

# Orléans Stories



The First Kingdom

*Nobles, let me welcome you to the wonderful valley of the Loire river! You'll need a truly grand overview in order to be up to the constantly changing conditions. Therefore do not shy away from consulting this booklet from time to time, handed over to you in trust, so that you will be prepared for future events. This would keep you safe from surprises, and you could distinguish yourself as a prudent and insightful ruler to your followers. Listen up well – I shall render a pronouncement now as to what awaits you during the course of your journey:*



*Now then, there are areas just waiting to be settled and cultivated by you so that you can properly provide for your followers.*



*Eventually, the nearly inexhaustible resources will attract new settlers and scholars as well, as you will soon see. And with their help, you will manage to develop new technologies. But you need to prove just yet that you have the foresight worthy of a ruler, and fill up the Food Depot together; times will get worse soon!*



*And lo and behold, a famine descends over you sooner than expected, and if you have not taken precautions, your followers will be severely stricken.*



*Now you should quickly endeavor to expand your territory, even if this means that you have to conquer areas belonging to your adversaries. Recruit knights – they will get this done for you. But at the same time, you should also seek protection, since your opponents pursue the same plans.*



*Now it is time to call for clerical support; the monks will come and give you protection! But in return, you need to put off any plans of conquest, at least for the time being.*



*Make the trade flourish, and never forget to show enough foresight. You have already overcome one catastrophe, but it will not be the only one.*



*Loud lamentation everywhere! The plague befalls you, and if you have not taken care of providing enough medicine, your followers will have to suffer for your fault.*



*But even the darkest times come to an end. You have made it; peace will soon be concluded, and so you can set your entire focus again on enhancing your fame and fortune!*

*What matters now, if not yet done, is to do everything for completing the given tasks as quickly as possible. The first one to accomplish this ends the game – even if the final era has not yet been reached. Show your subjects that you are a worthy sovereign and your victory is well-deserved!*

Number and name of the era

Place tiles:  
Activated category of tiles you can acquire at the building yard from now on

Number of followers you may draw per round

Bonus / Malus for the round

Condition for advancement

Page of the story booklet

Fame points you earn for building

# ERA I



## What to start with:

Take **2 farmers**, **2 fishermen**, **1 craftsman**, and **1 trader** from the marketplace and put them on your village green. Take **1 coin** from the common supply, plus **1 fish**, **1 grain**, and **1 wood** from the marketplace, and add all this to your personal supply. In era I, the **4 settlers** in your supply are available to you for expansions.



Each round, you may draw **7 followers** out of your bag.



**Building:** When you build a village, you immediately gain 2 Fame points.



You may acquire Place tiles of **category I**.

**Bonus for the round:** Move 1 step forward on the Fame track for each area you control.

**Advancement:** If you control at least 3 areas, you may advance. Send out a tile to a Beneficial Deed (except for "Alchemy") and then give up 1 food for each of the settlers you have placed.

*You have already assembled quite a substantial group. But consider that you will have even more active helpers at your side if you now increase the number of your followers.*

*Set out with your settlers to develop new, fertile terrains in order to ensure sustenance for your population.*

*What a joy: Almost all settlers pitch in. It will not remain like this forever.*

*Look ahead to the future. Soon, villages will put money in your coffers.*

*New places will extend your possibilities, but be quick about it. Your adversaries are far from asleep!*

*The more fame you gain for your areas, the more citizens you will find to follow you.*

*Your expansions have brought you fame. Now it is time to feed the hungry mouths. In the new era, you can open up new places and, for the first time, use technology. Remember to contribute your part to the common good and to take part in a Beneficial Deed.*

## Place Tiles I



### General store

The store gives you 2 coins.



### Carpenter's workshop

If you own the carpenter's workshop, you get 1 additional Fame point every time you erect a building (village, church or fortress).



### Barn

Earn 5 coins for every 2 Grain tiles that you give up from your supply. In one action, you can give up 2 Grain tiles as many times as you want.



### Pub

The pub can be activated by any follower. Pay up to 3 coins (1, 2 or 3) and move ahead 1 space on the Fame track for each coin paid.



### Grove

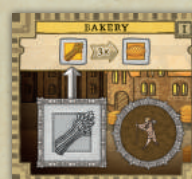
At the grove, you obtain 1 wood. If there is no wood available at the marketplace, you cannot carry out this action.



### Bathhouse

Draw 2 Follower tiles out of your bag and choose 1 of them to immediately place it on an

Action space (you cannot place the tile on the bathhouse!). After that, the 2<sup>nd</sup> follower is put into the Followers bag – together with the follower that triggered the action. If you cannot put any of the followers you have drawn on suitable Action spaces, you don't place any follower. In this case, put the followers back into the Followers bag.



