

Orléans Stories



England vs. France

4 players, 60-90 minutes

ADDITIONAL GAME MATERIAL FOR THE STORY "ENGLAND VS. FRANCE"



3 Era cards



2 Town tiles



2 Manor Farm tiles



10 Bonus tiles



4 Nation cards
(2x "France" and 2x "England")



1 double-sided Beneficial Deed:
Food Depot / Medicine



1 Nation marker
"England"



1 Nation marker
"France"



8 "Nation Task"
Mission cards



12 "Secret Message"
cards



12 Fame tiles



Score pad

SET-UP

In addition to the above-listed game material, you need the **components for the basic game** of "Orléans Stories," plus the **Beneficial Deed "Food Depot / Medicine"** from the story "The First Kingdom" of the basic game.

- ✦ First pick out all the **Area tiles** that show a village on both sides, and put them back into the box. Place the two Town tiles on the spaces as shown in the illustration. Now mix the remaining Area tiles along with the two Manor Farm tiles in a cloth bag and distribute them randomly by drawing one tile after another and laying them on the other spaces, with the terrain side facing up. To do so, start with the top left space and then place the tiles in each column, from top to bottom.
- ✦ Lay out the **Marketplace board** and place all **Follower tiles** as well as all **Goods tiles** and all **Technology tiles** on the corresponding spaces.
- ✦ Take the storage box out of the game box.
- ✦ Sort the **Place cards** according to categories I, II, and III, and keep them next to the gameboard.
- ✦ Place all **Beneficial Deeds** so that their A-side is facing up.
- ✦ Set out the **coins** and the **churches** as a supply, so that they are easily accessible to everybody.
- ✦ Each player gets a **cloth bag** and the following components in his chosen color:
1 player board, 12 settlers, 4 fortresses, 6 base Place cards.
Note: Put one fortress of each color back into the box.
- ✦ Lay out the **3 Era cards** next to one another in order.
- ✦ Take the **Bonus tiles** and pick out the tile with the malus. Mix the other tiles face down and put one tile face up on the bonus area at the bottom of each of the Era cards. After that, mix the (previously picked-out) Malus tile among the remaining Bonus tiles and keep the stack as a face-down supply next to the Era cards.



✚ Keep the **Nation markers** next to the gameboard.

✚ Take the **12 Fame tiles** and turn them over so that the numbers on the back are facing up. Place the tiles on the gameboard spaces that show the corresponding numbers (4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34, 36) and then flip them over so that the front is facing up.



✚ Lay out your **player board** in front of you. Put **settlers** and **fortresses** next to your board, as well as the **6 base Place cards** (face up). They are available to you from the start!

✚ Now take **2 farmers**, **2 fishermen**, **1 craftsman**, and **1 trader**, and place them on the village green of your player board. Also, take **1 coin** and put it next to your player board.

✚ Place one of your **settlers** on **space 0 of the Fame track** and another one on **"Era I,"** plus two settlers in each town, so that there are 6 settlers left in your supply.

✚ Now shuffle the **Nation cards** and deal them out to the players, face down, so that everybody gets 1 card. Each player takes a look at his card but doesn't show it to the others. Then lay the card face down next to your board.

✚ After that, shuffle the **"Nation Task" Mission cards** and lay out 1 card face up below the "France" marker and 1 below the "England" marker. The other Mission cards are removed from the game, unseen.

✚ Now shuffle the **"Secret Message" cards** and deal 2 cards to each player. Everybody secretly looks at his cards and chooses one message; then he gives the other card back, face down. These cards as well as the remaining messages are removed from the game, unseen. The Message cards show scoring conditions that are checked at the end of the game. The points always go to the team that has managed to win the respective scoring, no matter who chose the Message card.

✚ The youngest player becomes the start player and receives the Start Player token.



THE STORY

In the story „England vs. France,“ the English fight against the French to gain supremacy in the region. Of course, it is part of the stratagem not to reveal one's identity too quickly. And so you also don't know at the beginning who you cooperate with and who are your enemies. Only over the course of the game will it become clearer to you which players belong together. The game ends at the latest when you declare your mission accomplished at the end of a round. But that doesn't necessarily mean that you definitely are the winner – besides the mission, the secret messages are also included in the scoring. And finally, coins, goods, villages, and churches as well as the majority of conquered territories also generate points. Therefore, the nation that was most successful in as many spheres as possible wins in the end.



