** from the supply and put him into your Followers Bag. Then advance one space on the Boatmen track and receive the depicted number of **coins**. On the last space of that track, the first player to get there receives a Citizen instead of coins.



Craftsman

Take a **Craftsman** from the supply and put him into your Followers Bag. Then advance one space on the Craftsmen track and receive a **Gear wheel**. Put the Gear wheel next to your player board. You may only use it after you pass.



Technology: You can place the Gear wheel on an Action Space of your choice to replace the required Follower for the rest of the game. You do not remove the Gear wheel after you played the action. It remains on its space until the end of the game.

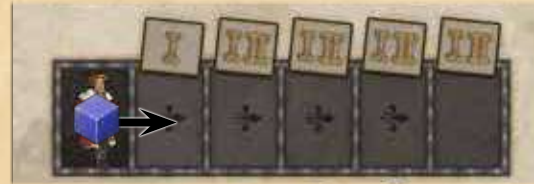
Constraints:

- Starting from the first space on the Craftsmen track you are allowed to use Gear wheels to replace Farmers.
- Starting from the second space on the Craftsmen track you are allowed to use Gear wheels to replace any Followers except Monks.
- Monks can never be replaced with Gear wheels.
- You may not place more than 1 Gear wheel at one Place.
- You may not place a Gear wheel at a Place that only requires a single Follower.
- You may not move a Gear wheel after you have placed it.



Trader

Take a **Trader** from the supply and put him into your Followers Bag. Then advance one space on the Traders track and expand your city with a **Place** tile.



Expanding the City: You may choose a Place tile. There are two types of Place tiles, I and II. When you advance on the Traders track for the first time, you may only choose a tile from stack I. Every other time you advance on the track, you may choose a tile from stack I or II. Place the chosen Place tile next to your player board. You now have another Place you can activate or use its special ability.

Note: The players may look through the stacks of Place tiles at any time. See the appendix for details on the different Place tiles.



University

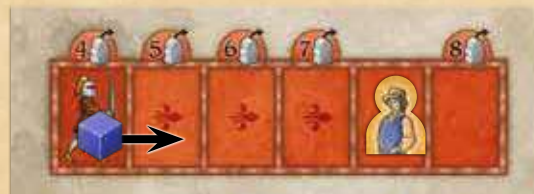
Take a **Scholar** from the supply and put him into your Followers Bag. Then advance one space on the Scholars track and receive the depicted number of **Development Points**. For each Development Point you receive during the game, advance your marker one space on the Development track.



Castle

Take a **Knight** from the supply and put him into your Followers Bag. Then advance one space on the Knights track. The Knights track indicates how many **Followers** you may draw from your bag and place on your Market in Phase 3. At the beginning of the game, you may draw 4 Followers each round. You can increase this number by recruiting Knights.

Note: When you get your fourth Knight, this number (7) does not increase, but you may receive a Citizen if you are the first player to get there.



Note: Once your marker moves onto the last space of a track, you may no longer take the corresponding action.

Monastery

Take a **Monk** from the supply and put him into your Followers Bag. There is no additional bonus like with the other actions. Monks can be used in place of **any of the other Follower**. (However, the inverse is not true. You cannot use any of the other Followers or a Gear wheel in place of a Monk.)



Ship

Move your Merchant from his current location along a **Waterway** (blue connection) to an adjacent town. If there is a Good on the way, you may take it. If there are multiple Goods, you may take **one** of them. Place the Good next to your player board.



Wagon

This action is similar to the **"Ship"** action, but rather than moving along a Waterway, move your Merchant along a **Road** (brown connection).



Guildhall

Build a **Trading Station** in the town in which your Merchant is present if there is no Trading Station in that town already (*regardless of which player it belongs to*). Each town can only have **one** Trading Station.

Exception: In Orléans, **each** player may build **one** Trading Station.



Scriptorium

You receive 1 Development Point. Advance your marker one space on the **Development track**.



Town Hall

During the Planning Phase, you can place **1 or 2 Followers** in the Town Hall. (*The Town Hall does not require both spaces to be occupied in order to activate.*) When using the "Town Hall" action, move one or both Followers from the Town Hall to any free appropriate spaces on the **"Beneficial Deeds"** board. You receive the depicted reward (1, 2, or 3 coins, and in case of Canalization 1 coin or 1 Development Point) for each Follower.

When you complete a Beneficial Deed (*i.e. you place a Follower on the last remaining unoccupied space*), you receive the Citizen of that Beneficial Deed.

You cannot replace the Followers required for Beneficial Deeds by other Followers (*such as Monks*). You must always use the exact Followers as shown on the spaces. Followers used for Beneficial Deeds remain there for the rest of the game.



Please note: You may not place the Followers of your color (i.e. your initial Farmer, Boatman, Craftsman, and Trader) in the Town Hall.



The Development track

Some spaces of the Development track show **coins** or contain a **Citizen**. If you move your marker onto or pass a space with coins, you receive the depicted amount of coins from the supply. If you are the first player to move onto or pass a space with a Citizen, you receive him.

Development Status Spaces indicate your state of development. If you move onto or pass such a space, your Development Status immediately gets the depicted value. At the beginning of the game, this value is 1.



Note: Your **Development Status** may affect events such as **"Income"** (you receive a number of coins equal to your Development Status), Place tiles such as the **Hospital**, as well as the **victory point value** of your Citizens and Trading Stations at the end of the game.

End of the Game and Scoring

The game ends after 18 rounds. Before you proceed with the scoring, the player who has built the **most Trading Stations** receives the **Citizen** on the map. If there is a tie, no player receives it. Then determine your final scores. You score victory points (VP) for:



Coins: 1 VP per coin

Goods: Brocade: 5 VP

Wool: 4 VP

Wine: 3 VP

Cheese: 2 VP

Grain: 1 VP

Trading Stations and Citizens: Each Trading Station you have built and every Citizen you have collected is worth a number of VP equal to your Development Status.

(Example: Klemens has built 5 Trading Stations and collected 2 Citizens. His current Development Status is 4, as indicated by the Development track. He receives $(5+2) \times 4 = 28$ VP.)



The player with the most VP wins. In case of a tie, the player further ahead on the Development track wins. If still tied, there are multiple winners.

Torture (Bankruptcy)

Every time you must pay something (e.g. during Census or Taxes) and you cannot do so, you must undergo torture. You must replace every missing coin with something else from this list:

- a **Trading Station** (an already built one or one from your supply)
- a **Follower** (draw a random one from your bag; as long as you draw a Follower of your color, put the Follower back into the bag and draw again)
- a **Development Point** (move your marker on the Development track one space to the left, but not onto or past a space with coins)
- a **Good** (1 Good per coin)
- a **Place tile**
- a **Gear wheel**

You may replace missing coins with any mix of items from this list (e.g. if you owe 5 coins, you may replace them with 1 Follower, 2 Trading Stations, and 2 Development Points).

All items lost in this process are removed from the game. Only Development Points can be re-gained.

The Events in Detail



Pilgrimage:

When the "Pilgrimage" event is drawn, you may not recruit Monks this round. "Pilgrimage" always affects Phase 5: "Actions". All the other events are triggered at the end of the round in Phase 6: "Event".



Income:

You receive coins according to your current Development Status.

A: 3 coins per Development Status

B: 2 coins per Development Status

C: 1 coin per Development Status



Harvest:

You may return food items (*grain, cheese or wine*) or pay penalty coins. If you can pay neither food items nor coins, you must undergo torture (*see above*). You return food items to the Goods Market storage boxes.

A: 1 food item or 5 coins

B: 2 food items or 5 coins per missing food item

C: 3 food items or 5 coins per missing food item



Taxes:

You count the number of goods you have and pay taxes accordingly. If you cannot pay, you must undergo torture (*see above*).

A: 1 coin per 1 good

B: 1 coin per 2 goods

C: 1 coin per 3 goods



Trading Day:

On Trading Day, you receive coins per Trading Station you have built.

A: 3 coins per Trading Station

B: 2 coins per Trading Station

C: 1 coin per Trading Station



Plague:

You lose 1 Follower. Blindly draw a Follower from your Followers Bag and return it to the supply (*it becomes available again*). Do not move your marker back on the corresponding track. You cannot lose the Followers of your color (*i.e., your initial Farmer, Boatman, Craftsman or Trader*). If you draw one of them, lucky you! In this case, you do not lose a Follower in this round.

General Rules of the Game

Running Out of Game Materials:

Followers, Gear wheels, and Goods are limited in this game. You cannot gain one of those if it is not available anymore. When you run out of a particular kind of those components, you can no longer play an action that provides them. Events may result in certain materials becoming available again (*Harvest*, *Plague*). When this happens, you can play the corresponding actions again. Coins, however, are not limited. If there are no further coins available, you may help yourself by using other materials.

Checking on Your Followers

At any time during the game, you may look into your bag to see how many and which Followers you have in there. (*When you finish looking, shuffle the Followers in your bag so that you cannot draw particular Followers on purpose.*)

Empty Roads or Waterways

You may use empty Roads and Waterways. You just do not receive any goods.

Marked Followers

The marked Followers of your color (*which you received during setup*) always remain with you (*either in your bag or on your board*). You cannot use them for Beneficial Deeds nor lose them to the Plague nor pay with them during Torture.

Placed Followers

You cannot move a Follower from one Action Space to another. However, when drawing Followers from your bag during Phase 3: "Followers", for each Follower that you decline to draw, you may move a Follower from an Action Space to your Market. (*Example: Stefan may draw 6 Followers. He only draws 4 Followers and moves 2 Followers from Action Spaces to his Market.*)

Payments

Pay coins into the general supply and take coins from there when you receive them.

Receiving or Placing Gears wheels:

Whether players can receive Gear wheels and where they can place them depends on the Craftsmen track.

If a player has not yet moved a step on the Craftsmen track, they cannot obtain Gear wheels, not even from Place tiles or Beneficial Deeds. Starting from the first space, Gear wheels can be used to replace Farmers. Starting from the second space on the Craftsmen track, Gear wheels can replace all Followers except monks.



Orléans

TRADE & INTRIGUE

The expansion "Trade & Intrigue" adds more possibilities and variations to the base game. You can either add them to the already existing elements or replace game components such as the Events or Beneficial Deeds. Orders and the Intrigue board will totally change the feeling of the game.



23 Order cards

"Orders" provide a new path to generate victory points by sending you on mercantile expeditions, paving the way for new successful strategies.



34 Hour Glass tiles

"New Events" add a lot of variety to the base game, forcing you to adapt to the constant stream of challenges, benefits, and restrictions.

1 double-sided Beneficial Deeds "Trade" / "Intrigue"

The **Beneficial Deeds "Trade"** introduces new rewards to the game, making the game more dynamic.



The **"Intrigue"** boosts the interaction in this game by adding ways to mess with your opponents.

You can add each module to the base game individually or use them in any combination.

Orders

Setup

Shuffle the Order cards and place them face down in a pile next to the game board. Draw 5 cards from the top of the pile and place them face up next to each other.



Course of Play



Each Order shows a town and some goods that are to be delivered to that town. Whenever your merchant is in the required town after one of your actions, you may immediately afterward fulfill an Order. Pay the depicted goods and take the corresponding Order card. Immediately turn over a new Order card and place it face up with the other Order cards. Remove the delivered goods from play—do **not** return them to the supply.

IMPORTANT: After you fulfill an Order, you **must** pass, i.e. fulfilling an Order is the **last action** you take that round!



Game End and Scoring

At the end of the game, add the victory points on your fulfilled Order cards to your score.

Events

Setup

Do not use the Hour Glass tiles from the base game. Instead, use the 34 new Hour Glass tiles.

Set the 2 "Silentium" tiles aside. Sort the remaining tiles by the letter on their back side (A, B, C, and D). Shuffle each set of tiles separately and place them face down in individual piles. Assemble a stack of 18 Hour Glass tiles as follows:

Place a "Silentium" tile face down on the space for Hour Glass tiles on the game board, thus initiating the stack of Hour Glass tiles. Take 4 tiles from the top of the D pile and place them face down on top of the stack. Repeat this process with the C, B, and A tiles in that order. Finally, place the second "Silentium" tile on top of the stack.

Variant: Instead of placing a "Silentium" tile at the bottom of the stack, use the "Peasant Uprising" tile from the D pile. Next, place 4 random D tiles on top of that, and so on. Consequently, the last round will have the "Peasant Uprising" instead of the "Silentium" event.



Course of Play

In phase 1, turn over an Hour Glass tile as usual. Normally, this event will be resolved in phase 6. Some Hour Glass tiles show the symbol 🌀. These events may occur at different points in the round, or they may even affect the entire round.

The following applies to all events that require paying coins: if you cannot pay, you must undergo torture according to the torture rules of the base game.

The Events in Detail

A

Indulgence: Each player may buy a Follower of their choice for 2 coins—Monks excluded. Place the new Follower in your bag immediately. Do not advance on the corresponding track.

Training: Each player may pay 2 coins to advance on a track of their choice, receiving the corresponding bonus but no Follower.

Harvest: Each player must pay 1 food item—or pay 5 coins if he doesn't have one.

Bon Voyage: Beginning with the starting player, each player may pay 2 coins to move their Merchant across a Road or Water, getting a good along the way.

