



# Reiner Stockhausen

# 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 to try and protect their Followers as best they can...*

New events, which also add Corpse tokens 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 must be met.

### Game Materials



40 Indulgence cards



1 Beneficial Deeds board



15 Plague cards



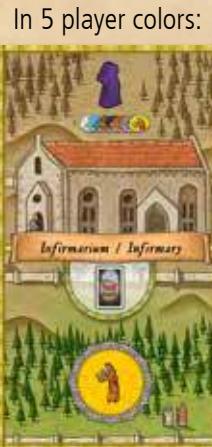
26 Hour Glass tiles



3 Place tiles



46 Corpse tokens



1 Infirmary each



5 Plague Doctors

## Set-up of the Game

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

- Use the Beneficial Deeds board from this expansion. Return the Beneficial Deeds board from the base game to the box.
- Put the **Hour Glass tiles** from the base game back into the box. Instead, use the 26 Hour Glass tiles from this expansion; set them up as follows:
  - a. Place the "Victory over Plague" tile face down on the space for the Hour Glass tiles.
  - b. Place 4 random "D" tiles face down on top of this.
  - c. Place 4 random "C" tiles face down on top of this.
  - d. Place 4 random "B" tiles face down on top of this.
  - e. Place 4 random "A" tiles face down on top of this.
  - f. Place the "Outbreak" tile face down on top of this.
- Place all **Corpse tokens**  on the table within reach of all players.
- Shuffle all "C" Indulgence cards into a face-down deck; reveal the top 2 cards beside this deck.
- Shuffle the **Plague cards** and reveal 3 of them.  
Put the remaining Plague card cards back into the box.
- **Place tiles:**
  - a. When using this expansion, **do not use "Sacristry", "Gunpowder Tower", and "Brasserie"** (if you have it); return them to the game box.
  - b. Add the 3 new Place tiles from this expansion to the remaining Place tiles.
  - c. Sort and shuffle each category separately, then lay out 10 random Place tiles (12 in the 5-player game) for each category. Return the remaining Place tiles to the box.



You'll end up with a stack of 18 face-down Hour Glass tiles. Return the remaining Hour Glass tiles to the box.



## Player Setup

Each player takes all of the following:

- 1 random "A" Indulgence card.
- 1 random "B" indulgence card.

Players may look secretly at their 2 Indulgence cards, but they keep them face down in front of themselves. Return the remaining "A" and "B" cards to the box.

- 1 Infirmary tile in their color and connects it to their player board.
- 1 Plague Doctor figure; they put it aside for the time being. Return the remaining Plague Doctors to the box.



## New Elements / Gameplay Changes

Gameplay is mostly the same as in the base game; new elements and changes are discussed next.

### Plague cards

The plague has an impact on Orleans and its inhabitants, so that the conditions for the game can change.

The 3 face-up Plague cards modify gameplay.



Cards showing this icon only impact the **beginning** of the game.

Immediately after setup, apply the effects of these cards, then remove the cards from the game.



Cards showing this icon apply **throughout the entire game**. They remain face up on the table. All players must adhere to these conditions at all times.



### Events

As usual, one Hour Glass tile for the current round is revealed during phase 1, and its event is resolved in phase 6.



Hour Glass events that show this icon have effects that apply during the **entire round**.

**Events That Require Coin Payment:** If a player cannot pay the full amount, they must pay what they can, then undergo torture for the remaining balance due (according to the torture rules of the base game).

In addition, events may show a number of **Corpse tokens** that each player **must take** and put into their bag from the supply at the end of phase 6.

**Not enough Corpse tokens to take?** Distribute **as many as possible**, so that each player gets an **equal number** of Corpse tokens. Any remainder is left in the supply.

*Example: The Hour Glass tile shows 2 Corpse tokens. There are 6 tokens available in the four-player game. Each player puts 1 token (instead of 2) into their bag and the 2 remaining tokens stay in the supply.*



## The Corpse tokens

Corpse tokens **cannot be used for actions**. If you draw any during phase 3, place them on the Market, just as other Follower tiles. Do not draw a replacement when drawing a Corpse token!