OBJECT OF THE GAME

"England vs. France" is played in teams. The two players with the Nation card "France" play against the two players with the Nation card "England." The game can end in different ways (see below, "End of the Game"). At the final scoring, players add up their points, and the team with the most points wins.

SPECIAL RULES

Manor farms:

The two Manor Farm tiles depict all the goods that can be generated on the Area tiles (grain, fish, cheese, wood, and wine). If you conquer a manor farm and carry out a "Terrain" action, you obtain a good of your choice that is generated there. At each "Terrain" action, you can decide again which good to take. This makes the manor farm a kind of joker. It may also be used as any type of terrain on a mission. If, for example, your team's mission is: "Control 3 vineyards," you can also fulfill this task by conquering the two manor farms and one vineyard. The manor farm never gives you Fame points, though! Manor farms can never be expanded to villages, and thus can't contain churches. However, they can be protected by fortresses, like all Area tiles.



Towns:

There is permanent peace in the two towns; that means these are places where all settlers may stand at any time. The towns don't belong to any player. They may never be protected by fortresses or contain churches. Expansions are always made from the towns (see below, "Expansion rules"). For the market, the towns count in the same way as the villages; this means, if you have settlers in both towns, you may trade twice at the market (+ additional trading activities for your villages, if applicable). It is only important whether you are represented in one or two towns; the number of settlers you have there doesn't play a role.



Expansion rules:

The difference between the expansion rules of “England vs. France” and those of the basic game is that you cannot directly expand with settlers from your supply but that you always first have to place them in a town on the gameboard.

You can only expand from a town; that means, in order to expand to an area, you use a settler that is standing in a town. To do so, you always may expand to an area that is either directly adjacent to the town or that is adjacent as a result of coherent areas of yours that are connected with the town.

(Example: Green expands with one settler to the area beyond the Loire river, since it is adjacent to areas of his that are connected to the town.)

In order to place a settler from your supply in a town, you have to choose the “Territory” action. With this, the “Territory” action provides two options: either expanding or placing settlers from your supply in a town.

If you place a settler in a town by carrying out the “Territory” action, it doesn’t play a role whether you alternatively use a knight or not. You simply place one of your settlers in one of the two towns; you can choose, in which one. A town may hold any number of settlers.

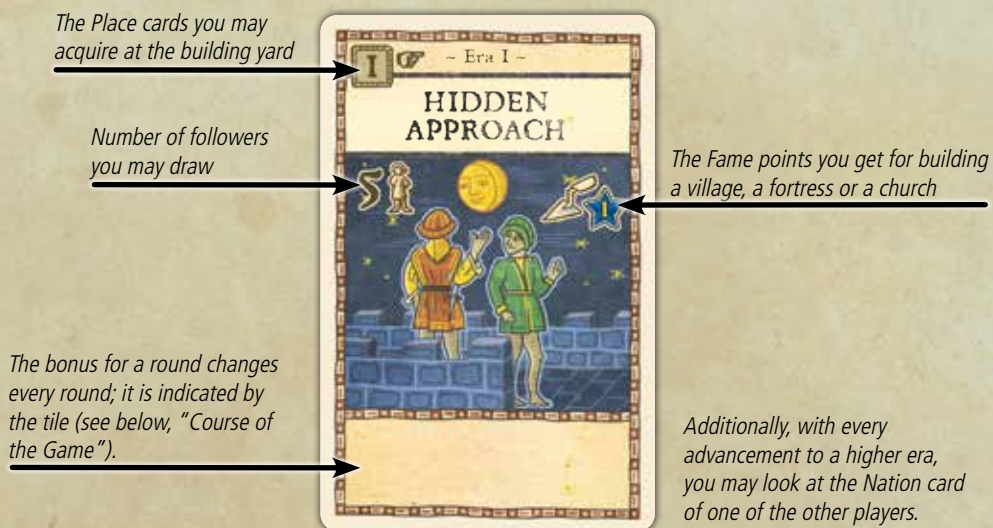
Other than that, the general expansion rules apply to the expansion into unoccupied areas and the conquest of already-occupied areas (requiring at least 1 knight, or 2 knights for villages; no conquering of areas that are protected by fortresses).



THE ERAS

In "England vs. France," you start in era I. As soon as you have reached the "Era II" tile on the Fame track, you immediately advance to era II and move your settler to this Era card. When you reach the "Era III" tile, you advance to era III.

