

*In the year 1200, the foundation is laid for the cathedral of Troyes, but it will not be finished until 400 years later, after innumerable incidents. This game invites you to experience four centuries of history by participating in the development of one of the finest medieval cities ever to make its mark on Western culture. The society of that day was organized into three orders: the nobility, the clergy, and the peasants. The nobility constituted the military force devoted to justice and to protecting the lands. The clergy were the spiritual guides of the community, contributing to maintaining and developing knowledge and culture. The peasants and artisans, in turn, were given very little consideration, although their hard work was essential to the daily life of the entire populace.*

## Concept of the game

***Troyes is a strategy game in which you represent a rich family from the Champagne region of France, using your influence to recruit and supervise individuals from the three prominent domains: military (associated with the color red in every aspect of the game), religious (white), and civil (yellow).***

Each domain offers different benefits: The military permits you to fight with greater efficacy against invasions. The clergy focuses on completion of the cathedral, and education of the peasants and the military. The peasants toil to fill your coffers.

The citizens of the city provide a work force, represented by dice. You use the work force in different ways: to perform various activities supervised by your tradesmen, to build the cathedral, to grapple with unfortunate events, or even to recruit new citizens. Each of these actions requires utilization of one group of 1 to 3 dice.

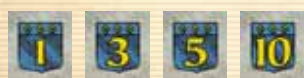
In your actions, always regard the goals of the famous character that inspires your family. This individual is one of several very influential people whose principles have helped make the city what it is today! In fact, if you can figure out whose principles the other families follow, you can maximize your own fame, because each family will be scrutinized by all of these famous figures.

**The player who has garnered the most fame, in the form of victory points, will win the game!**

## Contents



• **1 game board**



• **victory point tokens** in denominations of 1 (× 24), 3 (× 10), 5 (× 10), and 10 (× 10)



• **24 dice** in 4 different colors: 6 red dice (military), 6 white dice (religious), 6 yellow dice (civil), and 6 black dice (enemies)



• **deniers** in denominations of 1 (× 24), 5 (× 12), and 10 (× 4)



• **56 citizens** (12 in each player color: natural, blue, green, and orange, plus 8 gray neutral citizens)



• **90 cubes** (20 in each player color: natural, blue, green, and orange, plus 10 gray neutral cubes)



• **8 wooden discs** (2 in each player color: natural, blue, green, and orange): 1 Influence marker and 1 District marker for each player

• **1-page appendix** that describes the Activity, Event, and Character cards



• **9 Activity cards** of each type (military: red, religious: white, civil: yellow). The Activity cards are numbered from 1 to 3, indicating the turn they enter the game.



• **16 Event cards:** 8 red, 4 white, 4 yellow



• **6 Character cards**



• **1 Start Player card**



• **4 Player Aid cards**



# Setting up the game

**Place the neutral citizens, the dice, the deniers, and the victory points (VPs) beside the board, forming the general supply. Each player chooses a color and starts with:**

**A** **1 District marker** that he places on one of the 5 pictures of a small gray disc drawn on the city square. Each player chooses the district of the city square closest to his position around the table: this district belongs to him.

**B** **5 deniers** (your deniers are visible during the game). 1 Influence marker that he places on space 4 of the influence track.

**4 citizens with 4 players** (5 with 3 players, 6 with 2 players); they form each player's personal supply (place the remaining citizens in the general supply). Each player has a maximum of 12 citizens at his disposal during the game.



**1 randomly selected Character card, which he keeps secret** (2 Character cards with 2 players).

**20 cubes** (the number of cubes is unlimited; if a player runs out, he can use something else to supplement his cubes).

**C** **Sort the Activity cards by color and by the round number during which they enter the game** (the number on the back of the cards). For each color, without looking at the cards, place face-down: a 1 card on the first space of the appropriate color, a 2 card on the second space, and then a 3 card on the third. Stow the unused cards in the box (don't look at them).

**D** **Form 3 decks of Event cards:** 1 red, 1 white, and 1 yellow. The number of Event cards in the red deck determines the number of turns in the game: for 4 players, place 6 cards in it (5 for 3 players, 4 for 2 players). Stow the unused cards in the box. The player who last read a history book receives the start player card.

