

Orieleans

Reiner Stockhausen

TRADE & INTRIGUE

This expansion heats up the competition among the players by adding four new game elements as well as additional place tiles for more variety and enjoyment.

- **"Orders"** provide a new path to generate victory points by sending you on mercantile expeditions, paving the way for new successful strategies.
- **"New Events"** add a lot of variety to the base game, forcing you to adapt to the constant stream of challenges, benefits, and restrictions.
- **"New Beneficial Deeds"** introduce completely new rewards to the game, setting you on new paths and making the game more dynamic.
- **"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. The new Place tiles can be used with any of the modules, or you can just add them to the base game. They are especially helpful with the "Orders" module.

dlp games

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Components

1 "Beneficial Deeds" board



23 Order cards



34 Hour Glass tiles



3 Place tiles



1 "Intrigue" board



10 cover tiles

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.

New 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.

Variante: 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 you pay coins: if you cannot pay, you must undergo torture according to the torture rules of the base game.

A

Indulgence: Each player may buy a Follower tile 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 tile.

Harvest: see base game

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: see base game

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 good 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 Technology tile on one of their action spaces.

Tax: Each player must pay 3 coins.

C

Amnesty 🕒 : You may place every new Follower tile 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 Technology tiles 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: see base game rules

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.

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 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 Technology tiles on action spaces.

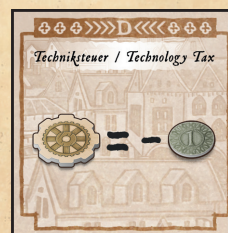
Summoning: Each player must return their Merchant to Orléans (without picking up any goods) or pay a penalty of 5 coins.

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.



New Beneficial Deeds

Setup

Do not use the “Beneficial Deeds” board from the base game. Instead, use the new one provided with this expansion.

In a 2- and 3-player game, use the cover tiles 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 Technology tile 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 tile.

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 tile.
- **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 good 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 tile.
- **Architecture:** For each Follower you place here, you get 1 Citizen tile. 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 tile.
- **Navigation:** For each Follower you place here, you get 1 Technology tile from those at Navigation according to your position on the Craftsmen track. The general rules for Technology tiles apply: If your cube has advanced 1 space, you must place the Technology tile on a Farmer space. If your cube has advanced 2 or more spaces, you may place the Technology tile 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 tile.

Intrigue

Setup

Do not use the "Beneficial Deeds" board from the base game. Instead, use the "Intrigue" board from this expansion.

In a 2- and 3-player game, use the cover tiles 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 tile.
 - **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 tile.
 - **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 tile.
 - **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 tile.
- **Spy:** Steal a Technology tile 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 Technology tile. (Place is by using the general technology rules.)
 - **Tax Collector:** Each other player must pay you 2 coins. If another player has not enough coins, they must pay you all coins they got. Completion bonus: 2 coins from the supply.
 - **Traitor:** Advance your cube by 1 space on a track of your choice. Set back another player’s cube on that track by 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 tile.

New Place Tiles

Setup

Add the new Place tiles to the other ones you have.

The New Place Tiles in Detail

Brasserie: Immediately place 2 cheese and 2 wine on the Brasserie tile (or less if the supply does not have enough). 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.

Merchant House: At the end of the game, you get 4 victory points for each type of good that you have the most of.



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

