

Orléans Stories



The King's Favor

"Long live the king!" Loud shouts of joy sound through the entire Loire valley when the new ruler ascends the throne. Now nothing is more important than the consolidation of power! But this requires capable supporters. Therefore, the king begins to search for a loyal confidant.

However, he will not find one within the ranks of the high nobility that have ensconced themselves in the castle over the years; these aristocrats are too saturated and only looking out for their own interests; they have little concern for the common people. Therefore, it seems to the king that he has to search among his rural gentry in order to find the best applicants. And to find the one he can truly trust, he makes a smart move:

He calls all his noblemen for a contest that promises the participants high-ranking titles and privileges if they are successful. And he will grant his favor to the one who will be the most successful of all contenders in the end.

So are you ready to compete for the king's favor? The tasks are demanding, and yet there is little time to fulfill them. If you fail in more than one of the tasks, you will be mercilessly eliminated from the contest and can merely watch how the other contenders fare.

Now then, let the competition for the king's favor begin!

Place tiles:

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

Number of followers
you may draw per round

Condition
for advancement



Fame points
you earn for building

Bonus for the round

Objectives:

👑 Control at least 2 areas!

Acquire the hunting rights:



ERA I



What to start with:

Take **2 farmers**, **2 fishermen**, **1 craftsman**, and **1 trader** from the marketplace and put them into your Followers bag. 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.

I



Move 1 step forward on the Fame track for each lake area you control.

Objectives:



Control at least 2 areas!

Acquire the hunting rights:



Ascension to baron

*The contest begins and you can hardly wait to show your skills. Go ahead, the rich soils in front of your gates are just waiting to be used by you and your followers so that you can lay the foundation for your success. You can use nearly all your followers for developing the yet-unsettled areas. Hurry up – the lake areas, abundant in fish, are especially sought after; they give you the most fame. As an intermediate target, the king has held out the prospect of awarding the title of baron along with the **hunting rights**, since he is a passionate hunter. But you have to buy these rights, and so you need to see to it that you have enough money in your coffers at the end of the year. At that time, you should be able to pay the obol for the king's favorite hunting grounds so that you can accompany him there, and also afford to pay to indulge in the hunt in all other terrains. So go ahead and show the king how important he is to you!*

*The year is over! How do matters stand regarding your tasks? Have you managed to fulfill all of them with distinction or did you have to give up a Favorite tile? If you have succeeded, you are granted the title of baron and given the **hunting rights**, and can advance to the next era.*

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

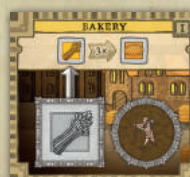
The pub can be activated by any follower. Pay up to 3 coins (1, 2 or 3) and move ahead 1 space on the Fame track for each coin paid.



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 2nd 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



Take the "University" Place tile.
Take the "Castle" Place tile.

II



Move 1 step forward
on the Fame track for each
village you control.

Objectives:



Control at least 3 areas!

Fill the Food Depot:



Ascension to viscount

Word has spread like wildfire that you now attend the king's hunts and have been advanced to the rank of a **baron**. Many believe they will find salvation as a part of your group of followers, and set out for your villages; among them, there are scholars from the university who bring their knowledge with them. Their skills are in great demand at the new places. Knights settle in the castle, enriching the social life. Since more and more villages come into existence and contribute to your fame, the terrains that need to be cultivated in order to secure the sustenance for the population are getting scarce. There is still enough free land available, but you should already be prepared to also conquer already-occupied areas, if need be. To make sure that everybody is provided for, you should establish a Food Depot. With this, the king intends to find out whether you are capable of taking care of your subjects and making far-sighted decisions. If you manage to build up enough stocks in the short period of one year, he is willing to reward you with the title of **viscount** along with the **rights of honor** that allow you to bear your own coat of arms: the coat of arms of a ruling noble.

*The year is over! Have you been able to prove yourself again? Only if you have mastered all tasks do you become a **viscount with rights of honor** and can advance to the next era.*

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.



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



Take the "Laboratory" Place tile.
Take the "Fortress" Place tile.

II

7



3

1



Move 1 step forward
on the Fame track for each
fortress you control.

Objectives:



Control at least 4 areas!



Control at least 1 fortress!



Reach the "Tournament
Grounds" tile on the Fame
track. Stay there until the
end of the era! (Any Fame
points left go to waste, if
applicable.)