### Bakery

Use 1 to 3 Grain tiles to bake one bread each; to this end, put the tiles on the bakery. When you carry out the action, you can exchange the Grain tiles for the same amount of Bread tiles from the common supply. After that, the grain is removed from the game. You can put unused Grain tiles back into your supply anytime.



### Cheese cellar

Move 6 spaces ahead on the Fame track for every 2 Cheese tiles you give up from your supply. In one action, you can give up 2 Cheese tiles as many times as you want.

## ERA II



Add **3 new settlers** to your supply.

Take the „**University**“ Place tile.

Take the „**Laboratory**“ Place tile.



Each round, you may draw **6 followers** out of your bag.



**Building:** When you build a village, you immediately gain 3 Fame points.



You may acquire Place tiles of **categories I and/or II**.

**Bonus for the round:** Earn 1 coin for each village you control (including your starting village).

**Advancement:** If at least 4 citizens follow you, you may advance. Send out a tile to a Beneficial Deed (except for "Alchemy").

*Ah, a welcome help. Now you can develop additional areas.*

*Thanks to the economic upswing, you can summon scholars to your village from now on. And the introduction of technology finally allows you to permanently reduce the number of workers.*

*Your people are loyal and hard-working; nevertheless, sometimes you do not know who will show up on the village green in the morning.*

*Now you can consider yourself fortunate if you have enough wood in your supply.*

*Things become interesting: Many specialists are eager to be at your service.*

*Now it pays off if you have had villages built: Your vassals fulfill their vassal duties.*

*If you want to move on, you need the support of four citizens. But think carefully about this step if the Food Depot is not yet full. If you are the first to advance to the next era, though, another citizen will join you. And don't forget to contribute to the common good.*

## Place Tiles II



### Herb garden

If you own the herb garden, you can replace craftsmen, traders, and farmers with fishermen.



### Notary's office

The notary's office gives you 3 coins.



### Tailor shop

At the tailor shop, you obtain 1 brocade. If there is no brocade available at the marketplace, you cannot carry out this action.



### Tax office

Take 1 coin for each village you control.



### Trading ship

With the trading ship, you can deliver goods to the villages along the Loire river. Give up goods in any combination, but no more than the number of villages located in areas adjacent to the Loire river (no matter who controls them), and gain the value of each of these Goods tiles as Fame points. The delivered goods are removed from the game.



### County fair

Put any number of different followers on the county fair (but not several followers of the same type). Gain 1 Fame point per follower. After that, put the tiles back into your bag.



### Wool mill

At the wool mill, you obtain 1 wool. If there is no wool available at the marketplace, you cannot carry out this action.



### Secret village

You get an additional village that counts only for you. It can neither be built on nor conquered. Other than that, the secret village counts in the same way as any other village you control on the gameboard.

## ERA III



If you are the first player who has advanced to this era, you obtain 1 citizen.



Each round, you may draw **6 followers** out of your bag.



**Building:** When you build a village, you immediately gain 5 Fame points.



You may acquire Place tiles of **categories I** and/or **II**.

### **Malus for the round if the Food Depot is not full yet:**

Give up 1 food if you control up to 3 areas; 2 food if you control up to 6 areas; 3 food if you control more than 6 areas. For every food you are short of, you lose 1 settler; take the settler(s) from your personal supply or from the gameboard and remove them from the game.

### **Bonus for the round if the Food Depot is full:**

Take 3 coins if you are the only player to control the most areas.

**Advancement:** Send out a tile to a Beneficial Deed (except for "Alchemy") and pay 1 coin for each village. All villages count. In this context, it does not matter who controls the village. Starting villages (and a secret village, if applicable) are included in the count.

*So much courage deserves to be rewarded!*

*In these rough times, all followers throw themselves into their work once again.*

*Everybody wants to have a roof over his head. Now building is more worthwhile than ever.*

*Look around the building yard as long as there is still something to get there.*

*Blessed is he who survives these times unscathed.*

*In good times, you were able to skim a considerable profit from the villages. Now you can show your appreciation by donating money for the drought-stricken villagers in the entire Loire valley. For the good of all, you will do another beneficial deed.*

## ERA IV



Add **2 new settlers** to your supply.

Take the "**Castle**" Place tile.

Take the "**Fortress**" Place tile.



Each round, you may draw **5 followers** out of your bag.



**Building:** When you build a fortress, you immediately gain 1 Fame point.



You may not build any villages. Put the **Prohibition tile** on the "Village" Action space of your player board.



You may acquire Place tiles of **categories I and/or II**.