Conference 🏰 : This round, you may not hire Scholars.

Crusade 🏰 : This round, you may not hire Knights.

Strike 🏰 : This round, you may not hire Craftsmen.

Tax: Each player must pay 3 coins.

B

Trip: Each player whose Merchant is in Orléans must pay 4 coins.



Income: Each player gets coins according to their Development Status (stars). You get 2 coins per star.

Harvest: Each player must pay 1 food item—or pay 5 coins if he doesn't have one.

Fishing Grounds: Each player gets coins according to their position on the Boatmen track. You get the depicted amount of coins.

Retraining: Each player may spend a good of their choice to advance on the Development track. Advance a number of spaces equal to the victory point value of the goods you spend (i.e. 1 space for grain, 2 spaces for cheese, etc.). If you cannot or do not want to spend a good for this, you must pay a penalty fee of 3 coins, without advancing on the Development track.

Wedding: Each player draws 2 Followers from their bag and places them in their Market.

Sabotage 🏰 : Technology fails. This round, you may not take any actions that have a Gear wheel on one of their action spaces.

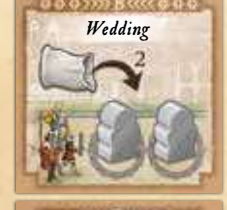
Tax: Each player must pay 3 coins.

C

Amnesty 🏰 : You may place every new Follower you get this round on an action space right away. If you activate an action by this, you may use it this round already.

Malfunction: Each player must discard a Gear wheel of their choice, returning it to the supply.

Torture: Each player must get rid of 5 things (except coins) according to the torture rules.



Trading Day: Each player gets 1 coin for each of their Trading Stations.

Plague: Each player blindly draws a Follower from his Bag and returns it to the game board. You cannot lose the Followers of your color. If you draw one of them nothing happens.

Vacation 🏖️ : Discard this tile and immediately replace it with another one from the stack, thereby shortening the game to 17 instead of 18 rounds.

Book Fire: Each player must set their token on the Development track back to the previous star (even if they are on a star already). If you pass a space with coins, you do not lose any. If you advance to a passed coin space later, you get the coins once again.

Goods Tax: Each player must pay 1 coin for every 3 goods they have.

D

Dues: Each player must discard one or more goods of a total value of **at least** 5 victory points (e.g. 1 grain and 1 wool). If you discard less (not optional), you must undergo torture according to the difference in points you are missing.

Peasant Uprising 🏘️ : This round (in phase 4), Farmers can replace any other Follower, except Monks. In phase 6, you must return all Farmers that are still left on action spaces designated for other Followers to your bag.



Technology Tax: Each player must pay 1 coin for each of their Gear wheels on action spaces.

Summoning: Each player must return their Merchant to Orléans (without picking up any goods) or pay a penalty of 5 coins.

Harvest: Each player must pay 2 food items—or pay 5 coins for each missing food item.

Famine: Each player must return 3 Followers of their choice to the supply. You may choose between any Followers on your board and from your bag. You may not return any Followers of your color.

Capitation Tax: Each player must pay 2 coins for each Follower on their board (incl. the Market) and Place tiles.

Tithe: Each player must pay 1 coin for every 10 coins they have.



Beneficial Deeds "Trade"

Setup

Do not use the Beneficial Deeds "Base game" board. Instead, use the board "Trade".

In a 2- and 3-player game, use the white markers to cover the rightmost space of each Beneficial Deed. Additionally, in a 2-player game, "Research" and "Court of Lay Assessors" are not available at all.

Place the depicted goods on the spaces below "Thanksgiving" and "Sheep Farming". Place 1 Gear wheel per free space from the supply next to "Navigation".



Course of Play

The new Beneficial Deeds follow the same rules as usual (in particular, you may not place any Followers of your color there, see base game rules).

Important: The bonuses of “Towing Service”, “Town Charter” and “Navigation” may be of no benefit to you, if the circumstances are not right. You may still send Followers there, even if you do not gain anything from them. If you complete a Beneficial Deed whose bonus you cannot use, you still get the Citizen.

The Beneficial Deeds in Detail

- **Alchemy:** You may place Followers of any type here. After you place a Follower, you may immediately draw one from your bag and place him on an action space of your choice, on your board or one of your Place tiles. If you activate an action by this, you may use it this round already (on a later turn). This way, you may possibly activate an action multiple times that round. If you place two Followers on Alchemy, you immediately draw 2 Followers from your bag and place them on action spaces, possibly activating actions. If you place the last Follower on Alchemy, you also get a Citizen.
- **Court of Lay Assessors:** You may place Followers of any type here. You get 1 coin for each Follower you place. If you place the last Follower, you may immediately carry out an action of your choice (from your board or one of your Place tiles), regardless of whether or not the action is activated. Do not remove any Followers from that action.
- **Thanksgiving/Sheep Farming:** Take the goods from the space on which you place a Follower. If you place the last Follower, you get 2 coins from the supply.
- **Coinage:** You get 3 coins for each Follower you place here. If you place the last Follower, you get an additional 3 coins from the supply.
- **Research:** Advance 2 spaces on the Development track for each Follower you place here. If you place the last Follower, you may advance an additional 3 spaces.
- **Towing Service:** For each Boatman you place here, you may immediately move your Merchant over Water (and collect a good, if possible). If your Merchant is not in a town adjacent to Water, you do not move your Merchant. If you place the last Follower, you get a Citizen.
- **Architecture:** For each Follower you place here, you get 1 Citizen. If you place the last Follower, you may immediately—without spending another action—build a Trading Station where your Merchant currently is at, unless there is a Trading Station already. Otherwise the action is forfeit. If you have the Tavern, you may build a Trading Station even if there is another player’s Trading Station in that town, regardless **whether or not** you have a Follower in your Tavern. Other Place tiles do not affect this bonus action!
- **Town Charter:** For each Follower you place here, you get 1 Place tile according to your position on the Trader track. If your cube has advanced 1 space, you get a Place tile of your choice from category I. If your cube has advanced 2 or more spaces, you get any Place tile of your choice. Otherwise the action is forfeit. If you place the last Follower, you get a Citizen.
- **Navigation:** For each Follower you place here, you get 1 Gear wheel from those at Navigation according to your position on the Craftsmen track. The general rules for Gear wheels apply: If your cube has advanced 1 space, you must place the Gear wheel on a Farmer space. If your cube has advanced 2 or more spaces, you may place the Gear wheel on any space—except Monk spaces and Place tiles with only 1 action space. Otherwise the action is forfeit. If you place the last Follower, you get a Citizen.

Beneficial Deeds “Intrigue”

Setup

Do not use the Beneficial Deeds “Base game” board. Instead, use the “Intrigue” board.

In a 2- and 3-player game, use the white markers to cover the rightmost space of each nefarious character. Additionally, in a 2-player game, “Arsonist” and “Spy” are not available at all.



Course of Play

As with the Beneficial Deeds, you can send Followers to various nefarious characters in order to gain an advantage or carry out an action that messes with your opponents. The order in which you place Followers on the available spaces below each nefarious character does not matter—for instance, you are not required to place Followers from left to right.

You may not place Followers of your color on the “Intrigue” board. Even if you cannot use an action for some reason, you may still place a Follower there; you simply ignore the action.

Bribing

If you are being targeted by the active player’s action, you may bribe the active player, offering them coins and/or goods. If the active player takes your bribe, you do not suffer the effects of that action.

The Nefarious Characters in Detail

- **Fraud:** Choose another player and exchange 1 of their goods (of your choice) with 1 of yours. Completion bonus: 1 good of your choice from the supply.
- **Arsonist:** You may remove a Trading Station from the town where your Merchant is at. Return it to its owner. Completion bonus: build 1 Trading Station where your Merchant currently is at.
- **Kidnapper:** Take 1 coin from the supply and return another player’s Merchant to Orléans. Completion bonus: 1 Citizen.
- **Torturer:** Take 1 coin from the supply. All other players must get rid of 1 thing according to the torture rules. Completion bonus: 1 Citizen.
- **Hangman:** Take 2 coins from the supply. Choose another player who loses 1 of their Followers. To do so, they must draw 1 Follower from their bag—as they would during the Plague. If they draw a Follower of their color, nothing happens. Otherwise they must return the drawn Follower to the supply. Completion bonus: 1 Citizen.
- **Saboteur:** Take 1 coin from the supply and choose another player. Remove 1 of their Followers from an action space. The other player must return that Follower to their bag. If by this an action gets deactivated, the other player may not take it this round. Completion bonus: 1 Citizen.
- **Spy:** Steal a Gear wheel from another player’s board and place it on the exact same space on your board. If by this you activate an action, you may take it later this round. If you deactivate the other player’s action, they may not take it this round. Completion bonus: 1 Gear wheel. (Place it by using the general technology rules.)
- **Tax Collector:** Each other player must pay you 2 coins. If any of these players doesn’t have enough coins, they must pay you all coins they got. Completion bonus: 3 coins from the supply.
- **Traitor:** Advance your cube 1 space on a track of your choice. Set back another player’s cube on that track 1 space. To do so, the other player’s cube must have been ahead of yours **before the action**. Neither that player nor you get or lose any Followers or bonuses. If you choose the Development track and set back the other player’s cube behind a space with coins, that player will gain those coins again when they reach that space again. Completion bonus: 1 Citizen.

Orléans

THE PLAGUE

Mon Dieu, quelle horreur! The inhabitants of ORLÉANS have been hit hard: The plague has come upon them, bringing substantial suffering and misery to the population. There are many casualties to mourn, and even the clergy has little to offer in the way of relief. Only the Plague Doctor can give some relief and hope to the long-suffering people, but in the end, everybody is on their own in trying to protect their Followers as best they can...

New events, which also add Corpses to the population in (almost) every round, mean great challenges. On top of that, initially laid-out Plague cards aggravate the situation. Only Indulgence cards can provide remedy – but first, their conditions need to be met.

Game Materials



40 Indulgence cards



15 Plague cards



1 Beneficial Deeds board "The Plague"

In 5 player colors:



1 Infirmary each



26 Hour Glass tiles



3 Place tiles



46 Corpses



5 Plague Doctors

Set-up of the Game

Set up the base game of Orléans as usual, with the following changes:

- Lay out the **Benificial Deeds board** with the side "The Plague" face up.
- Use the 26 Hour Glass tiles from this expansion, the Hour Glass tiles from the base game are not needed.

Put the two Hour Glass tiles "Outbreak" and "Victory over Plague" aside. Sort the remaining tiles by letter (A, B, C, and D). Mix each stack and put it on the table, face down. Now assemble the Hour Glass tiles as follows: Place the "Victory over Plague" tile face down on the space for the Hour Glass tiles. Take the 4 top tiles from stack "D" and put them face down on top of that tile. Do the same with the stack of "C" tiles, then with "B", and finally, with "A". Lastly, put the "Outbreak" tile on the top of the stack, which now consists of 18 tiles.



- Place all **Corpses** on the table within reach of all players.
- Separate the **Indulgence cards** by their backs and shuffle each pile. Give each player 1 random card with "A" on the back and 1 card with "B". Everybody looks secretly at their two Indulgence cards and puts them face down in front of them. Put the remaining "A" and "B" cards back into the box. Form a face-down pile of the "C" cards, reveal the two top cards and lay them out next to the pile.



- Shuffle the **Plague cards** and reveal 3 of them. Put the remaining cards back into the box.



- **Place tiles:** Remove the I-Place tiles "Sacristy" and "Brasserie" as well as the II-Place tile "Gunpowder Tower" from the game; these Place tiles are never used in this expansion. Then add all your Place tiles to the 3 Plague Place tiles "Cemetery", "Back Door" and "Medicinal Spring", separate them by category, and lay out 10 random Place tiles (12 in the 5-player game) for each category.

- Now each player still gets an **Infirmary** Place tile in their color that they connect to their player board, plus a **Plague Doctor** figure that they put aside for the time being.

New Elements / Changes in the Course of the Game

The course of the game is the same as in the base game. In the following, we explain the new elements and the changes.

Plague cards

The three face-up Plague cards modify the gameplay. The plague has an impact on Orléans and its inhabitants, so that the conditions for the game can change. There are some conditions that only refer to the beginning of the game (🕒), and others that apply throughout the entire game (🕒). The cards for the changes of the starting conditions are put aside after they have been executed; the cards that apply throughout the entire game remain face up on the table all the time. All players need to pay attention to adhering to these conditions.

Events

As usual, one Hour Glass tile for the current round is turned over in phase 1, and the respective event is resolved in phase 6. Some Hour Glass tiles are marked with a 🕒. These events occur at a different time or apply during the entire round. The rule for any event requiring a payment with coins is: If players are not able to pay the complete amount, they have to undergo torture for the shortfall, according to the torture rules of the base game.

In addition, the events show the number of Corpses each player has to take from the supply at the end of phase 6 and throw into their bag. In case there are not enough Corpses available, then distribute as many per player as possible, so that everybody gets the same quantity.

Example: The Hour Glass tile shows 2 Corpses. There are still 6 tokens available in the four-player game. Now each player throws 1 Corpse (instead of 2) into their bag. The two remaining tokens stay in place.