Ascension to count

As a newly appointed viscount with your own coat of arms, you receive the king's invitation to the widely popular tournament grounds. But hurry up! You need to arrive there in winter, at the latest. The king awaits you; he will stay there until the end of the year. You can already start out; but do not forget to see to it that your followers have enough to do during your absence. Since you are now able to develop new technologies with the help of the laboratory, you can reduce the number of workers. This way, there are workers available who can easily build not only villages but also the first fortress for you and thus make areas impregnable to others. The sooner your followers begin to build fortresses, the more fame will be bestowed on you. You are already looking forward to telling the king about your progress – especially since you have heard that the ruler is planning to award the title of count along with the military privilege at the tournament grounds.

The year is over! Confirm whether you have been able to fulfill all tasks! If you have succeeded again, you may call yourself a count from now on and are granted the military privilege. You can advance to the next era.

ERA IV



Take the „Monastery“ Place tile.

Take the „Church“ Place tile.



6



Move 1 step forward
on the Fame track for each
church you control.

Objectives:



Control at least 5 areas!



Control at least 3 villages!



Control at least 1 church!

Send out representatives to
the court:



Ascension to marquis

The king has appointed you a **count**, but he would like to see you in an even more important position of power. So he demands of you to send out your most capable followers, in order for him to find out whether you are destined for greater tasks. So it turns out to be divine providence that monks arrive at your county just at the right moment. Besides their clerical tasks, they are also available for assisting your followers in their work. To show your gratitude, you should build churches; this, along with the erecting of other villages and protection structures, will give you a lot of fame. And through new and very useful places, you can gain additional advantages that let you proceed even faster. However, the new title you are aspiring to requires an accordingly large territory. If there are no unoccupied areas available any more, you have to send your knights out on expeditions of conquest! If you succeed, the rewards awaiting you are the title of **marquis** and the privilege of holding the highest offices.

*The year is over! Now then, you shall no longer be denied access to the highest offices. But only if you have been able to master all tasks will you become a **marquis** and advance to the next era.*

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.

ERA V



You may deliver goods to your villages (up to a maximum of as many goods as you have villages under control).

Objectives:



Control at least 6 areas!



Control at least 4 villages!



Control at least 2 churches!



Reach the "Castle" tile on the Fame track!



Bring gifts into the castle:



Ascension to duke

As a **marquis**, you are one of the most influential aristocrats in the country, but the king demands that you control more areas, villages, and churches as a sign of your endeavors. After all their efforts, only a few of your followers are still able to meet these final requirements along with you. Therefore, use the remaining reserves to increase your fame and to arrive at the castle by the end of the year, where the festivities in honor of the winner are supposed to take place. You may not be even one day too late, as all your efforts would then have been in vain! And now it is also time for the villages to benefit from your wealth – deliver goods to them. This way, you gain the people's recognition and rise in the favor of the king.

At the castle, you are the king's guest, and, of course, you don't come with empty hands. As tokens of your appreciation, you bring the king's favorite gifts with you.

If you have fulfilled all tasks, the king will reward you with the title of **duke** and the **electoral privilege**. And if several contenders arrive at the same time and please the king, he will grant the most successful one a special and unique present: his favor!

*The year is over! You have put on a brave performance. And if you have been able to fulfill all tasks again, you will bear the title of **duke** and receive the associated **electoral privilege**. Now your riches, your buildings, and the extent of your area of influence will determine whether the king's favor is bestowed upon you!*

Bonuses on the Fame Track

Every time you enter or cross a space on the Fame track with one of the following tiles, you earn the indicated bonus:



You receive 3 coins.



You receive 5 coins.



(2x overall) You may immediately draw a Follower tile and place it on an Action space or 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.



You may take 1 wood.



You may immediately build a village without having to carry out the „Village“ action. Just give up 1 wood. If you have no wood, you cannot build the village. If you can build the village, you earn the Fame points that apply in the current round.



You may immediately take a Place tile. Choose one from the categories that are already available.



You may take 1 Technology tile. You may even take it if you do not have a laboratory yet.



You may take 1 Monk tile and immediately put it into your bag. You may even take the monk if you do not have a monastery yet.



You may take 1 Farmer tile, Fisherman tile, Craftsman tile or Trader tile and immediately put it into your bag.



You may take 1 Knight tile and immediately put it into your bag. You may even take the knight if you do not yet have a castle.

Scoring

At the end of the game, the victory points you count up ultimately determine victory or defeat. Players score as follows:

- Goods score points according to their goods value (see table on the marketplace).
- Each coin scores 1 point.
- Each area scores 1 point.
- Each village scores 2 points.
- Each fortress scores 3 points.
- Each church scores 4 points.
- An unused Favorite tile scores 10 points.

(For adding up your victory points, you can use the Fame track for counting. In this case, ignore the Fame tiles, and all players start on space 1.)