

# The Cathedral of Orléans

*It's the year 1598 – that means quite a long time ago – in the middle of France.*

*You have settled in a place called Orléans, a small town by the Loire river.*

*There is a lot of hustle and bustle: Traders offer their goods, fishermen and farmers provide the food supply, knights ensure security, and the monks... well, they have very special demands. A cathedral needs to be built for Orléans! Help build the cathedral before the bishop travels to Orléans!*

## Game Materials



1 gameboard



3 bags  
(1x red, 1x blue, 1x black)



4 Knapsacks



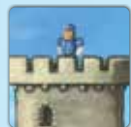
8 Cathedral sections



8 Workshop tiles



10 Glass rosettes



10 Events



4 Master Builder game figures



6 Hour Glass tiles



12 Blueprint tiles



37 Goods  
(15x wood, 12x stone, 10x bread)



### Before the first game:

Carefully detach all parts from the punchout sheets. Be particularly cautious when punching out the Cathedral sections. You can throw away the empty cardboard frames.



34 Followers:  
6x Knights, 6x Fishermen,  
6x Farmers, 6x Traders, 10x Monks

## Set-up of the Game

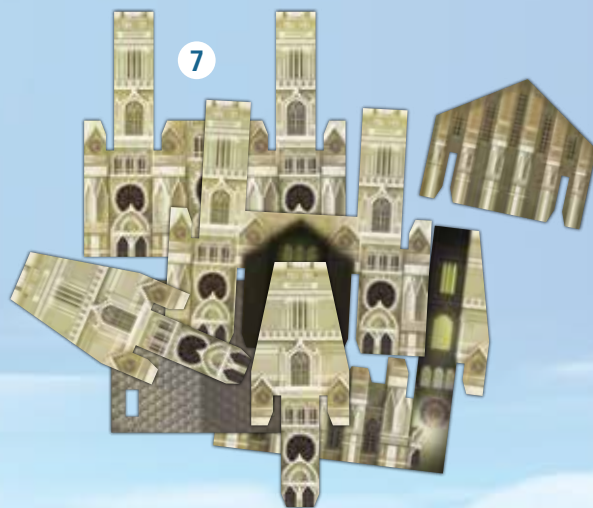
- 1 Place the **gameboard** in the middle.
- 2 Mix the 8 **Workshop tiles** face down and put 3 of them face up on the corresponding spaces of the gameboard. Put the remaining Workshop tiles back into the box.
- 3 Mix the 10 **Events** face down and put them face down on the appropriate space on the gameboard .
- 4 Put all **Goods** into the **black bag**. Then draw the Goods – one at a time – out of the bag and put each of them **face up** on the Goods spaces of the gameboard .
- 5 Put 1 **Glass rosette** on the appropriate space between Bourges and Tours; the remaining tiles go into the supply.
- 6 Take the 12 **Blueprint tiles**, mix them face down and lay them face down next to the gameboard.
- 7 Put the 8 **Cathedral sections** next to the gameboard.
- 8 Mix the **Hour Glass tiles** and put 3 of them face down on the appropriate space of the gameboard. The remaining ones are put back into the box. Then reveal the top Hour Glass tile.
- 9 Now fill the red bag and the blue bag:  
 The **red bag** gets 6 red Knights, 3 white Farmers, 3 black Traders, and 2 yellow Monks.  
 The **blue bag** gets 6 blue Fishermen, 3 white Farmers, 3 black Traders, and 2 yellow Monks.  
 Put the remaining Monks into the supply.
- 10 Each player chooses one color and takes the respective **Knapsack** and **Master Builder**. After that, all players, in turn, draw 1 random Good out of the black bag and put it on one of the 5 vacant spaces of their Knapsack. Everybody positions their Master Builder in Orléans. Any Master Builders and Knapsacks that are not needed go back into the box.

### For Experts

If you want to raise the difficulty level, simply put only 1 Monk each (instead of 2) into the blue bag and the red bag during set-up.







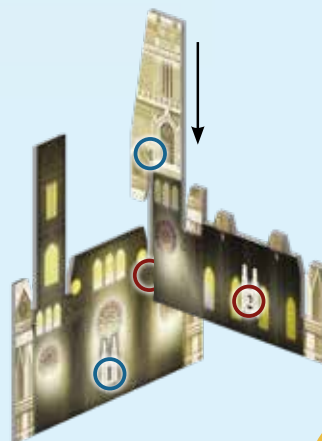
## This is How You Build the Cathedral

The individual Cathedral sections show consecutive numbers on their backs. Start with section 1, then take section 2, and so on.



When putting the sections together, pay attention to the numbers written next to the slits. The number indicates what Cathedral section to insert there. So, if you want to put section 2 and section 1 together, for example, connect the slits with the numbers 1 (written on section 2) and number 2 (written on section 1) to one another.

As soon as you have put section 8, the roof, on top of the Cathedral, you win the game together!