The Corpses

Corpses cannot be used for actions. When drawing them in phase 3, you place them on the Market, just as other Followers.

Example: In phase 3, Laura can draw 6 Followers out of her bag, since her marker on the Knights track is in the appropriate position. Now she randomly draws 4 Followers and 2 Corpses. So she has only 4 Followers at her disposal for planning the actions in this round (of course, she can also use other Followers standing on the Market place from the previous round).



Over the course of the game, more and more Corpses will accumulate in the bag and on the Market. However, you can also get rid of them:

1. After the event has been resolved in phase 6, you may throw all Corpses that are currently on the Market back into your bag (along with the Corpses that you might get as a result of the event). This way, you have made room on the Market again, but that doesn't mean you have gotten rid of the Corpses for good; it might happen that you draw them again right after that, so that they again block your Market spaces.

Important: You can either throw **all** Corpses from the Market back into the bag or **none of them**.

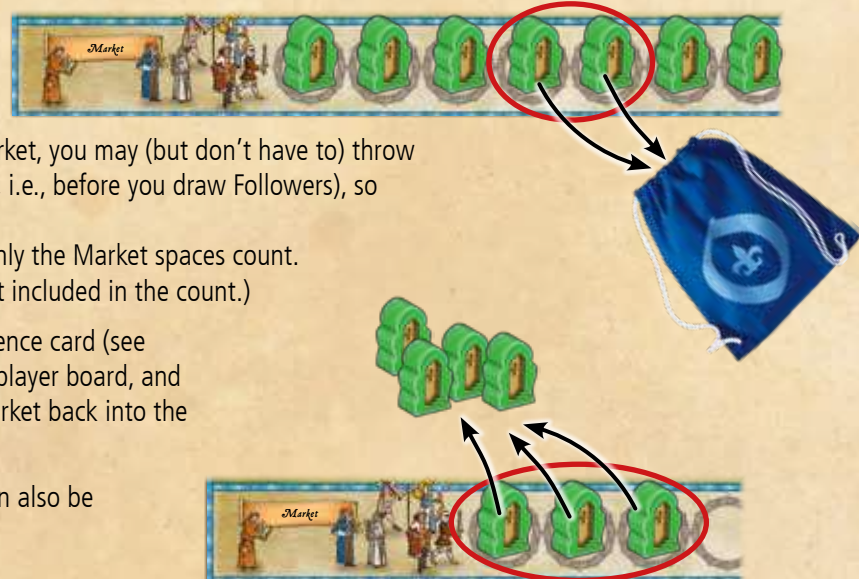
Attention: If there are 6 or more Corpses on the Market, you may (but don't have to) throw Corpses back into the bag (**always before phase 3**, i.e., before you draw Followers), so that there are no more than 5 Corpses on the Market.

This also applies if the "Wake" event is on display. (Only the Market spaces count.

If you have the Cemetery, the Corpse lying there is not included in the count.)

2. You do penance and fulfill the conditions of an Indulgence card (see below). Then you place this card face up next to your player board, and you may put all Corpses that are currently on your Market back into the general supply.

Other possibilities to get rid of a Corpse or to get one can also be triggered by events or Beneficial Deeds.



The Plague Doctor

From the second round on (after the plague has broken out) and for the rest of the game, each player gets a Plague Doctor. Of course, the Doctor is the most important person during the plague and is in high demand. The Plague Doctor can replace any other Follower (also the Monk), which makes the Doctor a kind of universal joker. Besides this, he is also available in every round **in addition to** the Followers that have been drawn. That means that, as usual, you draw the number of Followers out of the bag that corresponds to your position on the Knights track (provided you can place them on the Market) and may also use the Plague Doctor. If you carry out an action where you have placed the Plague Doctor on an Action space, you then put him back onto the upper space of the Infirmary. In the next round, he can be placed again. (Any other Followers used during the action are thrown back into the bag, as usual.)



Indulgence

In order to get rid of Corpses lying on your Market places for good, you need to fulfill the conditions of an Indulgence card. To this end, you reveal the card at the moment right when you meet the condition described on it, and then immediately put all Corpses on the Market back into the general supply. Leave the card face up in front of you; it will give you victory points at the end of the game.

What's important is that you may play a card only if you fulfill the condition **actively**. That means you cannot play a card if you have already met the condition before that. If, for instance, you have already built 5 or more Trading Stations, you can no longer use the card "Build your 5th Trading Station."

If you **donate** something, you may already own the goods required; you fulfill the condition actively by giving them up. Similarly, if you **deliver** something, you can already be at the place required; only by delivering the goods required do you fulfill the condition. On a **pilgrimage**, you fulfill the condition actively right when you reach the place. If you are going to **build** a Trading Station, you fulfill the condition once it has actually been built; It doesn't play a role whether your figure has already been at the place for a while or not.

When can you fulfill a condition?

You can fulfill a condition and play an Indulgence card anytime during your turn. You may also play several cards at the same time; and you may play them even if you have no Corpses on the Market. Playing a card is not considered an action; it is done in addition, before or after your action. You can also fulfill Indulgence cards in phase 6 when you resolve an event (for instance, when the event allows you to move and thus enables you to reach a place of pilgrimage) and, in doing so, you meet the condition of an Indulgence card.

If you own any Indulgence cards that you cannot fulfill any more, you keep the cards, but you can no longer play them (and so you won't get any points for them at the end of the game). If, for instance, you have the card "Build a Trading Station in Tours," but another player is building their Trading Station there, you can no longer fulfill this condition.

Getting new Indulgence cards

At the beginning of the game, you already got 2 Indulgence cards. You can acquire additional cards anytime. To do so, you have to carry out the Infirmary action that first needs to be activated either through a Monk or through the Plague Doctor. If you use this action, you may take another card: either one of the face-up cards on display or the top card from the face-down pile. Put the card face down in front of you, until you fulfill the condition.



If you take one of the face-up cards on display, you then immediately reveal the top card from the face-down pile and add it to the other face-up cards on display, so that there always are at least 2 Indulgence cards face up on display.

If you take a face-down card, you look at it and put it down next to you. If it is a card you cannot use (because you either have already met the condition or are not able to fulfill it), you put this card face up next to the other face-up cards on display, so that another player can acquire it, and draw a new card from the face-down pile. If you cannot use the new card either, you need to keep it, though.

Note: It can happen that there are face-up cards on display that no player can fulfill any more. Don't remove these cards. Conditions that have already become unfulfillable can become fulfillable again because of an event (e.g., because a Follower tile goes back into the supply). During the course of the game, there can be more than just 2 cards on open display.

The individual cards are listed and explained in detail in the appendix.

Scoring

Tally your points at the end of the game, as usual. Then add the points shown on the Indulgence cards you have played (on those whose condition you were able to fulfill). Now count your Corpses on the Market and in your bag and subtract 1 point for each Corpse.

The player with the most points could best defy the plague and is declared the winner.

Special cases

- Corpses that you draw in phase 3 go onto your Market (until they are removed or thrown back into the bag). But if you draw a Corpse because of an event (e.g., "Rat Infestation"), a Place tile (e.g., "Bathhouse") or a Beneficial Deed ("Alchemy"), you immediately put it back into the general supply. Further steps might then be omitted.
- Note the special case of "Bathhouse": If you draw a Corpse, put it into the general supply; the other Character goes back into the bag. If you draw two Corpses, put both back into the supply.
- If you obtain Corpses that need to be placed on the Market (e.g., because of the Beneficial Deed "Autopsy") but there is no space left, the tokens that cannot be placed are put back into the general supply.

Beneficial Deeds “The Plague”

The new Beneficial Deeds have the same placement rules as in the base game. First and foremost, you may never send out your own four (color-marked) Followers, and one type of Follower may never be replaced by a Follower of a different type (e.g., due to its joker function). The Plague Doctor can never be sent to a Beneficial Deed!

In the two- or three-player game, you may send Followers only to the Beneficial Deeds in the upper area. With four or five players, all Beneficial Deeds are in play. However, you need to consider that you can send Followers to Alchemy II in the bottom area only when Alchemy I in the upper area is complete.

There is no Citizen for completing Alchemy I in the upper area, but there is one for completing Alchemy II in the bottom area (i.e., only in the four- or five-player game). With all the other Beneficial Deeds, the player who completes one obtains a Citizen as an additional bonus.

You can send out Followers also if you are not able or willing to use the bonus. When a Deed is completed, the player obtains the Citizen even if he doesn't use the bonus for sending the Follower out.

- **Alchemy:** You may send out any type of Follower. After that, immediately draw a Follower out of your bag and place it on an Action space on your player board or on a Place tile. If this activates an action, you can carry it out in the current round. (This way, actions can be activated and carried out even multiple times in a round.) If you draw a Corpse, put it back into the general supply; you may not then draw another Follower.
- **Autopsy:** You may immediately put one Corpse from your market back into the supply. All the other players have to take one Corpse from the supply and place it on their Market. If you cannot put any Corpse back, the other players don't have to take any.
- **Coinage:** Take 2 coins from the supply.
- **Storeroom:** Take 1 Grain from the supply.
- **Herbalism:** Advance 2 spaces on the Development track.
- **Messenger Service:** You may move your Merchant once either over land or over water, but not take any goods while you are doing this.
- **Cremation:** Either advance 1 space on the Development track or take 1 coin from the supply.

Events

Outbreak: Put your Plague Doctor on the upper part of the Infirmary; he can be used from the next round on. In addition, take one Corpse from the supply and put it on a space of your Market.

Victory over Plague: No event takes place.

A

Training: Each player may pay 2 coins to advance on a track of their choice, receiving the corresponding bonus (but no Follower).

Harvest: You may return 1 food item (grain, cheese or wine) or pay 5 penalty coins. If you can pay neither 1 food item nor 5 coins, you must undergo torture (see base game). You return food items to the supply.



Income: Each player gets coins according to their development status (stars). You get 2 coins per star.

Taking to the Road: Draw a Follower out of the bag. If it is a Follower, immediately place it on an Action space. If you draw a Corpse, put it back into the general supply.

Consolation: You may pay 2 coins to buy a face-down Indulgence card.

Indulgence: You may pay 2 coins to buy any one Follower – except a Monk. Immediately put the Follower back into the bag. Do not advance on the corresponding track.



B

Bon Voyage: Beginning with the starting player, each player may pay 2 coins to move their Merchant across a road or water, getting a good along the way.

Sabotage: Technology fails. This round, you may not take any actions that have a Gear wheel on one of their Action spaces.

Trading Day: Each player gets 1 coin for each of their Trading Stations.

Exorcism: Reveal another Indulgence card and put it next to the others in the open display.

Closing Day: This round, you may not fulfill an Indulgence card. Consequently, you cannot remove any Corpses in this way.

Rat Infestation: Draw 5 Followers out of your bag. First remove Corpses (if you have drawn any) and put them back into the supply. Then choose one Follower (but not one of your own) and put him back into the supply. If you have drawn nothing but Corpses and your own Followers, removal of the Follower is omitted.

C

Malfunction: Each player must discard a Gear wheel of their choice, returning it to the supply. If you don't have any Gear wheel, the event doesn't count for you.

Goods Tax: Each player has to pay 1 coin for every 3 goods they have.

Curfew: This round, you may not move your Merchant. (Not even due to "Messenger Service" or other special actions.)



Grave Goods: Against a payment of 2 coins per corpse, you may put any number of Corpses from your Market back into the general supply.

Retraining: Each player may spend a good of their choice to advance on the Development track. Advance a number of spaces equal to the victory point value of the goods you spend (i.e., 1 space for grain, 2 spaces for cheese, etc.). If you cannot or do not want to spend a good for this, you must pay a penalty fee of 3 coins, without advancing on the Development track.

Peasant Uprising: This round (in phase 4), Farmers can replace any Followers, except Monks. In phase 6, you must return all Farmers that are still left on Action spaces designated for other Followers to your bag.

D

Rat Infestation: Draw 5 Followers out of your bag. First remove Corpses (if you have drawn any) and put them back into the supply. Then choose one Follower (but not one of your own) and put him back into the supply. If you have drawn nothing but Corpses and your own Followers, removal of the Follower is omitted.

Arson: Each player loses one Place tile. You may freely decide which one you give up; this tile is removed from the game. If you don't have any Place tile, you can ignore the event.

Development Tax: Pay taxes according to your current development status. Give up 1 coin for every status (star) you have reached.

Fast Travel: You may advance your Merchant 1 or 2 towns, but not collect any goods while you are doing this. This action is optional.

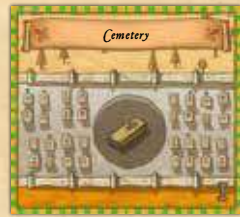
Wake: At the end of the round, you may not throw any Corpses back into the bag – unless there are more than 5 Corpses lying on your Market. In this case, you may reduce the Corpses on the Market to 5.

Quarantine: This round, you may not use your Plague Doctor.



New Place tiles

Cemetery: The cemetery extends the Market by an additional space. However, you may only place a Corpse there.



Back Door: With the back door, you can acquire an Indulgence card. You may take either one of the face-up cards on display or the top three cards from the face-down pile, look at them, choose one and shuffle the other two back into the cards of the pile.