*Example: In phase 3, Laura can draw 6 tiles out of her bag, since her marker on the Knights track is in the appropriate position. Of the 6 tiles drawn, 4 are Follower tiles and 2 are Corpse tokens. So, she has only 4 Follower tiles at her disposal for planning her actions this round.*



### Removing Corpse Tokens:

Over the course of the game, more and more Corpse tokens will accumulate in the bag and on the Market. However, there are multiple ways to return them to your bag and get rid of them as follows:

#### Phase 6 Events:

Immediately after each event is resolved in phase 6, you **may throw all** Corpse tokens that are currently in your Market back into your bag (along with the Corpse tokens that you might get as a result of the event).

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



#### Phase 3 Before Drawing Follower Tiles:

You **may** reduce the Corpse tokens in your Market to exactly 5. Put all Corpse tokens beyond 5 that are in your market back into your bag. You may only do this immediately before you draw anything from your bag during phase 3. The "Wake" event does not impact your ability to do this. **Important:** Only the Market spaces count. If you have the Cemetery, the Corpse token on the Cemetery is not included in the count.



#### Indulgence cards:

Do **penance** by fulfilling the conditions of an Indulgence card (pg. 4); when you do, take the fulfilled card and put it face up beside your player board and then you may put **all** Corpse tokens that are currently on your Market back into the **general supply**.



#### Events or Beneficial Deeds:

These may give you opportunities to get rid of Corpse tokens.

## The Plague Doctor

 From the second round on, as a result of the first Event "Outbreak", each player can start using their Plague Doctor each round, **in addition to** the Followers that have been drawn. That means that, as usual, you draw the number of tiles out of the bag that corresponds to your position on the Knights track (provided you can place the tiles on the Market) and may also use the Plague Doctor.

The Plague Doctor can be placed on **any action space**. It is considered to be any Follower type, even the Monk, which makes it a kind of universal joker.



After performing an action where you have placed the Plague Doctor on an Action space, put the Plague Doctor back onto the upper space of your Infirmary. Any other tiles used during the action are put back into the bag, as usual. In the next round, the Plague Doctor can be placed again!

# Indulgence



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

You may play an Indulgence card only if you actively fulfill the condition. This means you cannot play an Indulgence card if you have already met the condition beforehand. If, for instance, you have already built 5 or more Trading Stations, you can no longer play the card "Build your 5th Trading Station".

## Examples of Fulfilling Conditions:

To fulfill the condition of Move to Chinon, you cannot already be there.



To **reach** development status star 3, if you are already beyond star 3, you cannot fulfill this card.



When you **deliver** or **donate**, disregard what you might have delivered in the past.

## 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 Corpse tokens on the Market.

**Playing an Indulgence card is not considered an action;** it is done in addition, before or after your action.

You may fulfill Indulgence cards in phase 6 when you resolve an event that helps you meet the condition of an Indulgence card.

If you own any Indulgence cards that you cannot fulfill any more, keep them, but you can never play them or gain points for them. For example: You have the card "Build a Trading Station in Tours," but another player builds their Trading Station there, so now you can no longer fulfill this condition.

## Infirmary: How to get more Indulgence cards



You start the game with 2 Indulgence cards. To gain more, resolve the Infirmary action to gain a new card. Keep Indulgence cards you own face down in front of you until you fulfill their condition.

When you resolve the Infirmary action, **take 1 Indulgence card**, from either of the 2 places as follows:

**A) Take one of the face-up cards** on display:

- Then, immediately reveal the top card from the face-down pile and add it to the other face-up cards on display.

**B) Take the top face-down card** of the Indulgence card pile:

- **Immediately** after taking it, if it is a card **you cannot fulfill** (because you either have already met the condition, or are not able to fulfill it), put this card face up next to the other face-up cards on display. After doing this, draw a replacement card from the top of the face-down pile. If you cannot use the new replacement card either, you must keep it.

**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 are currently impossible to fulfill may become eligible again later due to an event (e.g., because a Follower tile goes back into the supply).

## Special cases

- Corpse tokens 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 token 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 token, put it into the general supply; the Character token goes back into the bag. If you draw two Corpse tokens, put both back into the supply.

## Scoring

Tally your points at the end of the game as usual, in addition to the following:

### Indulgence Cards:

Add the points shown on all Indulgence cards you have played (those you fulfilled). Cards left in your hand provide no points, nor do they make you lose any.