## Initial placement

**This initial placement only happens one time, at the beginning of the game.**

**Each player places the citizens from his personal supply on the 3 principal buildings on the game board (Palace, Bishopric, and City Hall).** To place a citizen, simply put it on an empty space in one of the 3 buildings. Once a citizen is placed, it is not moved again during the initial placement.

The 1st round of placement starts with the start player, and ends with the last player, going clockwise. The 2nd round of placement starts with the last player, and ends with the first

player, going counterclockwise. The subsequent placement rounds continue in that alternating fashion until each player has placed all the citizens from his personal supply. At the end of the initial placement, the gray neutral citizens are placed on each remaining empty building place (except in a 2-player game, in which the neutral citizens are placed at the beginning of the phase, as illustrated at the bottom of the page).

**Example :** Anna goes first, and starts the initial placement by placing a citizen on space 6 of the Palace. Faye places one on the Bishopric. Geoffrey places one on City Hall. Next, Emily places 1 citizen on the Palace. Emily is the first to play in the second placement round, which will go counterclockwise.

You can follow all the placements in the illustration by following the numbers indicated on the citizens. Once each player has placed 4 citizens, there are 2 empty spaces in the Palace, which neutral citizens will fill.



### Special placement with 2 players

With 2 players, place the neutral citizens before the players' initial placement. Place them as shown here:







Influence track



Cathedral

Bishopric



The city square divided into 5 districts



Agriculture

Count's Palace



City Hall



Marauding



Event queue



Event card decks



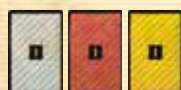
General supply



# Gameplay

*A game lasts 6 rounds with 4 players (5 rounds with 3 players, 4 rounds with 2 players).  
The first 3 rounds each comprise 6 phases. Thereafter, each turn comprises 5 phases:*

## Phase 0: Reveal the Activity cards



In the first 3 rounds, for each color, reveal the Activity card color whose number corresponds to the current round: thus 1

new Activity card of each color becomes available in each of the first 3 rounds.

## Phase 1: Income and salaries



Each player receives a fixed income of 10 deniers. Then, he pays the salaries of his citizens in the Bishopric (1 denier per citizen), and in the Palace (2 deniers per citizen). The citizens in City Hall cost nothing. If he cannot pay the salaries for all his citizens, he pays what he can, then loses 2VP (a player with no VPs loses nothing).

**Example:** Each player earns a fixed income of 10 deniers. After the initial placement at the beginning of the game, Anna must pay 1 denier salary for her religious citizen, and 2 deniers for her military citizen. Faye pays 3 deniers for her 3 religious citizens. Geoffrey pays 1 denier for his religious citizen. Emily pays 1 denier for her religious citizen, and 6 deniers for her military citizens.



## Phase 2: Assembling the workforce



Each player rolls the dice to which he is entitled: one yellow die per citizen located in City Hall, one white die per citizen located in the Bishopric, one red die per citizen located in the Palace. Each player then gathers his dice on his district of the city square, being careful to maintain the face-up values that he rolled. Next, the start player rolls the dice associated with the gray citizens placed on the 3 buildings, and places them on a district of the city square not belonging to any player (the gray district). The dice represent the workforce of the citizens of the city, and they enable the players to execute their actions.

**Example:**

- 1 Anna has placed 2 civil citizens, 1 religious citizen, and 1 military citizen: she rolls 2 yellow dice, 1 white die, and 1 red die, which she places in her district.
- 2 Once each player has rolled his dice, Anna rolls the 2 red dice of the neutral player, and places them in the gray district.



## Phase 3: Events



Each turn, two new events enter the game. Reveal the top red Event card from the deck and place it in the event queue, to the right of those already menacing the city. That card will call for a second card, either white or yellow, indicated by the symbol on the red card. Place the second card at the end of the event queue.

The Event cards in the queue take effect from left to right, beginning with Marauding. There are 2 types of events:

- **military events are indicated by black dice:** the start player takes a black die into his hand for each die represented on the cards. These black dice represent the enemies attacking the city,
- **various events whose effects are indicated on the card, and explained in detail in the annex.**

If a player cannot totally execute an event, he does as much as he can, and then loses 2 VPs (a player with no VPs doesn't lose anything).