Medicinal Spring: This action can only be activated with the Plague Doctor. To this end, put any one Follower (not one of your own and not a Monk) on the right space and, when carrying out the action, send him back into the supply. Then advance one space on the corresponding track and receive the bonus, but not a Follower.



Indulgence cards

Make a pilgrimage to...
Vierzon / Sancerre /
Le Mans / Chinon /
Loches / Étampes /
Argenton-sur-Creuse



Build your 5th
Trading Station



Reach development
status 3



Donate...
1 grain / 1 cheese / 1 wine /
1 wool / 1 brocade / 3 coins /
5 grain / 3 cheese / 3 wine /
5 coins / 10 coins



Get your 2nd Gear
wheel



Reach development
status 5



Build...
1 Trading Station in Chartres /
1 Trading Station in Montargis /
1 Trading Station in Blois /
1 Trading Station in Tours /
1 Trading Station in Le Blanc /
1 Trading Station in Nevers



Get your 3rd Place
tile



Advance on the
Farmers track to the
first Wine space



Deliver ...
1 brocade to Orléans /
1 grain to Vendôme /
1 wool to Briare /
5 coins to Châtelleraut /
1 cheese and 1 wine to Bourges



Get your 2nd Citizen



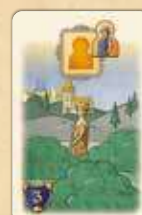
Collect 2 Monks on
your Market



Build your 3rd Trading Station
that is not located at a river



Get a Citizen by
completing a
Beneficial Deed



Reach the end of a
track

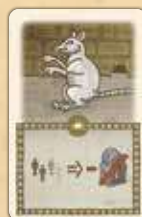


Plague cards

You may use the farmhouse only when you have left Orléans.



At the beginning, remove as many Scholars as there are players.



At the beginning, remove half the Gear wheels from the supply.



You may use the Plague Doctor only from the third round on.



At the beginning, remove half the Monks from the supply.



Immediately remove the second Hour Glass tile.



Pay 1 coin at the beginning of each round in which at least 1 Corpse is lying on your Market (or on the cemetery if you have this Place tile).



You may not place any Gear wheel in the village.



Every time you build a Trading Station, pay 1 coin.



You may use the Town Hall only when you have reached the 3rd star on the Development track.



At the beginning, each player puts 2 Corpses from the supply on their Market.



At the beginning, each player removes 4 of their Trading Stations.



You may not place any Gear wheels on Place tiles.



At the beginning, each player puts 1 Corpse from the supply on their Market.



The money bonuses on the Development track are omitted.





Orléans

INVASION

Orléans Invasion is the expansion for all those who want to play Orléans co-operatively.

Together you must fill the granaries, reinforce the city walls and secure the borders. In addition to the common goals, each of you must also fulfill an individual task so that the failure of an individual does not lead to the start of the invasion and thus to defeat.

And as if that wasn't enough, new unforeseen events occur in every round. Sometimes, there are arsonists, then rats raid the supplies. But you can also look forward to unforeseen support....



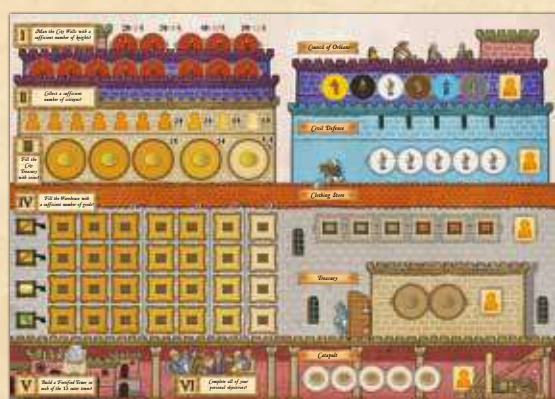
The Invasion expansion collection also includes other scenarios, all of which are independent of each other. In addition to the co-operative version, there are additional variants that can be played either together, in pairs or alone. Prosperity brings secret missions into play to gain additional points. To do this, the carpenter must be moved to the right location and construct buildings there, which must then also be managed. In The Duel, 2 players compete to see who can fulfill all 4 tasks first. And finally, in the solo scenarios The Dignitary, Capital Vierzou, Travelling Salesman and The Trip to Tours, tasks of varying degrees of difficulty must be completed.

Game Objective

Dark rumors about an impending invasion are spreading around the country! Orléans must be fortified as soon as possible, which is why zealous craftsmen are building fortified towers around the country's borders and knights are moving into the city to protect the city walls. There is a lot of hustle and bustle in the otherwise peaceful idyll. Everywhere you can hear the clacking of wagons and horse hoofs. Carts filled with goods are coming through the city gates to fill the warehouse. Tax collectors from all around the country are streaming into the city with chests full of treasure—enough money to pay the blacksmiths so they can start producing swords right away. Citizens of noble origin seek shelter behind the city walls. Is there enough time to complete the catapult? Will the clothing store have enough clothes for the upcoming winter? Let's go and join forces to save Orléans!

Additional Components

You will need the following components in addition to the base game components:



1 "City Defense" Scenario Board, featuring 5 Accomplishments and 5 Common Objectives

31 "Cooperative Events"
Hour Glass tiles
(16x A, 14x B, and 1x C)



9 Character cards with Personal Objectives



1 "Assembly Hall" board

Per player:



1 "Support" Action Board

Setup

Set up the game according to the base game rules with the following changes:

- Use the reverse side of the large game board "Invasion". The outer cities are already specially marked for defense towers.
- Place the game board "City Defense" (simply called "City" hereafter) next to the large game board "Invasion".
- Only use the following Place tiles, placing them in separate stacks for categories I and II:
 - : Cheese Factory, Hayrick, Herb Garden, Library, Shipping Line, Tailor Shop, Vineyard, Windmill, Winery, Wool Manufacturer
 - : Black Market, Cellar, Gunpowder Tower, Horse Wagon, Laboratory, Market Stand, Pharmacy, School, Stage Coach, Tavern, Well
 Put the remaining Place tiles back into the game box.
- Separate the new Hour Glass tiles into stacks A and B and shuffle them separately. Then draw the following numbers of tiles from each stack, without looking at them:
 - 2- and 3-player game: 9x A, and 8x B
 - 4- and 5-player game: 8x A, and 7x B

Place the "C" tile on the bottom, the drawn "B" tiles on top of the "C" tile, and the "A" tiles on top of "B".

Note:

Event tiles with a ⚡ symbol are extra mean. If you do not like that, remove those before preparing the Event Stack. If you want a greater challenge, leave all ⚡ Events in the game and, instead, remove "Support" and "Training".

- 10 citizens are placed on all empty citizen spaces on the game board. Add another 5 citizens to the Achievements on the board “City”.



- In a 3-player game, place a Trading Station in an unused color as a Fortified Tower in the following towns: La Châtre, Briare, Tours.

In a 2-player game, do the same as in a 3-player game, also placing a Fortified Tower in: Étampes, Montargis, S.-Amond-Montrand, Chinon.

- Shuffle the Character cards. Each player draws one card and places it face up in front of them. If a player gets the “Councilman”, they must take the “Assembly Hall” board and place it next to their player board.

Put the remaining Character cards back into the game box—you will not need them.

Note:

Some Characters are more difficult to play than others. If you would rather have more control on which one you get, simply choose one instead of drawing one at random.

For an easier game use: Councilman, Fisherman, General, Innkeeper, and Librarian. For a more difficult game use: Estate Manager, Mayor, Merchant, and Scholar.

- Each of you takes a “Support” Action Board and places it next to your player board.

Remove the base game Hour Glass tiles and Beneficial Deeds from the game—you will not need them.

Course of Play

The players team up to complete only one goal—to save the city. To do so, you must complete all Common and Personal Objectives. You can play the Planning Phase together and discuss your choices.

The game is played over 16 or 18 rounds—depending on the number of players—with the new Hour Glass tiles. If all objectives are completed before the end of the last round, you win as a team.

The game is played like the base game, except there is no Census (phase 2).

Additional Actions

- **Vehicle:** You can send up to 3 Goods to the City or another player. You must send the Goods to a single destination though—you cannot split.



- **Guild House:** You can send up to 4 Coins to the City or another player. You must send the Coins to a single destination though—you cannot split.



When a player sends money and goods to the City via the Vehicle and Guild House, they can send them to both the Warehouse AND Clothing Store, and the City Treasury AND Treasury, respectively.

■ **Hostel:** You can send a Follower in your Market to another player who can immediately place that Follower on one of their boards. For more efficiency, discuss this move as early as in the Planning Phase. After the Action Phase, the Follower remains with the player he was sent to.



Example: Alice has almost activated her Guildhall with all the required Followers—she is just missing the Farmer. It is Bob's turn who placed a Monk on his Hostel. He uses the "Hostel" action to send a Farmer from his Market to Alice so she can place it on her Guildhall. Now it is Alice's turn and she can use her Guildhall immediately.

Important: If you receive a Follower from another player via the Hostel, you can place it in your Town Hall, even if you have already used the Town Hall yourself. Keep in mind, you can use it multiple times per round.

■ **Palatinate:** You can use an action that another player has activated. That other player must return the Followers used for activation to their bag as if they have used the action (which they haven't). If the "Councilman" activates the "Palatinate", he may take the Followers from another player's Town Hall and place them in the Assembly Hall.

As usual: You can use Gear wheels to replace a Follower on any of the additional actions as long as you follow the normal placement rules. Monks can replace any Follower



Achievements

Like the Beneficial Deeds, the 5 Achievements can be completed over several turns. As usual, use the Town Hall (or Gunpowder Tower) to send Followers to the City. For Goods, use the Vehicle; for Coins, use the Guild House.

To complete the Catapult, you must send Gear wheels to it. When taking the "Craftsman" action, you need to decide whether you place the Gear wheel on an Action Space or the Catapult. The rule about the first Gear wheel still applies: it must be used to replace a Farmer and cannot be sent to the Catapult. This restriction does not apply to Gear wheels you get from the Laboratory.

As soon as an Achievement is complete, you—as a team—receive the Citizen.



Common Objectives

In any order and as a team, you must complete the following 5 Common Objectives before the end of the game:



City Walls: You must place a certain number of Knights on the City Walls.

2 players: 5 Knights | 3 players: 8 Knights

4 players: 10 Knights | 5 players: 13 Knights

Use the Town Hall (or Gunpowder Tower) to send the Knights to the City Walls.



Citizens: You must collect a certain number of Citizens.

2 players: 7 Citizens | 3 players: 8 Citizens

4 players: 9 Citizens | 5 players: 10 Citizens

You receive the Citizen in "Le Blanc" as soon as any player builds a Trading Station there.

You receive the 3 citizens below the goods next to the Followers tracks once you manage to empty the respective pile at any point in the game. A pile does not need to remain empty forever—you can keep the Citizen once you earn it.

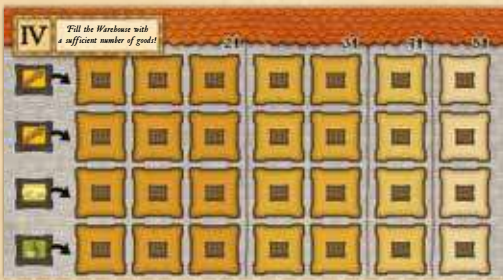
You receive the Citizen next to the Craftsmen track as soon as there is at least one Marker on the last space of each of the 6 Follower tracks, regardless of whose Marker that is.



City Treasury: You must fill the City Treasury with a certain amount of money.

2 players: 30 Coins | 3 players: 40 Coins | 4 and 5 players: 50 Coins

Use the Guild House to send Coins to the City Treasury.



Warehouse: You must fill the Warehouse with certain Goods:

2 players: 6 Grain, 3 Cheese, and 3 Wine

3 players: 10 Grain, 5 Cheese, and 5 Wine

4 players: 12 Grain, 6 Cheese, and 6 Wine

5 players: 14 Grain, 7 Cheese, and 7 Wine

Use the Vehicle to send Goods to the Warehouse.



Fortified Towers: You must build a Fortified Tower in each town at the edge of the map. To build a Fortified Tower in a town, use the "Guildhall" action on your player board and place a Trading Station in the marked space next to that town. You can still build regular Trading Stations, but only in towns without a space for Fortified Towers.

Personal Objectives

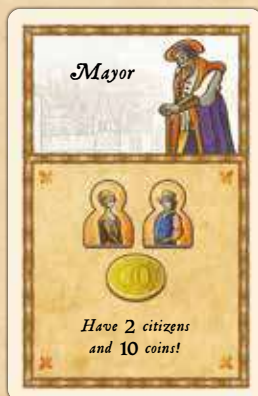
To win the game, all players must complete their Personal Objectives as specified by the Character cards.



Librarian: As the Librarian, you must advance your Marker on the Development track to the space with the 5 in a star or further. Additionally, you must build a Trading Station in Loches and have at least 4 Place tiles in front of you by the end of the game. Whether these Places are from stack I or II does not matter.



Scholar: As the Scholar, you must advance your Marker to the last space of the Development track, i.e. the space with the 6 in a star. Additionally, you must have 4 Trading Stations (not Fortified Towers) on the map.



