Setup

1. Give each player a player board, matching color tokens and bag, and 5 coins.
2. Set out game board and Beneficial Deeds board. Put coins nearby. Pick start player.
3. Stack Technology Tiles (cog) on board.
4. Remove Pilgrimage Tile (lighter hue) from Hour Glass tiles. Place shuffled stack on board.
5. Place 1 marker from each player on first space of Character and Development tracks.
6. Sort Character Tiles by profession and place on appropriate buildings near tracks.
7. Place 13 Citizen Tiles on marked spaces on boards. Put remaining near board.
8. Sort Place tiles by Roman numeral backs. Place shuffled stacks near board.
9. Shuffle Goods Tiles (food / textiles) and place face up on Road and Waterway Spaces. Sort remaining by type and place face up on appropriate Goods Market spaces (left side of board)
10. Place each players Merchant Meeple on Orleans.
11. See Setup instructions for 2 or 3 player changes.

Goal of the Game

You are trying to achieve dominance in various areas in medieval France. You will get goods, coins, and victory points via production, trade, development, and by committing to the common good.

Game Play

The game is played over 18 rounds comprised of 7 phases.

Phase 1: Hour Glass

Start player reveals topmost Hour Glass Tile. Game ends when last tile is drawn. Each tile introduces an event affecting the current round. Resolve these in Phase 6 (except for Pilgrimage).

Phase 2: Census

Check Farmers Track. Person in lead receives 1 coin. Player in back loses 1 coin. If either is tied, do not lose/gain coin.

Phase 3: Followers

Players draw Character Tiles from bag $\leq$ number indicated by marker on Knights Track. Place drawn tiles on Market Spaces of player board. Can't drawn more tiles than can fit on player board.

Phase 4: Planning

Use Character Tiles from your Market to activate Actions in Places. May leave Characters on Market for later use. Place required Characters on Action spaces of Place to activate it. Activated Places may be used during the following or future Action Phase. Not required to place all required tiles during same Planning Phase.

Phase 5: Action

May carry out actions of activated Places. In clockwise order, players carry out 1 action or pass. If you pass, you're out of this round. Remove Character tiles (but not Technology Tiles) from action after playing action.

Phase 6: Event

Resolve the event shown on Hour Glass Tile

Phase 7: Start Player

Pass Start Player **counter clockwise**.

Actions / Places

Farm House

Take Farmer Tile from board and put in bag. Advance marker on Farmers track. Receive depicted good.

Village

Do one of:

- **Boatman:** Take Boatman tile from board and put in bag. Advance marker on Boatmen track. Receive depicted coins or Citizen tile.
- **Craftsman:** Take Craftsman tile from board and put in bag. Advance marker on Craftsmen track and receive Technology tile. May use Technology tile after passing. Constraints:
  - First Technology must replace a farmer
  - Subsequent may replace any Character tile other than Monks
  - May not place multiple on a given Place
  - May not use on Place which requires single Character tile
  - May not move after placed
- **Trader:** Take Trader tile from board and put in bag. Advance marker on Trader track. Take 1 Place tile (track shows which type can be chosen) from supply stacks. Place tile next to Player board. This provides a new space that can be used. Players may look through stack and pick tile they want.

University

Take Scholar tile from board and put in bag. Advance marker on Scholars track and receive depicted Development points. For each Development point received in game, advance marker on Development Track.

Castle

Take Knight tile from board and put in bag. Advance marker on Knights track.

Monastery

Take Monk tile form board and put in bag. Monks can be used instead of any other Character tile.

Ship

Move Merchant meeple along Waterway to adjacent town. Collect Goods tile (only one if multiple) and put on Player board.

Wagon

Same as Ship but along Road instead.

Guildhall

Build Trading Station in Merchant meeple's current town. Each town may only have 1 station except Oreleans, which may have 1 from each player.

Scriptorium

Receive 1 Development point.

Town Hall

During Planning Phase, may place 1 or 2 Character tiles in Town Hall. When using Town Hall action, move 1 or both tiles from Town Hall Place to Beneficial Deeds board. Receive depicted reward for each character. Take Citizen tile if Beneficial deed is completed.

- Can't use Monks or "starting" Followers in Town Hall.

Development Track

If space shows coins or Citizen tile, take when marker is moved on or past. Spaces indicated Development values (yellow "star") indicate your state of development if marker is on or past space.

Final Scoring

Before scoring, the person with most Trading Stations receives a Citizen tile (none if there's a tie).

- Coins are 1 VP each
- Goods:
  - Brocade: 5 VP
  - Wool: 4 VP
  - Wine: 3 VP
  - Cheese: 2 VP
  - Grain 1 VP
- Trading Stations and Citizen Tiles: $DevelopmentPoints*(TradingStations+CitizenTiles)$

Torture

If you must pay something and can't you must undergo torture. Replace every missing coin with something else from this list:

- A Trading Station (built or from supply)
- A follower (can't be starting one)
- Move Development track marker one space left but not onto or past space with coins.
- Goods tile
- Place tile
- Technology tile

Note, remove all items lost this way from the game.