After resolution of the events, the start player rolls the black dice that have accumulated. The start player must counter the highest-valued black die with one or more dice from his district: the total value of the chosen dice must be equal to or greater than the value of the black die. The dice chosen by the player

to counter the black die are discarded, along with the black die. Then, the player to the left of the start player must counter the next-highest black die in the same manner, and so on until all the black dice have been countered (as a result, it is possible that the start player will have to contend with several black dice). If a player's dice do not allow him to beat the black die he's up against, he discards it without losing a die, but loses 2 VPs.

### Important:

- when combating black dice, the value of red dice is doubled,
- a player can use dice of different colors to counter a black die,
- a player can counter several black dice at once: the highest-valued one, plus any others he chooses,
- a player gains 1 point of influence for each black die he counters,
- it is possible to use Influence points before countering black dice (see Influence),
- it is not possible to buy other player's dice to counter black dice.

**Notes :** The Marauding event is always present; it never leaves play. The cards remain in play until they have been countered by the players. The number of cards menacing the city is not limited: Continue the queue off the board if necessary.



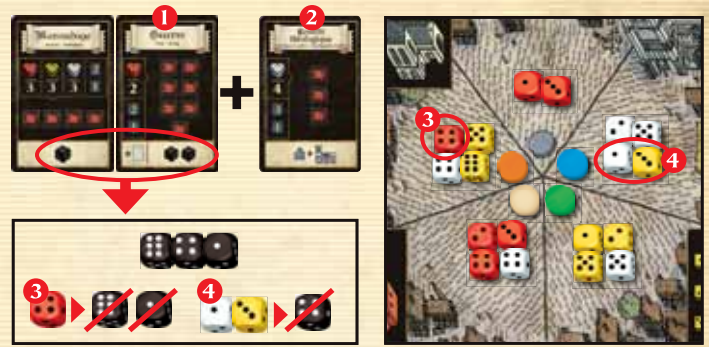


**Example:** A red card is drawn: War ❶. This one calls for a white card, which turns out to be Theological Conflict ❷.

We resolve the 3 events: Anna ❸ takes 3 black dice (1 for Marauding, 2 for War) into her hand, then she resolves the Theological Conflict card as explained in the annex.

❸ Anna rolls the 3 black dice, and she gets 4, 6, and 1. She must counter the 6 with the dice in her district. She chooses to use her red 4. Red dice count double, so she also chooses to counter the 1, which gains her 2 points of influence.

❹ That leaves one black die, the 4, with which Faye ❹, her left-hand neighbor, must contend. She uses a white 1 and a yellow 3 to counter the black die. She gains 1 point of influence.



## Phase 4: Actions

**Beginning with the start player, then going clockwise, each player can either utilize his workforce to carry out one action, or pass.**

This round of the game ends once either there are no more dice available, or all the players have passed (see End of the round). Each action requires using a group of 1 to 3 dice of the same color, and those dice come from one or more of the city square's 5 districts. A die coming from the district of another player must be purchased from that player, who cannot refuse the transaction. Pay the bank to use the dice in the gray neutral player's district. You don't pay to use your own dice. After dice are used, they are discarded to the general supply.

**The cost of a die depends on the number of dice the player is using for his action:**

- if he is using 1 die, it costs him 2 deniers (if it belongs to another player),
- if he is using 2 dice, each die from another player costs him 4 deniers,
- if he is using 3 dice, each die from another player costs him 6 deniers.

The cost of the dice depends on how many dice are required for the action, so it is important to put together the group of dice before paying the different players.

The players must choose one of 5 actions, or pass:

- 1- **Activate one Activity card from the city,**
- 2- **Construct the Cathedral,**
- 3- **Combat the Events,**
- 4- **Place a citizen on a principal building,**
- 5- **Use agriculture,**
- 6- **Pass.**

### ❶ Activate one Activity card from the city



**You may use a group of 1 to 3 dice to assign a portion of the workforce to the activity described on one of the available Activity cards.** The yellow dice permit you to activate a civil card; the white dice, a religious card; and the red dice, a military card. In order to activate an Activity card, a player must possess a tradesman who can direct the citizens' work. Two situations can arise:

#### • you don't have a tradesman on the card

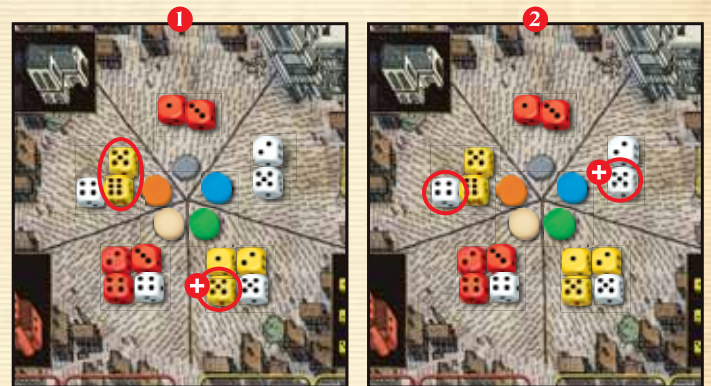
You must first hire a tradesman by paying the amount in deniers indicated in the upper-left part of the card. Place a citizen of your color on a free space on the card to act as the tradesman. The citizen must come either from your personal supply (if you don't have any, you must hire one for 2 Influence points - see Influence), or from any location on the board (Activity cards, or the principal buildings, or even expelled citizens lying on a building).

Once the tradesman is hired, the player must put together a group of dice to activate the Activity card.

**Example:**

❶ Anna ❶ hopes to attain a value of 16 with her dice in order to execute her action. She has 2 yellow dice in her district. With Geoffrey's ❷ 5 die, she reaches 16. Her group of dice comprises 3 dice, so one die would cost her 6 deniers. She pays Geoffrey 6 deniers.

❷ Instead of doing a yellow action, Anna could have executed an action with her white die, and one of Faye's ❹, in which case she would have paid Faye 4 deniers.



**Example:** Anna ❶ wishes to assign the workforce of the 3 yellow dice to the Merchant activity. Because she doesn't yet have a tradesman on the card, she must first hire one.

❶ **Cost:** She pays 4 deniers to hire a tradesman.

❷ **Placement:** She places her tradesman on the first available space, which in this case will be worth 2 VPs at the end of the game.

❸ **Activation cost:** The yellow dice have a value of 16, which permits her to use the Activity card 8 times ( $16/2 = 8$ ).

❹ **Effect:** The card's effect is immediate, so she immediately gains 16 deniers because she activated the card 8 times.





### • you already have a tradesman on the card

In this case, you neither pay nor place a tradesman on the card: you just immediately put together a group of dice to activate the Activity card.

Two types of Activity cards can be used:



**Cards with an immediate effect:** the effect of the card is applied immediately. The activation cost, in the lower-left corner of the card, determines the color of dice required to activate the card, as well as the number of times the effect can be used (this number is equal to the value of the group of dice, divided by the number under the division bar, rounded down to the nearest whole number).



**Cards with a delayed effect:** these cards can be distinguished from those with an immediate effect by the hourglass icon in the lower-right corner of the card.

When you activate this type of card, place the cubes of your color on the card's illustration. The number of cubes placed is defined by the activation cost. Each cube can be used later in the game during one of your actions, but an action can be modified by only one cube (two cubes can never modify the same action). It is not possible to use a cube to counter black dice in the Event phase.

## 2 Construct the Cathedral



**You may use a group of 1 to 3 white dice to work on constructing the cathedral. Each die allows you to place 1 cube on the same-numbered construction site of the cathedral.** This construction site is divided into 3 levels: the bottom row corresponds to level 1, the 2nd to level 2, and the 3rd to level 3. You must respect this construction rule: In order to place a cube on a space in a level, the same-valued space in the lower level must exist (note: there's only one cube per space).

You immediately gain 1 VP and 1 Influence point per cube that you place on the spaces numbered 1 to 3, and 1 VP and 2 Influence points per cube that you place on the spaces numbered 4 to 6.

## 3 Combat the events



**You may use a group of 1 to 3 dice to combat the events threatening the city. The activation cost shown on the left side of an Event card defines:**

- the type of dice you must use to combat the event,
- the number of cubes that the player may place on the card (this number is equal to the value of the group of dice, divided by the number under the division bar, rounded down to the nearest whole number).

Place your cubes on the small banners on the card, starting with the one in the upper-left. For each cube placed on a card, you immediately gain 1 Influence point. It is impossible to place cubes on multiple cards in a single action without activating certain military Activity cards.