Mayor: As the Mayor, you must have at least 10 Coins and 2 Citizens in your supply at the end of the game. When another player receives a Citizen, they cannot simply give it to you. You must collect 2 Citizens on your own, who don't count towards the team effort.



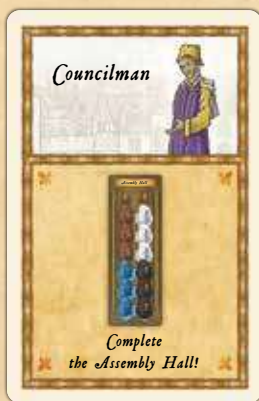
General: As the General, you must advance your Marker to the last space of the Knights track. Additionally, you must have at least 4 Gear wheels total on your boards and Place tiles.



Fisherman: As the Fisherman (or -woman), you must advance your Marker to the last space of the Boatmen track. Additionally, you must have at least 4 Monks and 2 Wool in your supply by the end of the game. It does not matter whether the Monks are in your bag or on your boards.



Merchant: As the Merchant, you must collect at least 50 Victory Points from Brocade, Wool, and/or Coins only (see the table on the reference card) and have them in your supply at the end of the game.



Councilman: As the Councilman, you must fill the Assembly Hall with Followers. Only you can send Followers there via the "Town Hall" action. The other players cannot send any Followers to the Assembly Hall. Your Personal Objective is complete as soon as all spaces in the Assembly Hall are occupied.



Innkeeper: As the Innkeeper, you must have at least 16 Victory Points from Grain, Cheese, and/or Wine only (see the table on the game board) and have them in your supply at the end of the game. Additionally, you must build a Trading Station ("Tavern") each in Châteaudun and Châteauroux.



Estate Manager: As the Estate Manager, you must pay something to the general supply at the end of each round. For instance, at the end of the first round, you must pay 2 Coins. If you cannot pay your dues, the entire team loses immediately.

In rounds 5 and 18, you must move a number of spaces back on the Development track equal to the number of depicted books.

In rounds 8 and 14, you must return a Farmer and Boatman, respectively. To do so, the respective Follower must be in your Market (not your bag!).

In round 10, you must return a Gear wheel from one of your boards.

Note: If you return your only Gear wheel and receive another one later, you do not need to place it on a Farmer Space again. You do not move back on the Craftsmen track.

In round 13, you must remove a Trading Station you built earlier from the map. If you remove the Trading Station from "Le Blanc", you can keep the Citizen.

In round 16, you must return a Place tile to the general supply. Whether this Place is from stack I or II does not matter.

In a 4- or 5-player game, you do not have to pay the dues for rounds 17 and 18 (since the game ends after 16 rounds). In a 2- or 3-player game, however, you do.

Events

Some Hour Glass tiles have a ⌚ at the top, meaning these Events take place at a certain point in time or for a certain period of time, as described on the tiles. Events without the ⌚ take place in Phase 6 (Events), as usual.

If an Event requires you do something "as a team", you must decide together how much each individual player shall contribute to the task. It is not required that every player contribute, as long as the demands are met by the others.

Stack A in alphabetic order:

- 1) **Assembly:** No player can use the "Town Hall" this round.



- 2) **Demolition:** As a team, you must return a total of 2 (in a 2- and 3-player game) or 3 (in a 4- and 5-player game) Gear wheels to the general supply. For each Gear wheel you cannot or do not want to return, you must pay Coins. If you do not have enough Gear wheels and Coins, you lose the game immediately.



3) **Donation:** As a team, you receive 3 Development Points, 1 Wine, and 3 Coins. Decide together how to distribute these among the players. For instance, 3 players could receive 1 Development Point and/or Coin each.



4) **Drought:** You must remove 4 Grain from the map and return them to the supply. Decide together which ones to remove.



5) **Earthquake:** Turn over 5 Place tiles in the supply, which cannot be built for the rest of the game. Decide together which tiles to turn.



6) **Escape:** Remove the Citizen from "Le Blanc", unless a player has already taken it after building a Trading Station there. In that case, nothing happens.



7) **Good Trade:** As a team, you can pay 8 Coins total. It does not matter how much each individual player contributes. Then place 3 Grain from the general supply in the Warehouse. If there is not enough Grain in the general supply, you pay and gain nothing. This action is optional—you are not required to take it.



8) **Good Winds:** At the end of the round, one player can use a Waterway at no cost, collecting a Good, if possible. Decide together who may move their Merchant to an adjacent town via a Waterway. If nobody is adjacent to a Waterway, nothing happens.



9) **Highwayman:** You cannot use Roads this round, but you can use Waterways.



10) **Pilgrimage:** When the "Pilgrimage" event is drawn, you may not recruit Monks this round. "Pilgrimage" always affects Phase 5: "Actions".



11) **Progress:** You each pay 4 Coins to build a Fortified Tower or Trading Station at your Merchant's current location. You must pay on your own—the other players cannot pay for you. This action is optional—you are not required to take it.



12) **Reinforcement:** Place this tile on the "City" board next to the City Walls. To save the city, you must place an additional Knight on the City Walls this game. If there is no Knight on this tile by the end of the game, the entire team loses the game.



13) **Support:** You each draw a Follower from your bag. Advance your Marker on the corresponding track and take the corresponding action. Also, take another Follower of that type and put it into your bag.



14) **Training:** You each advance your Marker on a track of your choice (except the Development track) and carry out the corresponding action, if any. You do not receive a new Follower from this!



Example: Alice advances her Marker on the Trader track. She can immediately take a Place tile, but she does not receive a new Trader into her bag.

15) **Trip:** Each of you whose Merchant is in Orléans by the end of the round must pay 4 Coins. You must pay on your own—the other players cannot pay for you. If a player cannot pay, the entire team loses immediately.



16) **Wool Market:** As a team, you can buy or sell Wool for 2 Coins and Brocade for 3 Coins. You can make at most 3 transactions. Pay and decide together who receives what.



Stack B in alphabetic order:

1) **Arson:** As a team, you must remove a total of 2 (in a 2- and 3-player game) or 3 (in a 4- and 5-player game) already built Place tiles from the game, which you cannot build again later. For each Place tile you cannot or do not want to remove, you must pay 6 Coins. If you do not have enough Place tiles and Coins, you lose the game immediately.



- 2) **Bon Voyage:** You each pay 2 Coins and move your Merchant to an adjacent town, collecting a Good on the way, if possible. You must pay on your own—the other players cannot pay for you. This action is optional—you are not required to take it.
- 3) **Famine:** You each return 3 Followers of your choice to the general supply, taking them from your boards and/or bag. Do not move your Markers on the corresponding tracks back. You cannot choose your own Followers. If you do not have enough Followers to return, return as many as you can.
- 4) **Fishing Grounds:** Each player receives Coins according to their position on the Boatmen track. If your Marker is on the last space of the track, you do not receive any Coins.
- 5) **Harvest:** You may return food items (grain, cheese or wine) or pay penalty coins. If you can pay neither food items nor coins, you must undergo torture. You return food items to the supply.
- 6) **Income:** You receive coins according to your current Development Status.
- 7) **Pirates:** Remove all Brocade and Wool from all Waterways on the map and return them to the general supply.
- 8) **Plague:** You lose 1 Follower. Blindly draw a Follower from your Followers bag and return it to the supply (it becomes available again). Do not move your marker back on the corresponding track. You cannot lose the Followers of your color (i.e. your initial Farmer, Boatman, Craftsman or Trader). If you draw one of them, lucky you! In this case, you do not lose a Follower this round.



- 9) **Raging Plague:** Like Plague, except each player must draw 2 Followers from the bag.
- 10) **Rats:** Remove 2 Cheese and 1 Grain from the Warehouse and return them to the general supply. If there are not enough of those in the Warehouse, remove as many as you can.
- 11) **Robbery:** You each pay Goods worth 5 Victory Points total or destroy a Fortified Tower you built. You must pay on your own—the other players cannot pay for you. If any player does not have enough Goods and Fortified Towers, the entire team loses immediately.
- 12) **Rome Calling:** You each return a Monk to the general supply. If any player cannot do so or you—as a team—decide not to do so altogether, you must remove a Citizen who has not been collected yet from the game. Decide together which Citizen to remove.
- 13) **Summoning:** Return all Merchants to Orléans. If you would rather have your Merchant stay at its current location, you can pay 5 Coins instead. You must pay on your own though—the other players cannot pay for you.
- 14) **Witch Hunt:** As a team, you lose a total of 6 Development Points. Decide together how much each individual player should contribute by moving their Marker back on the Development track. For each Development Point you cannot or do not want to move back, you must return a Monk to the general supply instead. If you do not have enough Development Points and Monks, you lose the game immediately.



Stack C:

- 1) **Invasion:** This is the moment of truth! At the end of the round, all Common and Personal Objectives must have been completed. Which one will it be: defeat or victory?



Game End

The game ends at the end of the round in which you turn the "Invasion" Hour Glass tile face up. If at this point all Common and Personal Objectives have been completed, you successfully fend off the Invasion and win the game! However, if even one Objective has not been completed by the end of the last round, the Invasion takes place and you all lose. Don't worry: next time you'll manage!

Prosperity - An extensive scenario for 2-5 players by Inka and Markus Brand

Additional Components

You will need the following components in addition to the base game components:



22 Structure cards

1 "Prosperity"
Scenario Board



1 Carpenter



1 neutral Marker

Per player:

1 neutral Marker



1 "Carpenter" Extension for
the player board



1 Cover tile for the
Scriptorium

Setup

Set up the game according to the base game rules with the following changes:

- Remove the Beneficial Deeds "Base game" board from the game and replace it with the "Prosperity" board, featuring 16 Events and 3 Beneficial Deeds. Place a neutral Marker as a Round Counter on Event 1 and move it forward at the end of each round.
- Shuffle the Goods and place them **face down** on the spaces of the game board (according to the number of players). They remain face down on the game board for the entirety of the game, until you pick them up. Turn the remaining Goods face up, sort them, and place them in their supply.



- Only use the following Place tiles, placing them in separate stacks for categories I and II:



: Brewery, Cheese Factory, Hayrick, Herb Garden, Hospital, Library, Shipping Line, Sacristy, Tailor Shop, Vineyard, Windmill, Winery, Wool Manufacturer



: Black Market, Cellar, Depot, Gunpowder Tower, Horse Wagon, Laboratory, Office, Pharmacy, School, Stage Coach, Tavern

Put the remaining Place tiles back into the game box.

- Place a Citizen each on the designated spaces of the “Boatmen” and “Knights” tracks. Place 3 Citizens on the Beneficial Deeds of the “Prosperity” board. Place the remaining Citizens as a supply next to the game board. Do not place any Citizens on the Development track or map!
- Shuffle the Structure cards face down and deal each player two face-down Structure cards. Everybody chooses one of them to keep. Return the other to the bottom of the Structure cards pile. Then place the pile as a draw pile next to the game board.
- Place the Carpenter in Orléans, where the Merchants are.
- Each takes a “Carpenter” extension and places it next to their player board. Then take a Cover tile and place it on your Scriptorium such that the old action is covered by the new one. Also take a neutral Marker, under which you will place your completed Structures later.

Remove the Hour Glass tiles from the game—you will not need them.



Course of Play

The game is played like the base game, except that the Events are predetermined. The Round Counter on the “Prosperity” board indicates which round is being played and which Event is going to happen. The Carpenter introduces a new action.

Carpenter Action

The Carpenter is considered a place on your player board.

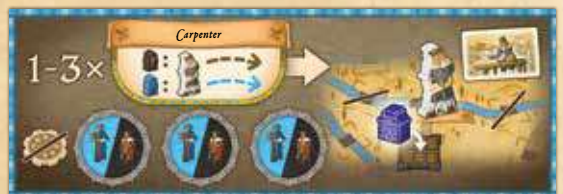
In the Planning Phase, you can place up to 3 Followers on the Carpenter, either Traders or Boatmen. You cannot place Gear wheels there.

During the Action Phase, you can use the “Carpenter” action by going through the following steps:

- 1) First you may move the Carpenter 1 space per Follower placed on the action. For each Trader, move the Carpenter across a Road, for each Boatman across a Waterway. As with the Town Hall, you can use any or all of the Followers you placed on the Carpenter in the same action or in separate actions. Return the Followers to your bag after you use them to move. You can even omit the movement.
- 2) If the Carpenter ends up in a town depicted on your Structure card, you can build the Structure. Place the Structure card face up in front of you and place a Trading Station on a Good on a Road or Waterway leading to that town. If there is no such Good, you cannot build the Structure.

After building the Structure, draw two Structure cards from the draw pile, keep one, and return the other to the bottom of the draw pile.

You can use the “Carpenter” action any number of times per round as long as you meet the requirements.



Important: There is a difference between regular Trading Stations and Structures. If a Place tile or action refers to a Trading Station (such as the Office), only your Trading Stations in towns count, your Structures do not.

Example: The Carpenter is in Châteauroux. Yellow has a matching Structure card, so she can play it to build a Vineyard there, placing a Trading Station on a Good on the Road from Châteauroux to Loches. She could have used any of the Goods leading to Châteauroux.



Structures

In order to receive the Victory Points for a Structure at game end, you must “man” the Structure by placing the required Followers next to it (via the Town Hall or Gunpowder Tower).