### Corpse Tokens:

Subtract 1 point for each Corpse token on your Market and in your bag.

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

# Appendix

## Beneficial Deeds

The new Beneficial Deeds have the same placement rules as in the base game. First and foremost, you may never send out your own 4 (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.



**Alchemy II:** No player can put any Followers in Alchemy II until Alchemy I is completed.

There is no Citizen tile 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).

You may send a Follower to a Deed even if you are not able or willing to use the Deed's placement bonus.

If you fill the last spot of a Deed, you gain the Citizen even if you did not use the Deed's placement bonus (Alchemy I does not provide a Citizen bonus).



**Alchemy:** After sending a Follower here, immediately draw a Follower tile out of your bag and place it on an applicable **Action space** on your player board, Infirmary, or Place tile. If this fills the last spot of an action, you may resolve that action later during the current round. By doing this, it is possible to activate the same action multiple times during the same round! **If you draw a Corpse token**, return it to the **general supply**; you do **not** draw a replacement tile.



**Autopsy:** You may immediately put one Corpse token from your **market** back into the supply.

**Only if you did so**, each **other** player must take 1 Corpse token from the supply and place it on their Market. If there are not enough tokens for each player to take 1 Corpse token, no players take any (but you may still resolve the first part of Autopsy). If a player's Market is filled when they gain a Corpse, they put the Corpse in their bag instead.



**Coinage:** Take 2 coins from the supply.



**Storeroom:** Take 1 Grain tile from the supply.



**Herbalism:** Advance 2 spaces on the Development track.



**Messenger Service:** You may move your Trader once; either over land **or** water, but do not take any good 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 your Infirmary; they can be used from the next round on. In addition, take one Corpse token from the supply and put it on a space of your Market.

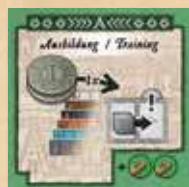


**Victory over Plague:** No event takes place.

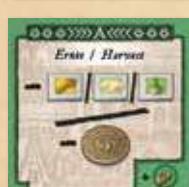


**A**

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



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



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



**Taking to the Road:** Draw 1 tile out of your bag. If it is a Follower, immediately place it on an Action space. If you draw a Corpse, put it in the **general supply**.



**Consolation:** You may pay 2 coins to take the top face-down card of the Indulgence pile. Do not draw a replacement if impossible to complete it.



**Indulgence:** You may pay 2 coins to buy any one Follower tile from the main board (if available) – except a Monk. Immediately put the tile in your bag. Do not advance on the corresponding track.



**B**

**Bon Voyage:** Beginning with the starting player, then in clockwise order, each player may pay 2 coins to move their Trader along a road or water route, getting the good they pass over (if there is one along that route).

**Sabotage:** This round, you may not perform any actions that have a Technology tile on one of their Action spaces. However, you may still **place** Followers on such actions for future planning.

**Trading Day:** Each player gets 1 coin for each Trading Station they built.



**Grave Goods:** Pay 2 coins to discard a Corpse token, from your Market, to the general supply. You **may repeat** this any number of times.

**Retraining:** Each player may spend a good of their choice to advance on the Development track a number of spaces equal to the victory point value of the good you spent. (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 3 coins (subject to Torture), and you do not advance on the Development track.

**Peasant Uprising:** This round, Farmers can be placed on any action spaces, except those requiring Monks/Plague Doctor. In phase 6, you must return all Farmers that are still left on Action spaces designated for non-Farmers to your bag.



**Exorcism:** Reveal 1 Indulgence card from the top of the deck; place it face up in the display.



**Closing Day:** This round, you may not fulfill an Indulgence card.

**Rat Infestation:** Draw 5 tiles out of your bag. First, remove all Corpse tokens you drew (if any), putting them back into the **supply**. Then choose 1 drawn Follower (but not one of your own starting Followers) and put it back onto the game board. If you have drawn nothing but Corpses and/or your starting Followers, you do **not** have to remove a Follower! Return any remaining drawn tiles to the bag.

**C**

**Malfunction:** Each player must discard a Technology tile of their choice, returning it to the supply. If you don't have any Technology tiles, the event has no effect for you.