**Bonus for the round:** Move 1 step forward on the Fame track for each village you control.

**Advancement:** As soon as you have built your harbor, you may advance to the next era. Send out a tile to a Beneficial Deed (except for "Alchemy").

*Now all settlers have arrived and you can expand your territory to its maximum size.*

*And if the most fertile areas are already taken by others, you can obtain such areas only by conquest. Good that there is now a castle and, with this, knights come into play.*

*In order to protect yourself from conquests, you should secure your areas with fortresses. This way, your terrains and villages become impregnable.*

*Yes, these are probably the consequences of the drought. You are weakened; but thanks to the technology, you can handle the situation even with five followers.*

*Your people are conducting a military campaign; right now, construction work gives you just little fame.*

*At present, you can get more villages under your control through conquest only.*

*Even though you have other things to do, you should not pass on a good opportunity.*

*The building of villages is stagnating, but village life is thriving, which increases your fame.*

*In the next era, you will find protection from assaults. But in order to get there, you first need to build a safe harbor that brings the clergy into your areas. And show your benevolence by contributing to a Beneficial Deed.*

# ERA V



In this era, you are protected from conquests.

Take the "**Monastery**" Place tile.



Each round, you may draw **4 followers** out of your bag.



**Building:** When you build a village or a fortress, you immediately gain 2 Fame points.



You may not expand. Put the **Prohibition tile** on the "Territory" Action space of your player board.



You may acquire Place tiles of **categories I, II and/or III**.

**Bonus for the round:** You gain 3 Fame points if you are the only player to control the most villages.

**Advancement:** Send out a tile to a Beneficial Deed (except for "Alchemy") and give up 1 food for each of the settlers you have placed.

*The clergy holds its protective hand over you, so that nobody can conquer your areas.*

*Monks settle down in your area. This gives you many advantages ...*

*... but also disadvantages. People pray more and work less.*

*Show foresight and take precautions in case the clergy withdraws its protection.*

*Nobody attacks you, but you are not intent on expansion either.*

*Now it is time to assign new tasks to your honorable followers in order for you to gain fame, increase your wealth, and canvass citizens for support.*

*And if you have built a lot and own the most villages, you gain even more fame - congratulations!*

*Provide for the settlers and make them strong so that you have a big troop at your disposal again. Show your good will and selflessness by giving whatever is needed to contribute to the realization of a Beneficial Deed.*

## Place Tiles III



### School

If you own the school, you can replace any characters (except for monks) with scholars.



### Treasury

The treasury gives you 5 coins.



### Bell tower

The bell tower gives you 5 Fame points.



### Rampart

The rampart gives you 2 Fame points for each fortress you have built.



### Workshop

Pay 1 coin; in return, move one of your Technology tiles to any other unoccupied Action space or put it into your supply. If you put the Technology tile on an Action space and thus activate the action, you can carry it out in the current round. The placement rules for Technology tiles still apply.



### Gunpowder tower

The gunpowder tower works in the same way as the portal, so that you can send out up to 2 additional tiles. Beyond this, the gunpowder tower extends the village green by up to 2 spaces. If the green is fully occupied, you can place followers also on the gunpowder tower during the „Drawing followers“ phase, and put them from there onto Action spaces during the Planning phase.



### Guardhouse

Use the action of another player. You can use the guardhouse only for places that are currently activated, i.e., occupied with followers. (You cannot use places that do not require followers for activation.) Actions that require goods cannot be used either (e.g., Building actions). After the guardhouse has been applied, the action remains active and can be carried out by the player later on.



### Parlatory

You get 1 citizen that you can strike off your Task sheet.

## ERA VI



Each round, you may draw **7 followers** out of your bag.



**Building:** When you build a village or a fortress, you immediately gain 2 Fame points.



You may not acquire any Place tiles. Put the **Prohibition tile** on the „Building yard“ Action space of your player board.

**Bonus for the round:** You may deliver goods to your villages. Give up any number of tiles of one kind of good (but only up to a maximum of as many tiles as you have villages under control), and receive the goods value for each given-up tile as Fame points.

**Advancement:** Send out a tile to a Beneficial Deed (except for „Alchemy“).

*Now it is about increasing fame and fortune; from afar, you hear that the plague is spreading.*

*And if you do not have enough villages yet, build quickly; it is the last opportunity.*

*Your followers are very busy working in the fields and at the marketplace. There is no time for other activities.*

*Hmm, let me calculate: If you control 4 villages and have generated 6 cheese, for example, you can now deliver up to 4 cheese to your villages. If you give up the 4 cheese, you may move eight steps (4x2) forward on the Fame track. A lucrative undertaking indeed!*

*There are no prerequisites for the next era; but who would dare to enter the plague era without medicine? If you do advance, you gain another citizen.*

## ERA VII



If you are the first player to advance to this era, you gain 1 citizen.