Some Structures even require Coins and certain Goods. You can place these next to the Structure at any time, even if you have not placed all the required Followers yet. This does not require a separate action.

You can only place Monks next to a Structure if the Structure explicitly requires them. You can never place Gear wheels there. Once you place Followers, Coins, and Goods next to a Structure, you cannot take them back.

Once you completely manned a Structure—i.e. placed all the required items there (Followers, Coins, and Goods)—you can turn the Structure Card face down and place it under your neutral Marker. Return the Followers to their supply—they can be hired again. Remove the used Coins and Goods from the game: do not return them to the general supply.



Scriptorium

Due to the Cover tile, the Scriptorium now provides two possible actions:

- Gain a Development Point (as before).
- Receive a new Structure card. Draw two Structure cards, look at them, and keep one. Return the other as well as the card you had before to the bottom of the draw pile. Effectively, you are exchanging your Structure card for a new one. No player can ever have more than one Structure card in hand!



Events

Details on the Events:



Support: You each draw a Follower from your bag. Advance your Marker on the corresponding track and take the corresponding action. Also, take another Follower of that type and put it into your bag.



Indulgence: You can each buy a Monk for 4 Coins. Take the Monk from the general supply and put it into your bag.



Pilgrimage: When the “Pilgrimage” event is drawn, you may not recruit Monks this round. “Pilgrimage” always affects Phase 5: “Actions”. All the other events are triggered at the end of the round in Phase 6: “Event”.



Taxes: You each pay 3 Coins. If you cannot, you must undergo torture, according to the base game rules.



Riots: You each return a Knight (from your Market or bag), or pay 5 Coins. If you cannot, you must undergo torture, according to the base game rules.



Bribe: You can each buy a Citizen for 4 Coins.



Plague: You lose 1 Follower. Blindly draw a Follower from your Followers bag and return it to the supply (it becomes available again). Do not move your marker back on the corresponding track. You cannot lose the Follower of your color (i.e. your initial Farmer, Boatman, Craftsman or Trader). If you draw one of them, lucky you! In this case, you do not lose a Follower this round.



Firestorm: All players must turn over all of their Place tiles, losing their abilities for now. Return any Gear wheels and Followers (except your own Followers) on those Place tiles to the general supply. (Put your own Followers back into your bag.) Places built after this Event are not affected.



Mass: At the end of the round, you each receive 3 Coins for each Monk in your Market.



Peregrination: In turn order, you can each pay 2 Coins to move your Merchant (not the Carpenter) to an adjacent town, collecting a Good, if possible.



Restoration: Turn all the Places affected by Firestorm face up.



Harvest: You may return food items (grain, cheese or wine) or pay penalty coins. If you cannot pay neither food items, nor coins, you must undergo torture. You return food and coins into their supply.



Pilgrim's Day: You can each exchange a Monk and another Follower (except your own) from your Market for a Citizen. Return the Followers to their supply.



Plague: You lose 1 Follower. Blindly draw a Follower from your Followers bag and return it to the supply (it becomes available again). Do not move your marker back on the corresponding track. You cannot lose the Follower of your color (i.e. your initial Farmer, Boatman, Craftsman or Trader). If you draw one of them, lucky you! In this case, you do not lose a Follower this round.



Market Day: You can each buy up to 2 Goods from the general supply for the depicted prices. If the general supply is out of a certain Good, you cannot buy that type. You cannot sell Goods with this!



Development Tax: You must each pay a number of Coins equal to your current Development Status. If you cannot, you must undergo torture, according to the base game rules.

Beneficial Deeds

There are 3 Beneficial Deeds on the "Prosperity" board. As usual, you can use the Town Hall to send Followers there:

- **Founding the Carpenter's Guild:** 1 Coin for each placed Follower. 1 Citizen on completion.
- **Right of Assembly:** 2 Coins for each placed Follower. 1 Citizen on completion.
- **Building the Orphanage:** 1 Coin or Development Point for each placed Follower. 1 Citizen on completion.



Game End and Scoring

The game ends after 16 rounds.

On top of the regular Victory Points (Coins, Goods, Development), you also receive Victory Points for your completely manned Structures by adding up the Victory Point values of all the Structure cards placed under your neutral Marker.

IMPORTANT:

- Only the actual Trading Stations count towards your Development Score (Citizens plus Trading Stations times Development Status). Your Structures (Trading Stations on Goods) do not count!
- Only your completed Structure cards count, i.e. those you turned face down and placed under your neutral Marker, after placing all the required components. Your face-up Structure card, if any, does not count. Coins and Goods placed next to an incomplete Structure do count for scoring.

The Duel - An Orléans scenario for 2 players by Reiner Stockhausen

Game Objective

Are you ready for a competition? A duel between two great merchants without mercy? You are each trying to complete four objectives before the other does. How you do it is up to you—be quick though, your opponent is on your tail! The first to complete all four objectives wins. In case you both complete them on the same round, your leftover supplies—which are hopefully plentiful—will decide!

Additional Components

You will need the following components in addition to the base game components:

1 "The Duel"
Scenario Board



1 "Bourgeois House"
Action Board



9 neutral Markers

Setup

- Lay out the large game board "Base game" (map and towns).
- You each take: 1 bag, 1 player board, and the components in a color of your choice. Place the Followers in your color (Farmer, Boatman, Craftsman, Trader) on the Market, and your Markers on the first space of each track on the game board. Keep your Trading Stations in front of you.
(We recommend you use yellow and green for colors, because the Action and Scenario Board have spaces in those colors assigned to each player.)
- Set up the Goods for a 2-player game, according to the base game rules (shuffle them face down, place one on each map space except "3" and "4" spaces, turn them face up, place the rest in their supply).
- Beginning with the Start Player, each place your Merchant in a town of your choice (you do not have to start in Orléans).
- Place the required number of Followers (for a 2-player game) next to each track on the game board, as well as 8 Gear wheels.
- Place the Scenario Board next to the game board. It features 16 Events, 4 Objectives, and 4 Beneficial Deeds. Place a neutral Marker as a Round Counter on Event 1. Each of you takes 4 neutral Markers, which you will use to mark completed Objectives. Place a Citizen on each Beneficial Deed.
- Lay out the "Bourgeois House" Action Board, which can be used by either of you.
- Choose 20 Place tiles to use in the game: first, the Start Player chooses 5 Place tiles of type I, then the other player chooses 5 each of types I and II, and finally the Start Player chooses 5 of type II. Return the Place tiles you did not choose to the game box.
- Each of you takes 5 Coins. Place the remaining Coins ready at hand.



Remove the base game Hour Glass tiles and Beneficial Deeds from the game—you will not need them.

Course of Play

The game is played like the base game, except that the Events are predetermined. The Round Counter on the Scenario Board indicates which round is being played and which Event is going to happen. Move the Round Counter forward at the end of each round.

There is no Census (phase 2).

The base game rules about torture do not apply. Instead, if you cannot pay what an Event demands (e.g. because you are short on money), you lose immediately.

Events

Details on the Events:



Town Meeting: You can each buy a Citizen for 3 Coins. This action is optional.



Goods Tax: You each pay 1 Coin for each Goods in your supply.



Harvest: You may return food items (grain, cheese or wine) or pay penalty coins. You return food and coins into their supply.



Dues: You each pay Goods and/or Coins worth at least 7 Victory Points total (e.g. 1 Brocade and 2 Coins).



Trading Day: You each receive 3 Coins for each Trading Station you built.



Harvest: You each pay 2 food items.



Trade: You can each exchange a Good in your supply for a Good from the general supply. This action is optional.



Trading Day: You each receive 1 Coin for each Trading Station you built.



Cheese Day: You each pay 1 Cheese and return it to the general supply.



Goods Tax: You each pay 1 Coin for each Goods in your supply.



Technology Tax: You each pay 2 Coins for each Gear wheel you placed.



Dues: You each pay Goods and/or Coins worth at least 7 Victory Points total.



Trading Day: You each receive 2 Coins for each Trading Station you built.



Dues: You each pay Goods and/or Coins worth at least 4 Victory Points total.



Quick Travel: You can each move your Merchant 1 or 2 towns (using Roads and/or Waterways), without collecting Goods on the way. Pay 1 Coin per move. This action is optional.



Journey Home: Return your Merchants to Orléans, without collecting Goods on the way.

Bourgeois House

You can each activate the Bourgeois House independently from one another with any Follower (except for one in your color).

PLEASE NOTE: After you use the Bourgeois House, the Follower you placed returns to the general supply and not to your bag!

To use the Bourgeois House, you must also pay 1 Citizen. If you do, you can choose one of the following bonuses:

- Take 1 Good of your choice.
- Move your Merchant to an adjacent town via a Road or Waterway (and collect a Good on the way, if possible).
- Take 5 Coins.
- Advance 3 spaces on the Development track.



Beneficial Deeds

There are 4 Beneficial Deeds on the Scenario Board. As usual, you can use the Town Hall to send Followers there:



Astronomy: 1 Coin for each placed Follower. 1 Citizen on completion.



Wine Press House: 1 Coin for each placed Follower. 1 Citizen on completion.



Three-Field Rotation: 1 Coin for each placed Follower. 1 Citizen on completion.



Angelology: 1 Coin for each placed Follower. 1 Citizen on completion.

Objectives

As soon as you meet the requirements of an Objective, you can immediately mark it as completed by placing a neutral Marker on the space reserved for you (in your color, unless you did not choose green or yellow). You can complete them in any order.

Details on the Objectives:



Learn Bookkeeping: Achieve a Development Status of at least 3.



Establish Three New Branches: Build at least 3 Trading Stations, including in a town without waterways.



Deliver Wine to the Castle of Châtelleraut: Move your Merchant to Châtelleraut. Once you are there, pay 3 Wine and return them to the general supply.



Clothe Your Lady: Move your Merchant to Orléans. Once you are there, pay 3 fabrics (including at least 1 Brocade) and return them to the general supply.

Game End

At the end of each round, check whether a player has completed all 4 Objectives—this player wins. If you both have managed to do so in the same round, check who has more Victory Points in Goods only—this player wins. In case of a tie, the player with more Coins wins. If there is still a tie, you both win.

The Dignitary - A solo scenario for Orléans by Reiner Stockhausen, difficulty I-II

(Levels of difficulty: I = easy, for beginners; II = medium, for experienced players; III = hard, for diehard players)

Game Objective

Your goal is to gain as much dignity as possible in the form of Citizens. Over the course of 16 rounds, you must collect at least 8 of those (or 7 in the easier version). Each round, you must cope with an Event.

Additional Components

You will need the following components in addition to the base game components:



the "Stage Coach"
Place tile



1 neutral Marker

1 "Dignitary"
Scenario Board



Setup

- Lay out the large game board (map and towns) and the Beneficial Deeds "Base game" board from the base game.
- Take a bag, a player board, and the components in a color of your choice. Place the Followers in your color (Farmer, Boatman, Craftsman, Trader) on the Market, and your Markers on the first space of each track on the game board. Place your Merchant in Orléans and keep your Trading Stations in front of you. Also take the "Stage Coach", which you can use from the start. You start with no Coins.
- Place the Scenario Board "The Dignitary" next to the game board. It features 16 Events for the 16 rounds you are about to play, as well as 8 spaces for the Citizens you have to collect. Place a neutral Marker as a Round Counter on Event 1.
- Place a Citizen in each of the towns of Vendôme, Tours, Vierzon, Sancerre, Argenton-sur-Creuse, and S.-Amand-Montrand. You receive each of those as soon as you move your Merchant into the respective town. Place 7 more Citizens on any designated spaces for them (Development track, Beneficial Deeds, etc.) There are not enough Citizens left to cover all such spaces—you decide which shall remain empty and which shall receive a Citizen.



- Place tiles that are not used in this scenario are labeled with a "D" in the appendix of the overview of Place tiles (p. 51-59) and are discarded. Shuffle the remaining Place tiles face down, separately for types I and II. Draw 5 of each type and place them face up on the table. Remove the rest from the game.
- Place 4 neutral Followers of each type and 6 Gear wheels in their supply.
- Keep the Coins ready at hand.

Remove the Goods and Hour Glass tiles from the game—you will not need them.

Course of Play

The game is played like the base game, except that the Events are predetermined. The Round Counter on the Scenario Board indicates which round is being played and which Event is going to happen. Move the Round Counter forward at the end of each round.

There is no Census (phase 2).

Events

Details on the Events:



Conference: This round you cannot gain Scholars.



Strike: This round you cannot gain Craftsmen.



Crusade: This round you cannot gain Knights.



Pilgrimage: This round you cannot gain Monks.



Income: You receive a number of Coins equal to twice your Development Status.



Trading Day: You receive 3 Coins for each Trading Station you built.



Dues: Pay 5 Coins. If you cannot, you must undergo torture, according to the base game rules.



Technology Tax: Pay 2 Coins for each Gear wheel you placed. If you cannot, you must remove the Gear wheel. You decide which to remove.



Trading Day: You receive 2 Coins for each Trading Station you built.



Income: You receive a number of Coins equal to your Development Status.



Dues: Pay 10 Coins. If you cannot, you must undergo torture, according to the base game rules.