**The number of banners defines the number of cubes required to counter the event (it is impossible to place more cubes than there are banners). Once the event is countered:**

- the player who placed the most cubes earns the larger VP reward (the upper one). In the case of a tie for first place, the tied players divide the VPs for 1st and 2nd place (rounded down to the nearest whole number) and any lower-ranked players earn nothing. If a player is the only one with cubes on the card, he gains the total VPs of both ranks. The neutral player's cubes are considered in determining majorities, and the neutral player can deprive players of VPs,
- the player who placed the second-most cubes earns the smaller VP reward. In the case of a tie for second place, the tied players divide the VPs for 2nd place (rounded down to the nearest whole number),



**Example:** Faye wishes to assign the workforce represented by 2 white dice to activate the Priest. She uses the white 5 from her district and buys a white 4 from Anna for 4 deniers (because the group comprises 2 dice).

**1 2 Cost to place:** She pays 8 deniers for her tradesman. Now that Faye has a tradesman on this card, she will no longer need to pay 8 deniers in order to activate it and place cubes.

**3 Activation cost:** Her white dice worth 9 permit her to activate the Activity card 3 times ( $9/3=3$ ).

**4 Effect:** She places 3 cubes on the card because it has a delayed effect. Later in the game, during a yellow action, Faye can discard 1 cube from the card to benefit from the effect of the card (+3 for each yellow die in her group).



### Remarks:

- If you don't have a tradesman on the card, and you can't hire one, then you can't activate the card.
- At the end of the game, the tradesman will yield the VPs indicated on his space.
- A single player cannot place 2 tradesmen on the same Activity card.
- If all the spaces are occupied, a player can place a tradesman on the card's illustration, but it won't earn any VPs at the end of the game.
- If you hire a tradesman, you are required to activate the card at least once.
- If a tradesman gets moved to another Activity card, his space is freed up, making it available for the other players. Other citizens already on the card cannot be moved to the newly freed space.



**Example:** Geoffrey wishes to participate in the construction of the cathedral with his white 5, Faye's 2, and Emily's 4. He pays Emily and Faye 6 deniers each to purchase their dice.

He places 1 cube in each of the spaces 2 and 5 of the 1st level, and 1 cube on space 4 of the 2nd level. He gains 5 Influence points and 3 VPs.



**Example:** Emily wishes to combat the Succession Conflict event with her 3 red dice (2, 3, and 4).

She can place 2 cubes on the card's banners ( $9/4=2$ ). She immediately gains 2 Influence points.

The event is countered because all 5 of the banners are covered. Emily and Geoffrey each earn 3 VPs because they are tied for first. Anna earns nothing because she is 3rd. Geoffrey takes the card because he placed a cube before Emily.



**Note:** When the Marauding event is countered, the VPs are distributed as indicated above, but nobody takes the card. The cubes are removed and the event is available again to receive new cubes in future actions.



- the players retrieve their cubes and put them in their personal supplies,
- the player who placed the most cubes takes the event card (if it is the neutral player, the card is discarded). In the case of a tie, the tied player who placed cubes on the card first wins. The cards gained can grant you VPs at the end of the game when the characters' missions are evaluated.

#### 4 Place a citizen on a principal building (Palace, Bishopric, or City Hall)



**Unlike the other actions, you always use exactly one die to place a citizen on one of the principal buildings.** You take one of your

citizens from your personal supply (if you don't have any, you must hire one for 2 Influence points - see Influence) or one of yours already on the board, and place it on the principal building corresponding with the color of the die you have chosen. A red die grants access to the Palace; a white die, the Bishopric; and a yellow die, City Hall.

**The value of the die shows the location inside the building where the citizen is placed.** Find the small picture of a die showing the same value that you rolled. Your citizen will go there, as detailed below:

**At City Hall and the Bishopric, the new citizen is placed on the first space of the matching row.** If the row is filled with other citizens, they are shifted one space to the right. If that pushes a citizen out the right end of the row, lay the expelled citizen on the illustration of the building (More than one player can have a citizen lying on the illustration). In cases where there is an empty space, citizens fill the space as they are moved to the right.

**At the Palace, the new citizen goes on the matching space.** If there was already a citizen there, the old citizen is expelled and laid on the illustration of the Palace.