The Era cards show the following conditions:



IMPORTANT: With every advancement to a higher era, you may look at the Nation card of one of the other players. This way, you find out who is teamed up with whom.

COURSE OF THE GAME

After each player has obtained a Nation card, everybody knows his own affiliation, but not the one of the other players. You are not allowed to show your own Nation card to others or to look at their Nation card (the only exception is if you advance to the next higher era; see above, "The Eras"). The face-up missions show which mission your nation is supposed to accomplish and which one the opposing nation has to fulfill.

In addition, each player has a secret message that shows a specific scoring condition for the current game. Your opponents, of course, shouldn't become aware of your message during the game; but since your teammate doesn't know your message either, you can try to make clear to him – without the opposing team noticing – how he should play in order for you to be successful at the scoring,. You may not show your Message card during the game, but you are allowed to communicate about it – also in order to possibly lead other players astray.

The course of a round proceeds according to the general rules – with the addition that the Bonus tile is exchanged at the end of the round:

- Drawing followers and placing them on the village green (this is omitted in the first round, since all 6 followers are lying on the village green; from the second round on, the Follower tiles have to be drawn out of the cloth bag).
- Planning
- Carrying out actions, in turn
- Awarding the bonus for the round
- Exchanging the Bonus tile and passing on the Start Player token:
At the end of the round, exchange the Bonus tiles as follows: Remove the Bonus tile from era I and put it aside, face up. Move the Bonus tile from era II onto the card of era I, and move the Bonus tile that has been lying on the card of era III onto the card of era II. Take one of the face-down Bonus tiles and put it face up on era III.
Once the face-down tiles have been used up, turn the face-up tiles over, mix them and keep them as the draw stack.
The currently active player passes the Start Player token on to his left neighbor.



Malus:

There is one Bonus tile that doesn't give you anything; instead, it requires you to give up 1 food (grain, fish, cheese, wine or bread) for each settler on the gameboard at the end of the round. If you don't have enough food in stock, you have to take one settler off the board (in a town or in an area) for each settler that you can't feed, and put them back into your supply. Later on, you can put these settlers on the gameboard again through a "Territory" action.



END OF THE GAME

The game ends when one of the following conditions occurs:

1. At the end of the round, **all areas north of the Loire river are occupied.**
2. At the end of the round, **all areas south of the Loire river are occupied.**
3. One player reaches (enters or exceeds) the **Fame tile "End"**.
4. At the end of the round, one player declares the **mission of his own nation accomplished:**



If somebody thinks that his nation is able to **accomplish** the **mission**, at the end of the round he declares the end of the game. Now all players reveal their Nation card. They check whether the mission has actually been accomplished. If all required areas are controlled by the players of the nation in question, now the required goods are put on the Mission card; both team members of this nation can contribute to this. If the mission has not been accomplished, that nation loses the game.

If the mission has been accomplished or the game ends because one of the first three conditions listed above has been met, the **scoring** takes place.

SCORING

At the scoring, each nation receives points as follows:

A. Accomplished mission: 50 points.

Note: It is possible that both nations can accomplish their mission at the end of the round in which the game ends, even if only one nation has declared the end of the game. In this case, both nations earn the 50 points for their accomplished missions.

B. All secret messages are revealed. Players check which messages were fulfilled by which nation. This nation gets **20 points** for each fulfilled message.

Note: Missions and messages are always scored per nation; that means, goods, areas, buildings, coins, etc., of both players are combined and count collectively for the scoring.

C: Area majority: 30 points. Both nations separately add up the areas each of them controls. The nation that has occupied more areas than the other earns 30 points. In case of a tie, no points are awarded for an area majority. Towns are not included in this count.

D: Villages: Each nation gets **5 points** per village.

E: Churches: Each nation gets **12 points** per church.

F: Coins and goods: Each nation adds up the coins and goods it has generated as a team. **Each coin** is worth **1 point**, and **goods** are scored **according to their value**. The goods lying on accomplished missions are not included in the count.

The nation that has managed to score the most points wins the game.

Fame tiles:



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 receive 3 coins.



You may take 1 wood.



Advance to era II.



You may take 1 Technology tile.



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



You may take 1 Monk tile and immediately put it into your bag.



Advance to era III.



You may take goods or coins with a total value of 5.



You may demolish any fortress; remove it from the game.



If you give up 1 wood, you may build 1 church.



End

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