Trading Day: You receive 2 Coins for each Trading Station you built.



Sabotage: Technology fails. This round you cannot use actions that have a Gear wheel.



Axle Fracture: This round you cannot use the Stage Coach.



Trading Day: You receive 1 Coin for each Trading Station you built.



Dues: Pay 15 Coins. If you cannot, you must undergo torture, according to the base game rules.

Game End

At the end of the round in which you collect your 8th Citizen, you win! If you fail to do so by the end of round 16, you lose and have to try again.

As a beginner, you can set the goal to 7 Citizens.



Capital Vierzon - A solo scenario for Orléans by Reiner Stockhausen, difficulty II-III

(Levels of difficulty: I = easy, for beginners; II = medium, for experienced players; III = hard, for diehard players)

Game Objective

Your goal is to make Vierzon the fortified capital of the region. Over the course of 14 rounds, you must complete 5 Objectives. Each round, you must cope with an Event.

Additional Components

You will need the following components in addition to the base game components:



the "Market Stand"
Place tile



6 neutral Markers

1 "Capital Vierzon"
Scenario Board



Setup

- Lay out the large game board for the Base game (map and towns).
- Take a bag, a player board, and the components in a color of your choice. Place the Followers in your color (Farmer, Boatman, Craftsman, Trader) on the Market, and your Markers on the first space of each track on the game board. Place your Merchant in Orléans and keep your Trading Stations in front of you. Also take the "Market Stand", which you can use from the start. You start with no Coins.
- You will only need 40 Goods. Shuffle all Goods face down, draw 40 at random, and remove the rest from the game. Then place a Good on each Road and Waterway leading to Orléans, Blois, Tours, Loches, Montrichard, Vierzon, Bourges, and Sancerre (do not place any on "3" and "4" spaces). Turn all Goods face up and place the remaining ones in their supply.
- Place the Scenario Board next to the game board. It features 14 Events for the 14 rounds you are about to play, as well as 5 Objectives and 2 Beneficial Deeds. Place a neutral Marker as a Round Counter on Event 1. Keep the remaining neutral Markers ready at hand to mark completed Objectives.
- Place 7 Citizens on their designated spaces: 5 on the game board, and 2 on the Beneficial Deeds on the Scenario Board.
- Place tiles that are not used in this scenario are labeled with a "V" in the appendix of the overview of Place tiles (p. 51-59) and are discarded. Shuffle the remaining Place tiles face down, separately for types I and II. Draw 5 of each type and place them face up on the table. Remove the rest from the game.
- Place 4 neutral Followers of each type next to each track on the gameboard as well as 4 Gear wheels.
- Keep the Coins ready at hand.



Remove the base game Beneficial Deeds and Hour Glass tiles from the game—you will not need them.

Course of Play

The game is played like the base game, except that the Events are predetermined. The Round Counter on the Scenario Board indicates which round is being played and which Event is going to happen. Move the Round Counter forward at the end of each round.

There is no Census (phase 2).

Events



Strike: This round you cannot gain Craftsmen.



Pilgrimage: This round you cannot gain Monks.



Harvest: You may return food items (grain, cheese or wine) or pay penalty coins. If you can pay neither food items, nor coins, you must undergo torture.

You return food and coins into their supply.



Crusade: This round you cannot gain Knights.



Income: You receive a number of Coins equal to three times your Development Status.



Amnesty: Whenever you receive a new Follower this round, you can place it on an Action Space right away. If you activate an action this way, you can use it.



Plague: You lose 1 Follower. Blindly draw a Follower from your Followers bag and return it to the supply (it becomes available again).

Do not move your marker back on the corresponding track. You cannot lose the Follower of your color (i.e. your initial Farmer,

Boatman, Craftsman or Trader). If you draw one of them, lucky you! In this case, you do not lose a Follower this round.



Sabotage: Technology fails. This round you cannot use actions that have a Gear wheel.



Goods Tax: Pay 1 Coin for every 2 Goods in your supply. If you cannot, you must undergo torture, according to the base game rules.



Trading Day: You receive 2 Coins for each Trading Station you built.



Conference: This round you cannot gain Scholars.



Harvest: You may return food items (grain, cheese or wine) or pay penalty coins. If you can pay neither food items, nor coins, you must undergo torture. You return food and coins into their supply.



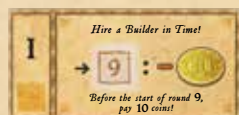
Storm: This round you cannot move your Merchant.



Banishment: Immediately after you finish drawing Followers from your bag for this round, you must return 2 of them to your bag.

Objectives

As soon as you meet the requirements of an Objective, you can immediately mark it as completed by placing a neutral Marker on it. You can complete them in any order.



Hire a Builder in Time: Pay 10 Coins before the start of round 9. You must pay all at once.



Establish a Building Company: Build a Trading Station in Loches.



Deliver Building Materials to Vierzon: Move your Merchant to Vierzon. Once you are there, pay Goods worth 12 Victory Points total to the general supply. You must pay all at once.



Make Vierzon a Fortress: Pay 25 Coins. You must pay all at once.



Make Vierzon the Capital: Have at least 28 Victory Points from Development. As usual, multiply the total of Trading Stations you built plus Citizens you have with your current Development Status to determine your score from Development.

Beneficial Deeds

There are 2 Beneficial Deeds on the Scenario Board. As usual, you can use the Town Hall to send Followers there:



■ **Expanding the University:** 1 Coin or Development Point for each placed Follower. 1 Citizen on completion.

■ **Founding the City Council:** 1 Coin for each placed Follower. 1 Citizen on completion.



Game End

You win the game at the end of the round in which all of your 5 Objectives have been completed! If you fail to do so by the end of round 14, you lose and have to try again.

If you keep winning this scenario on a regular basis, you can increase its difficulty in two steps:

- You can still complete an Objective at any time, but only one per round.
- Additionally, you must complete the Objectives in order.

Travelling Salesman - A solo scenario for Orléans by Reiner Stockhausen, difficulty II-III

(Levels of difficulty: I = easy, for beginners; II = medium, for experienced players; III = hard, for diehard players)

Game Objective

Your goal as a travelling salesman is to deliver goods to certain towns around Orléans. Over the course of 15 rounds, you must complete 5 Objectives in the form of a goods delivery. Each round, you must cope with an Event.

Additional Components

You will need the following components in addition to the base game components:



the "Market Stand"
Place tile



6 neutral Markers

1 "Travelling Salesman"
Scenario Board



Setup

- Lay out the large game board from the Base game (map and towns) and the Beneficial Deeds "Base game" board.
- Take a bag, a player board, and the components in a color of your choice. Place the Followers in your color (Farmer, Boatman, Craftsman, Trader) on the Market, and your Markers on the first space of each track on the game board. Place your Merchant in Orléans. Also take the "Market Stand", which you can use from the start.
- Take a Knight and a Scholar and place them on your Market, as well as 10 Coins.
- Set up the Goods for a 4-player game, according to the base game rules (shuffle them face down, place one on each map space, turn them face up, place the rest in their supply).
- Place the Scenario Board next to the game board. It features 15 Events for the 15 rounds you are about to play, as well as 5 Objectives. Place a neutral Marker as a Round Counter on Event **I**.

Keep the remaining neutral Markers ready at hand to mark completed Objectives. (Alternatively, place one each in Chartres, Vendôme, Tours, Bourges, and Argenton-sur-Creuse on the map. Once you have delivered the goods, move the Marker to the Objective to mark it complete.)

- Place the following neutral Followers on the corresponding spaces of the game board: 3 each of Craftsmen, Traders, Boatmen, Knights, and Scholars, as well as 4 Monks and 5 Farmers. Also place 8 Gear wheels into the supply.
- Lay out the following 10 Place tiles:
 - : Bathhouse, Cheese Factory, Hayrick, Herb Garden, Tailor Shop, Winery, Wool Manufacturer
 - : Cellar, Horse Wagon, Laboratory
- Keep the Coins ready at hand.

Remove the Citizen and Hour Glass tiles, as well as the Trading Stations—you will not need them.

Course of Play

The game is played like the base game, except that the Events are predetermined. The Round Counter on the Scenario Board indicates which round is being played and which Event is going to happen. Move the Round Counter forward at the end of each round.

There is no Census (phase 2).

Events



1-10 **Feeding:** Pay 1 food item or 2 Coins. If you cannot pay, you starve to death and lose immediately!

11-15 **Great Feast:** Pay 2 food items or 4 coins. If you cannot pay, you starve to death and lose immediately!



Objectives

As soon as you meet the requirements of an Objective, you can immediately mark as completed by placing a neutral Marker on it. You can complete them in any order.

Details on the Objectives:



Deliver 3 Wool to Bourges: Move your Merchant to Bourges. Once you are there, pay 3 Wool and return them to the supply. You must pay all at once.



Deliver 3 Grain to Tours: Move your Merchant to Tours. Once you are there, pay 3 Grain and return them to the supply. You must pay all at once.



Deliver a Complete Set of Goods to Chartres: Move your Merchant to Chartres. Once you are there, pay 1 of each Goods and return them to the supply. You must pay all at once.



Deliver 1 Brocade to Argenton-sur-Creuse: Move your Merchant to Argenton-sur-Creuse. Once you are there, pay 1 Brocade and return it to the supply.



Deliver 2 Cheese and 2 Wine to Vendôme: Move your Merchant to Vendôme. Once you are there, pay 2 Cheese and 2 Wine and return them to the supply. You must pay all at once.

Game End

You win the game at the end of the round in which all of your 5 Objectives have been completed! If you fail to do so by the end of round 15, you lose and have to try again.

If you keep winning this scenario on a regular basis, you can increase its difficulty in two steps:

- A) You can still complete an Objective at any time, but only one per round.
- B) Additionally, you must complete the Objectives in order.

The Trip to Tours - A Solo Scenario for Orléans by Reiner Stockhausen, Difficulty Level I

(Stages I = easy , beginner ; II = medium, advanced ; III = hard, Killer strategists)

Required Game Components

In addition to the Orléans base game the following is required:

1 "The Trip to Tours" Scenario Board

1 neutral Marker



Setup

- Lay out the large game board from the Base game.
- Set up the game of Orléans in the normal manner, with the following exceptions:
 - Your Merchant begins the game in the city of Nevers.
 - You start with only 3 coins.
- Place the neutral marker on the **1** event to track the rounds.
- You begin the game with the II-Place tile "Stage Coach".
- The Scenario Board is placed next to the player board.
- You do not play with the normal Events or Beneficial Deeds board, instead this Scenario Board displays the events of the 14 rounds (as well as the task and 2 Beneficial Deeds areas).
- Place a Citizen in the appropriate spot above each Beneficial Deed on this tableau.
- Place a Citizen on the city of Orléans.
- Place tiles that are not used in this scenario are labeled with a "T" in the appendix of the overview of Place tiles (p. 51-59) and are discarded. The rest can be used.
- After filling the map with goods, all remaining goods are placed in their boxes.
- Place 8 neutral Farmers (not marked in players colors) and 5 neutral Followers of each type in their respective supplies as well as 4 Gear wheels. The rest is removed from the game.

Gameplay

The game proceeds as described in the game rules of the base game, with the following changes:

- The Merchant starts in Nevers (not in Orléans).
- If the player moves his Merchant on a path where there are 2 Goods, he may take both.
- The Census (Phase 2) is omitted. You do not gain or lose coins based on how many farmers you have.
- If the player moves his Merchant to Orléans, he may take the Citizen found there.
- The events are displayed directly on this tableau. Advance the round marker one space (in number order) at the beginning of each round.

Events



Strike: In this round no Craftsman may be recruited.



Crusade: In this round no Knight may be recruited.



Harvest: Pay 1 food item (grain, cheese, or wine). If you cannot, pay 5 Coins instead.



Drought: 4 grain are removed from the map and placed back into the supply. You decide which grain are removed.



Highwaymen: In this round, you can not move over land routes with your Merchant. Waterways may be used.



Amnesty: In this round newly recruited Followers may be placed immediately. It is possible that additional actions become immediately available to be used this round as a result of this.



Plague: You lose a random Follower, as detailed in the rules for the base game.



Harvest: Pay 2 food items (grain, wine, or cheese). If you cannot, pay 5 Coins per food item you do not pay.



Technology Tax: Pay a 2 Coin tax per Gear wheel that you have placed on your player board.



Income: You receive 2 Coins for each Development level (star) you have reached.



Pirates: All cloth goods (brocades and wool) are removed from all the rivers on the map and placed back into the supply.



Riots: Give up either 1 Knight (from your player board or from your bag) or 5 Coins.



Axle Fracture: Travel by Stage Coach is not possible in this round.



Harvest: Pay 3 food items (grain, wine, or cheese). If you cannot, pay 5 Coins per food item you do not pay.

The Task

Travel with 3 Citizens to Tours and deliver 3 of each type of goods. The Merchant must be in Tours to deliver the supplies. All goods must be delivered at the same time, and you must already have 3 Citizens before you can deliver the goods.

Beneficial Deeds

The scenario tableau displays 2 Beneficial Deeds, to which people can be sent via the town hall:

- **Canalization:** For each Follower placed here, you receive 1 coin or 1 development step. Upon completion, you receive 1 Citizen.
- **Knight Consecration:** For each Follower placed here, you receive 1 coin. Upon completion, you receive 1 Citizen.