**Important:** If you already have a citizen lying on a building's illustration, nobody can expel your citizen from that building; however, you will retrieve your expelled citizens to your personal supply at the end of the round, so this small protection is only good for the current round. This also means that if placing a citizen would eject a color already lying on the building, nobody can place a citizen there.

#### 5 Use agriculture



**The Agriculture activity allows you to gain some money, thanks to the toil of the peasants (a group of 1 to 3 yellow dice).** This

activity does not require a tradesman. You gain a number of deniers equal to the total value of the group of dice, divided by 2 (rounded down to the nearest whole number).

#### 6 Pass

**If you do not wish to execute any more actions this round, while there are still dice in the city square (in any district) pass and receive 2 deniers, which you place in your district.** During the remainder of this round, you can't take any more actions, but each time the turn comes around to you, another denier is added to your district.

**Note:** If a gap is formed by eliminating an event card, shift any cards right of the gap leftward to fill the gap.

**Example:** Faye (blue) buys Geoffrey's (green) yellow 1 for 2 deniers. She places a citizen in row 1 of City Hall, ejecting her own citizen. This move could be an interesting way to secure a better position and to avoid getting ejected by someone else.



**Anna (orange) buys the red 3 from the gray player for 2 deniers. She places a citizen on space 3 of the Palace, ejecting Emily's (gray) citizen, which is laid on the building.**



### Phase 5: End of the round

**The game round ends after a player's action if:**

- all the players have passed (there are deniers in each player's district) or
  - there are no more dice in any of the districts of the city square.
- The players retrieve the deniers from their districts. Citizens

lying on buildings return to their owners' personal supplies. Unused dice are returned to the general supply. The start player passes the Start Player card to his left-hand neighbor, and the following round commences.





# Influence

**Before countering a black die, or executing an action, you may spend your influence points in various ways, in addition to your main action:**

- 1 point: you may reroll 1 die from your district (it is forbidden to reroll anyone else's dice — even the neutral player's — even after purchasing them),
- 2 points: add a citizen from the general supply to your personal supply,
- 4 points: you may turn over 1 to 3 of the dice of your district (it is forbidden to turn over anyone else's dice - even the neutral player's). The chosen dice are turned to show the opposite face, keeping in mind that the sum of two opposite sides of a die is always equal to 7. The dice turned over may be of different colors. **It is possible to execute several of these actions in any order.**

**Example:** There are 2 dice in the city's districts: a red 1 on the neutral player's district, and a yellow 2 on Geoffrey's. It is Geoffrey's turn, and he chooses to reroll his die for 1 Influence point: he rolls a 1. He could pay another Influence point to reroll a second time, but he prefers to turn his die over for 4 Influence points: his 1 becomes a 6. With this die, he chooses to place 2 cubes on the Marauding event, which earns him 2 Influence points.



**Note:** You may never have more than 20 Influence points: any earned beyond that are wasted.

## End of the game

**The game ends at the end of the round during which the final red event card enters the game.**

**In addition to the VP tokens gained during the game, each player:**

- gains 1 VP per un-counteracted event card on which he has a presence (included the Marauding),
- gains the VPs indicated on the spaces occupied by his citizens on the Activity cards,
- loses 2 VPs for each of the 3 levels of the cathedral on which he has no cubes,
- reveals his Character card. Each Character will evaluate all the families, checking their performance on the character's mission. For each Character card in the game, award each player

VPs according to the Character card's criteria. Because each character rewards all the players, it is very important to try to figure out which characters the other players have. Similarly, it is important to bluff a bit in order to misdirect the other players. If they can't figure out your character's mission, they are going to have a hard time getting VPs by satisfying it!

**The winner is the player with the most VPs.**

**Note:** During the game, VPs are hidden. In order to maximize suspense during the final tally, for each type of scoring, each player should make piles of 10 VP in front of himself. This also makes it very easy to compare the players' scores.

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Publisher: **Z-Man Games, Inc. © 2012**  
**3250 F.X. Tessier, Vaudreuil-Dorion, QC, Canada, J7V 5V5**

### Thanks

*The designers thank the numerous playtesters and proofreaders who have contributed to the realization of this game, whom we hope will take no offense: It is unfortunately impossible to list them all!*  
*The publisher would like to thank Xavier and Alain for their confidence and for the good times during the creation of this game, and also his wife for her indispensable support.*



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# The Activity cards



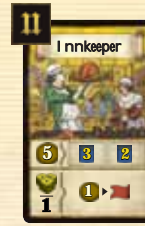
**The Artisan** converts 1 point of influence into 6 deniers.