**Goods Tax:** Each player must pay 1 coin for every 3 goods they have. Receive Torture for each coin you cannot pay.



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



**Fast Travel:** You **may** advance your Trader 1 or 2 towns, but do not collect any goods while making this movement.

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



**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 tiles, you can ignore the event. Your Infirmary is not considered to be a Place tile.



**Development Tax:** Pay coins according to your current development status: Discard 1 coin per star you have reached on the Development track.



**Wake:** At the end of the round (after Phase 6: Events), you may **not** throw **all** of your Corpse tokens back into the bag - unless there are more than 5 Corpses in your Market. In this case, you may reduce the Corpses on your Market to 5.



## New Place tiles

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



**Back Door:** Gain 1 Indulgence card as follows: You may take either one of the face-up cards on display; **or**, draw the top three cards from the face-down pile, look at them, choose one to keep, then shuffle the other two back into the Indulgence pile. **If you took a face-up card:** Add a new face-up card to the display from the deck afterwards.



**Medicinal Spring:** This action requires the Plague Doctor to be placed on the leftmost spot.

**You cannot put a Gear on this tile!**

On the right space, put any one Follower tile (not one of your starting Followers, and not a Monk). When resolving this action, send the Follower back into the supply (Plague Doctor to the Infirmary), then advance one space on the track corresponding to the Follower you returned and receive the track's bonus (but do not gain a Follower tile).



## Indulgence cards

### Move to...

Vierzon / Sancerre /  
Le Mans / Chinon /  
Loches / Étampes /  
Argenton-sur-Creuse



**Build** your 5<sup>th</sup> 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



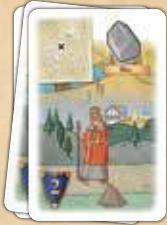
**Get** your 2<sup>nd</sup> Technology tile



**Reach** development status 5



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



Get your 3<sup>rd</sup> Place tile. Your Infirmary is not a Place tile.



**Advance** on the Census track to the first Wine space

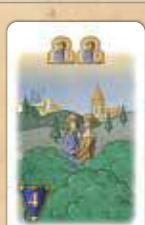


### Deliver ...

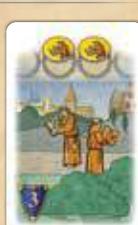
1 brocade to Orléans /  
1 grain to Vendôme /  
1 wool to Briare /  
5 coins to Chatellerault /  
1 cheese and 1 wine to Bourges



**Get** your 2<sup>nd</sup> Citizen



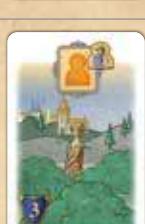
Collect 2 Monks on your Market.



**Build** your 3<sup>rd</sup> 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

**During the entire game:** You may only use the farmhouse after you move your Trader out of Orléans. Later in the game, if you move it back, you may still continue using the farmhouse.



**During the entire game:** You may use the Plague Doctor only from the third round on.



**At the start of each round:** If you have 1 or more Corpses in your Market (or on the Cemetery), you must pay 1 coin (or Torture).



**During the entire game:** You may only use the Town Hall if you are at or past the 3rd star on the Development track.



**During the entire game:** You may not place any Technology tiles on any Place tiles.



**Once, immediately after setup:** Remove as many Scholars as there are players. (E.g., in a 3-player game, return 3 Scholars to the box.)



**Once, immediately after setup:** Remove half the Monks from the Monastery, rounded **down**.



**During the entire game:** You may not place a Technology tile in the Village.



**Once, immediately after setup:** Each player puts 2 Corpses from the supply on their Market.



**Once, immediately after setup:** Each player puts 1 Corpse from the supply on their Market.



**Once, immediately after setup:** Remove half the Technology tiles from the gameboard.



**Once, immediately after setup:** Remove the **second** Hour Glass tile from the top. The game will be 1 round shorter due to this.



**During the entire game:** Every time you build a Trading Station, you **must** pay 1 coin. You may still do so if you have 0 coins, but you must undergo Torture.



**Once, immediately after setup:** Each player removes 4 of their Trading Stations, returning them to the box.



**During the entire game:** The money bonuses on the Development track are omitted.



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