Game End

Once the task has been fulfilled, you win the game! If the task has not been fulfilled by the end of the 14th round, unfortunately the game is lost and you must try again!

Overview Place tiles

The Place tiles marked D, V and T are not used in the following scenarios.

D = The Dignitary, V = Capital Vierzon, T = The Trip to Tours



Category I

Barracks

D



You can replace a Knight with any other Follower to activate a Place.

Bathhouse



Draw 2 Followers from your bag and choose 1 of them. Immediately place the chosen Follower on an appropriate Action Space. (You cannot place him on the Bathhouse.) Put the other Follower you have drawn as well as the Follower from the Bathhouse back into your bag. If you cannot place 1 of the drawn Followers on Action Spaces, put them back into your bag.

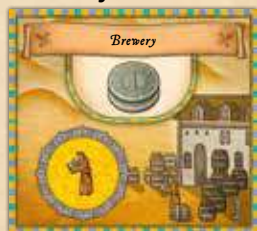
Brasserie

D V T



Immediately place 2 cheese and 2 wine on the Brasserie tile (or less, if there are not enough left in the supply). In phase 6, you may discard a Good from this tile to prevent the effects of the current Event for you. You may spend the goods on this tile at any time (e.g. for an Order). You must pay taxes for them; and they are worth victory points at the end of the game as usual.

Brewery



You receive 2 Coins from the supply.

Cheese Factory

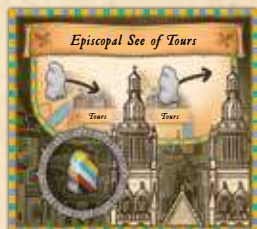
D



You receive 1 cheese from the supply. You cannot play this action if there is no cheese left in the supply.

Episcopal See of Tours

D V T



You may move your Merchant directly to Tours, or, if your Merchant is in Tours, you may move him to any other city. You won't get a Good in either case. You can activate this tile with any Follower.

Farm

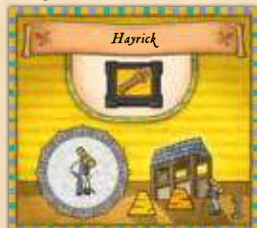
D



Receive the depicted Goods from the supply corresponding to your position on the Farmers track. If those Goods are not available in the supply, you can't use this action.

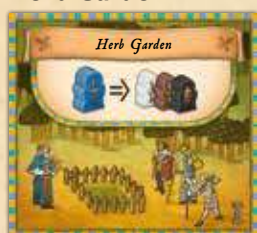
Hayrick

D



You receive 1 grain from the supply. You cannot play this action if there is no grain left in the supply.

Herb Garden



As the owner of the Herb Garden, you can use Boatmen in place of Craftsmen, Traders, and Farmers.

Hospital



You receive a number of Coins from the supply equal to your current Development Status.

Library



You receive 2 Development Points.

Merchant House

D V T



At the end of the game, you get 4 Victory points for each type of Good that you have the most of.

Port

D V T



At the end of the game, you receive 10 Victory points if you have a contiguous line of 4 Trading Stations that are connected via waterways. You receive 15 Victory points for 5 or more Trading Stations connected this way.

Road



Build a Trading Station and place it on the Place tile "Road". You may build up to 4 Trading Stations on the Road. (They will count when determining the most Trading Stations at the end of the game.)

Sacristy

D V T



The Sacristy can protect you from negative events (like Harvest, Taxes, or Plague) if it is activated. During the Event Phase, remove the Monk from the Sacristy and put the tile back into your bag instead of suffering the negative effects of the event in play.

Shipping Line



You receive 1 Development Point.

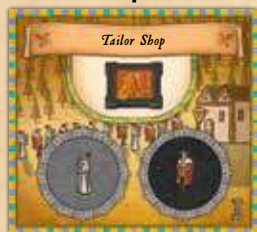
Statue



The Statue allows you to place each new Follower that you get from an action in phase 5 on the Market instead of into your bag.

Tailor Shop

D



You receive 1 brocade from the supply. You cannot play this action if there is no brocade left in the supply.

Vineyard

D



Each time you build a Trading Station in a town at the river, you can buy 1 Wine for 1 Coin.

Windmill



You receive 2 Coins from the supply and 1 Development Point.

Winery

D



You receive 1 wine from the supply. You cannot play this action if there is no wine left in the supply.

Wool Manufacturer

D



You receive 1 wool from the supply. You cannot play this action if there is no wool left in the supply.



Category II

Bakery

D V T



Pay 2 Coins and bake bread from up to 3 grain, placing them on the bakery. These grain are now considered bread. Bread is a good and a food item (so you can use it for Harvest). Bread is considered a Good and counts when paying taxes. At the end of the game, each bread is worth a number of Victory points equal to your Development Status.

Ballroom



Pay either 2 Coins to buy any one Place tile from stack I or pay 3 Coins to buy any one Place tile from the stack II.

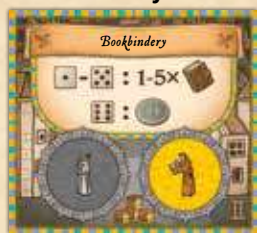
Black Market

D



Exchange any 2 Goods of the same type for 1 Good of another type. Return the Goods you exchange to the supply. If the supply is out of a certain Good, you cannot exchange for it.

Bookbindery



Roll the die. With a 1-5 you may advance as many steps on the Development track as the die shows. With a 6 you receive 1 Coin from the supply.

Bourgeois House



Choose one of the following bonuses: take 5 Coins, or take 1 Good, or move your Merchant across 1 Road or Waterway, or advance 3 steps on the Development track.

Cathedral

D V T



The Cathedral permanently adds 1 to your development status. The increased value counts for future events (income), Place tiles (e.g. Hospital), and during scoring at the end of the game.

Cellar



You receive 4 Coins from the supply.

Christmas Market

D



Roll the die. You receive the following bonus depending on your roll:

- 1: Take 1 Grain,
 - 2: Take 1 Cheese,
 - 3: Take 1 Wine,
 - 4: Take 1 Wool,
 - 5: Take 1 Brocade,
 - 6: Move your merchant to an adjacent town by road and collect one Good item along the way, if possible.
- Take the respective goods from the supply.
If the supply of those goods is empty, you get nothing.

Church

D V T



Use the benefits of a Place tile owned by another player. Pay 2 Coins to the owner of the Place tile that you have used. You can only use Place tiles that are currently activated with Followers. (You must not use Place tiles that don't require Followers for activation). Remove only the Monk from the Church. The other player's Place tile remains activated and may be used by its owner later.

Court

D V T



Move the Merchant of another player to an adjacent town (along a waterway or road). If there is a good on the way, you may take it, as compensation, pay the other player 1 Coin.

Depot

D V T



At the end of the game, you receive an additional 5 Victory Points for each complete set of Goods (consisting of Grain, Cheese, Wine, Wool, and Brocade).

Drawbridge



You may move your Merchant along a Waterway when performing the “Wagon” action or along a Road when performing the “Ship” action. This does not apply to other movement actions (e.g. Horse Wagon).

Flea Market



Roll the die. You receive the following bonus depending on your roll:

- 1: Take 1 Coin
- 2: Receive 1 Development Point
- 3: Take 1 Wine
- 4: Use the “Farm House” Action
- 5: Take 1 Monk
- 6: Use an Action of your choice from your player board

Gaming Room

D T



For a gaming night, assemble the following gamers: 1 Farmer, 1 Scholar and 1 Knight. Just like with a Beneficial Deed, you move them via the Town Hall or the Gunpowder Tower onto the Gaming Room. The required Followers above cannot be replaced by other Followers. Then supply the group with Wine and Cheese by placing the goods onto the Gaming Room. Followers and Goods remain in place until the end of the game. If all three gamers and the Goods are present in the gaming room by then, add 3 Citizens to the total of your collected Citizens.

Goldsmith

D



Pay any 1 Good and advance your token on the Development track by a number of spaces equal to the number of Trading Stations you built.

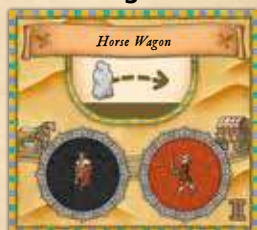
Gunpowder Tower



The Gunpowder Tower expands your Market by 2 spaces. During Phase 3: “Followers”, you can place 1 or 2 Followers on the Gunpowder Tower. During the Planning Phase, you can place one or both of these Followers on Action Spaces, or use them for Beneficial Deeds during the Action Phase. (You can use both of them for Beneficial Deeds in one action.) You may not use the Followers of your color for Beneficial Deeds.

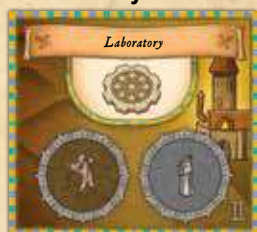
Horse Wagon

D



Move your Merchant along a Road to an adjacent town and collect one Good if available.

Laboratory



You receive a Gear wheel that you may place on an Action Space of your choice (except for Monk Spaces). The usual rules for Technology apply. You may place the Gear wheel on the Laboratory if you want.

Lair

D



Pay any 1 Good and use the bonus of one of the following tracks: Farmer, Craftsman, Trader, Boatman or Scholar. You receive the bonus of the space your marker is currently at. You can use the bonus even if there are no Followers left for that track.

Lock



Whenever you take a Boatman, instead of advancing on the Boatmen track, you may advance 1 step on any of the other tracks.

Market Stand

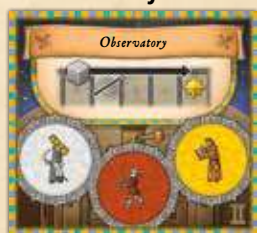
D



You can buy and/or sell up to 2 Goods of the same or different type. The price of each Good is equal to its value (see the game board). Return Goods you sell to the general supply. If the general supply is out of a certain Good, you cannot buy it.

Observatory

D T



Advance to the next star on the Development track. If your marker passes spaces with Coins or Citizens, you will not receive them.

Office



You receive 1 Coin for each Trading Station you built.

Opera

D V T



The Opera can only be activated if there are no more Scholars left in the supply. Advance one space on the Scholar track and receive the depicted number of development points. If your marker is on the last space already, you receive the bonus of that space again (6 development points).

Pharmacy



You can activate the Pharmacy with any Follower. As the action, you may spend up to 3 Coins to advance on the Development track. For each Coin you spend (min. 1), you may move your marker one space to the right.

Prairie

D V T



Whenever you move your Merchant to a town where one or more other players have already built a Trading Station, choose the owner of one of those Trading Stations. That player must give you (if possible) one Good of their choice.

Quarry



Build a Trading Station in a town that doesn't have one yet. Pay 2 Coins if you build it in the town your Merchant is at. Otherwise, pay an additional 2 Coins for each road or waterway between the destination town and the town where your Merchant is.

School



As the owner of the School, you can use Scholars in place of other Followers except for Monks.

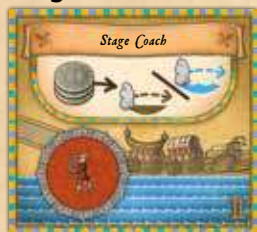
Sheep Farm

D



You may spend 1 cheese to either gain 1 wool or 4 coins, or advance 3 steps on the Development track.

Stage Coach



Pay 3 Coins and move your Merchant to an adjacent town via a Road or Waterway, collecting a Good on the way, if possible.

Tavern

D V T



You can build a Trading Station in a town, even if another player has already built one there (at most once per town). Carry out the Tavern action when you use the Guildhall action to place the Trading Station (they are considered a single action).

Theatre



You can place any number of different Followers in the Theatre (you may not place more than one Follower per type). As its action, remove all Followers from the Theatre and put them back in your bag, receiving 1 Coin for each of them.

Tinkerer's Wagon

D



Roll the die. With a 1-5 you may move your Merchant as many towns as the die shows but don't pick up any goods. With a 6 you receive 1 Coin from the supply.

Well



Carry out any action on your player board or any of your Place tiles, regardless of whether or not that action is activated. After taking the action, only return the Followers from the Well to your bag. This way you can use an action more than once per round.

Workshop

D V T



Pay 1 Coin and move a Gear wheel to a different empty Action Space. (If this activates an action, you can take the action later this round). The usual placement rules for Gear wheels still apply.

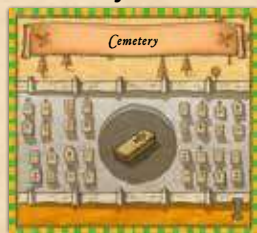
Place tiles "The Plague"

Back Door



With the Back Door, you can acquire an Indulgence card. You may take either one of the face-up cards on display or the top three cards from the face-down pile, look at them, choose one and shuffle the other two back into the cards of the pile.

Cemetery



The Cemetery extends the Market by an additional space. However, you may only place a Corpse there.

Medicinal Spring



This action can only be activated with the Plague Doctor. To this end, put any one Follower (not one of your own and not a Monk) on the right space and, when carrying out the action, send him back into the supply. Then advance one space on the corresponding track and receive the bonus, but don't take a Follower.



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