**The Merchant** enables you to gain 2 deniers.



**The Miller:** Activate this card to choose between gaining 2 deniers per citizen of your color on the Palace, or 2 deniers per citizen in the Bishopric. Expelled citizens earn you nothing. You may choose differently each activation.



**The Innkeeper** enables you to buy an Influence point for one denier.



**The Blacksmith** adds 5 to the value of one group of red dice, regardless of how many dice compose the group. It does not allow you to modify the value of a die in order to place it at the Palace.



**The Militia** allows you to use 1 to 3 yellow dice as if they were red dice. The player who activates this card can only use yellow dice for this action. The dice keep their values.



**The Journeyman** allows you to convert 3 deniers into 2 VPs.



**The Goldsmith** allows you to gain 1 VP and 2 deniers.



**The Sculptor** allows you to gain 1 VP.



**Titling** allows you to take 1 yellow die from each player for free, at the moment that you create a group of dice. For example, it is possible for you to put together a group of 3 yellow dice for free by taking one each from 2 players and one from your district. As usual, you may take a die from the neutral player's district. It is forbidden to use another cube to modify the yellow dice, because only one cube can be used per action.



**The Monk** transforms a single white die into 3 yellow dice of the same value. Whenever you use a cube from this card to modify an action, you must use only a single white die - which if it comes from someone else's district, costs 2 deniers. It is impossible to add an additional yellow die.



**The Priest** adds 3 to the value of each yellow die in your group of dice. The value of a die is not limited to 6. It does not permit you to modify the value of a die in order to place it on City Hall.



**Apprenticeship** transforms each die of a group into a die with a value of 5. This card even works on groups with 3 colors. It does not allow you to modify the value of a die in order to place it on the Palace, the Bishopric, the City Hall or the Cathedral.



**Confession** adds 2 to the value of each die in your group of dice. The value of a die is not limited to 6. This does not allow you to modify the value of a die in order to place it on the Palace, the Bishopric, the City Hall or the Cathedral.



**The Templar** allows you to use a single white die as if it were 2 red dice of the same value. Whenever you use a cube from this card to modify an action, you must use only one white die - which, if it comes from someone else's district, costs 2 deniers. It is impossible to add an additional red die.



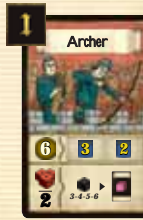
**Pilgrimage** allows you to gain 2 VPs. You may use a combination of all 3 colors of dice to activate this card: this is the only card that permits you to mix different colors of dice to activate it. Only the cards Apprenticeship and Confession can be used in order to modify the groups of different-colored dice that could be used to activate Pilgrimage. It is possible to activate the card with dice of the same color. In this case, the group can be modified by the other Activity cards.



**The Procession** offers 2 VPs to the player that has the most dice in his district of the city square (excluding the dice used to activate this card), taking the neutral player into account, as well. In the case of a tie, the tied players all gain 2 VPs. You must have at least 1 die in your district in order to gain the 2 VPs.



**The Glassblower** grants you 1 VP per pair of cubes you have at the Cathedral.



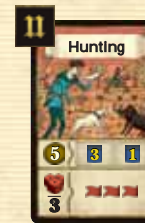
**The Archer** allows you to attempt to place a cube on an Event card: you roll a die and can place a cube on any Event card if you roll a 3, 4, 5, or 6 (you gain 1 Influence point). It is impossible to modify the result of this die. If you activate this card multiple times, the player to your left counts the rolls. It is possible to place the cubes on different Event cards.



**Chivalry** allows you to place cubes on the Event cards: you can place one cube per red die you have on your district of the city square (excluding the dice used to activate this card). You gain 1 Influence point per cube. It is possible to place cubes on different Event cards.



**The Diplomat** allows you to pay 1 Influence point to place 1 cube on an event card (you gain 1 Influence point per cube). If you activate the Diplomat multiple times, you can place the cubes on different Event cards. You must spend all the Influence points you want to use before starting to place the cubes.