Take the „**Church**“ Place tile.



Each round, you may draw **4 followers** out of your bag.



**Building:** When you build a fortress or a church, you immediately gain 5 Fame points.



You may not build any villages. Put the **Prohibition tile** on the „Village“ Action space of your player board.



You may acquire Place tiles of **categories I, II and/or III**.

**Malus for the round if the Medicine has not been completed yet:** You lose 1 settler. Take one of your Settler figures, either from your personal supply or from the gameboard, and put it back into the box.

**Bonus for the round if the Medicine has been completed:** Move 1 step forward on the Fame track for each fortress you control.

**Advancement:** Send out a tile to a Beneficial Deed (except for „Alchemy“) and give up 10 coins from your supply.

*Your boldness evokes great admiration.*

*The plague has taken its toll. Build churches and pray for divine assistance.*

*People are weakened, and your village green is only half full in these tough times.*

*And yet, it is particularly worthwhile now to build fortresses and churches.*

*Unfortunately, there is not enough strength left to build additional villages.*

*Make work easier for the tormented settlers and see what actions might contribute to that.*

*You are blessed if you have jointly found a medication that is effective against this cursed epidemic. In this case, your fortresses will definitely harvest fame. But alack, if you are still laboring on the medicine, one settler after another will die.*

*Now you are longing for peace and quiet, but these times come at a price. And one more time, you are supposed to contribute to another deed that everybody benefits from. When you are ready to pay and to contribute, move on.*

## ERA VIII



You make peace. From now on, you may expand into areas controlled by others (except for areas protected by fortresses), and others may expand into your areas as well. Terrains, villages, and churches are then controlled jointly.



Each round, you may draw **6 followers** out of your bag.



**Building:** When you build a church, you immediately gain 2 Fame points.



You may not build any villages or fortresses. Put the **Prohibition tiles** on the "Village" and "Fortress" Action spaces of your player board.



You may acquire Place tiles of **categories I, II and/or III**.

**Bonus for the round:** Move 2 steps forward on the Fame track for each church you control.

*Finally, the time of distress is over, and you have realized that you can proceed faster if you work with your neighbors instead of against them. Now the borders to all unfortified areas are open to you.*

*Your followers have recuperated and go back to work.*

*The quick fame for the building of churches fades a bit.*

*Why isolate yourself in these marvelous times of peace?*

*You can still make work easier for your followers.*

*The bells are ringing and the population gratefully fills the church pews.*

## Bonuses on the Fame Track



(3x overall) You receive 3 coins.



(1x) You may take either 1 wood or 1 bread.



(4x overall) You may immediately strike 1 citizen off your Task sheet.



(3x overall) You may strike off either 1 citizen or any one tile that you would have to send out for one of your tasks.



(2x overall) You may immediately draw 1 Follower tile and place it on an Action space or on the village green. This possibly activates actions that you might be able to carry out in the current round – provided you have not passed yet.

Alternatively, you may take a Follower tile from the marketplace instead and throw it into your bag. But you are only allowed to take characters you can already recruit with the appropriate Place tile. If you do not yet have the „Castle“ Place tile, for example, you may not take a knight.

## Market Equipment

Here you see what is added to the marketplace, depending on the number of players, at the beginning of each era.

### 4 players:

<b>Set-up/ Era I</b>	24x	12x	12x	12x	
<b>Era II</b>	10x	8x	10x	10x	8x
<b>Era III</b>	8x				
<b>Era IV</b>	12x	6x			
<b>Era V</b>	8x	8x	8x	8x	
<b>Era VI</b>	12x	8x	6x	4x	
<b>Era VII</b>	6x				
<b>Era VIII</b>	6x	4x			

### 3 players:

Set-up/ Era I	20x 	10x 	10x 	10x 	
Era II	8x 	6x 	10x 	10x 	6x 
Era III	6x 				
Era IV	10x 	4x 			
Era V	6x 	6x 	6x 	6x 	
Era VI	10x 	6x 	4x 	3x 	
Era VII	4x 				
Era VIII	4x 	3x 			

### 2 players:

Set-up/ Era I	16x 	8x 	8x 	8x 	
Era II	6x 	4x 	8x 	8x 	4x 
Era III	4x 				
Era IV	8x 	3x 			
Era V	4x 	4x 	4x 	4x 	
Era VI	8x 	4x 	3x 	2x 	
Era VII	3x 				
Era VIII	3x 	2x 			