**Hunting** allows you to gain 3 Influence points.



**The Mercenary** allows you to gain 3 deniers.



**The Tax Collector** levies a tax: for each citizen he has at City Hall, each player pays you 1 denier. The bank pays for each grey citizen in City Hall. They do not need to pay for expelled citizens lying on the illustration of City Hall. A player that can't pay is not punished, but must pay what he can.



**The Captain** allows you to gain 1 VP per Event card on which you have at least one cube. Marauding is included in the tally.



**The Joust** allows you to gain 2 VPs if the total value of the red dice in your district of the city square (excluding the dice used to activate this card) is higher than anyone else's (including the neutral player). In case of a tie, all the tied players gain 2 VPs.



**The Troubadour** converts 3 Influence points into 2 VPs.

**Note:** Don't forget to use your Activity card as many times as allowed by your group of dice (e.g. Use Joust twice, to take 4 VPs instead of 2 VPs).





# The events



## Drought

Each player pays 1 denier per citizen of his color sitting on City Hall. You don't pay for expelled citizens lying on the illustration of City Hall.



## Support

Place a grey cube on each of the 2 events to the left of this one. If there is only one event to the left of this one, place only one cube on this event.



## Civil War

Each player loses 3 deniers.



## Wayfarers

Roll a black die and place a neutral citizen at the start of the indicated row of City Hall, shifting any citizens already present to the right, and expelling the rightmost if necessary. The expelled citizen is laid on the illustration of City Hall.



## Theological Conflict

Roll a black die and place a neutral citizen at the start of the indicated row of the Bishopric, shifting any citizens already present to the right, and expelling the rightmost if necessary. The expelled citizen is laid on the illustration of the Bishopric.



## Heresy

Each player loses 2 Influence points.



## Migrant Workers

Place a grey cube on the first free space of the Cathedral, i.e. the free space on the lowest level, having the lowest value. If there are no free spaces, don't place a grey cube.



## Interruption of Work

Remove the cube with the highest value (the cube that is on the highest level, having the highest value) at the Cathedral, even if it is a grey cube.



## Brigands (x3)

+ 1 black die.



## Succession Conflict

Roll a die and place a neutral citizen on the designated space, expelling the citizen that was there. The expelled citizen is laid on the illustration of the Palace.



## Skirmishes (x2)

+ 1 black die.



## War and Normans Attack

+ 2 black dice.

**Note :** If the 8 neutral citizens are already in play, ignore the Event cards that add new ones.

# The characters



## Chrétien de Troyes

He created the legend of the Grail and with it, the modern literary concept of a romance. He needs readers, and rewards having a lot of citizens on the principal buildings.

- 1 VP if you have placed a total of 3 or 4 citizens on the 3 principal buildings (4 or 5 with 2 players)
- 3 VPs if you have placed 5 or 6 (6 or 7 with 2 players)
- 6 VPs if you have placed 7 or more (8 or more with 2 players)



## Urban IV

Son of a cobbler from Troyes, he became pope in 1261 after having been clerk for the Cathedral. He rewards the builders of the Cathedral.

- 1 VP if you have a total of 3 or 4 cubes on the Cathedral at the end of the game (4 or 5 with 2 players)
- 3 VPs if you have 5 or 6 (6 or 7 with 2 players)
- 6 VPs if you have 7 or more (8 or more with 2 players)



## Thibaut II

This count was the chief instigator of the grand fairs of Champagne. He rewards accumulation of money.

- 1 VP if you have from 6 to 11 deniers
- 3 VPs if you have from 12 to 17
- 6 VPs if you have 18 or more



## Hughes de Payns

This count founded the Knights Templar in 1118. He rewards having a lot of influence.

- 1 VP if you have from 5 to 9 Influence points
- 3 VPs if you have from 10 to 14
- 6 VPs if you have 15 or more



## Le Florentin

Domenico del Barbieri, called The Florentine, participated in the reconstruction of the city after the fire of 1524. He rewards having a lot of tradesmen.

- 1 VP if you have a total of 2 or 3 tradesmen on Activity cards
- 3 VPs if you have 4 or 5
- 6 VPs if you have 6 or more



## Henry I

He was knighted by the emperor and participated alongside Louis VII in the second Crusade. He rewards countering events

- 1 VP if you have gained 1 or 2 Event cards
- 3 VPs if you have gained 3 or 4
- 6 VPs if you have gained 5 or more