## Object of the Game

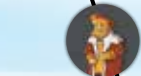
You play as a team, trying to erect the Cathedral of Orléans. To this end, you collect Cathedral sections; you can get them directly as a reward or through the Blueprint tiles. However, you have only 3 rounds to do this. If you manage to complete this task within this time, you win the game together!

## Course of the Game



The youngest player begins. On your turn, you draw a tile either out of the red bag or out of the blue one.

**IMPORTANT:** You may not look into the bags during the game.



After drawing a tile, you use it to carry out one of the actions on the gameboard. To do so, put the tile on an unoccupied space that depicts the Follower. Then carry out the action shown there.



That means that you can place a black Trader tile only on a space showing a black Trader. Monks are the only exception; they are jokers and can be placed on any space.

The color of the area doesn't matter – this means that you can put a tile from the red bag also in the blue area.



Some spaces show 2 different Followers. In such a case, you may place either a tile of the one type or of the other type on this space.



You may place any type of Follower on this space.

When the action has been completed, the next player – in clockwise order – has their turn to draw a tile and carry out an action, and so on.

**IMPORTANT:** You must put your tile on one of the actions. If the action you want to take is already occupied, you have to choose a different action. If all other actions are already occupied, you have to put your tile on the “Bell Tower” action and thus end the round.

## And this is How the Individual Actions Work

### Cart – Move along a land route



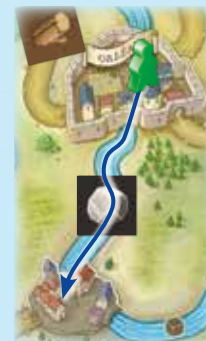
Move your figure along a land route to the next place.



### Boat – Move along a river



Move your figure along a river to the next place.



If your figure moves across a Good or the Glass rosette, you may take this item and add it to your Knapsack!



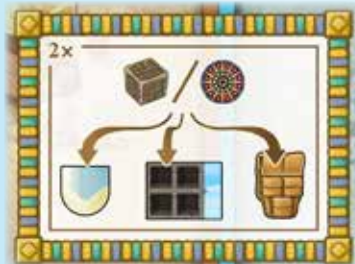


**Your Knapsack** has room for no more than 5 Goods and/or Glass rosettes. If your Knapsack is full and you come across another Good or a Glass rosette, you have to either forgo it or put another Good from your Knapsack back into the black bag (and, likewise, a Glass rosette back into the supply).



If your Knapsack is full, you can take a rest anytime during your turn; this doesn't count as an action. Then put all Goods from your Knapsack back into the black bag (and, likewise, any Glass rosettes back into the supply). In return, you gain a Blueprint tile.

## Market place



If you carry out this action, you may deliver up to 2 Goods and/or Glass rosettes (i.e., 0, 1 or 2) from your Knapsack.

You can deliver them to an Hour Glass tile or to a Workshop or to the other players. If you deliver 2 Goods, you may deliver them to two different places (for instance, one stone for the Order from a Workshop and one Glass rosette to one of the other players). Of course, you may also deliver both tiles to the same place.

**IMPORTANT:** To deliver Goods for the Orders from a Workshop, your Master Builder figure has to be on the corresponding Workshop tile. To deliver to an Hour Glass tile or to another player, it is irrelevant where your figure is standing.

## Fulfilling Orders and Receiving a Reward

### Workshops



There are 3 Workshop tiles with Orders on the gameboard. To fulfill them, you need to deliver Goods and/or Glass rosettes there. As soon as all required tiles have been delivered, you

have fulfilled the Order from the Workshop and receive the depicted rewards for that (see p. 6). Then put the Goods on the Workshop tile back into the black bag (and, likewise, any Glass rosettes back into the supply) and turn the Workshop tile over.

Don't forget: You can deliver to a Workshop only if your Master Builder figure is standing there.

### Hour Glass tiles



You can also deliver Goods and/or Glass rosettes to Hour Glass tiles. As soon as all required tiles have been delivered, you receive the reward depicted (see p. 6). Then put the Goods you have delivered back into

the black bag (and, likewise, any Glass rosettes back into the supply) and remove the Hour Glass tile from the game. A new Hour Glass tile is revealed only at the end of the current round.

**IMPORTANT:** You have only one round to fulfill the current Hour Glass tile. At the end of the round, it is removed from the game and replaced by a new one.

## Glass Foundry



This action can be carried out only with a Monk. For this, you get a Glass rosette from the supply.

## Glass Painting



This action can also be carried out only with a Monk. Give up 1 Glass rosette from your Knapsack. In return, you get **1 Blueprint tile**.

## Festival Ground



You may carry out this action with any one Follower tile.

Once you have placed a tile on the Festival Ground, you reveal the top Event tile.

If it shows a **Glass rosette** or a **Monk**, you get the appropriate tile. Put the Event tile on the discard pile.

If it shows an **Order**, place the tile face up on the corresponding space of the gameboard. As soon as you have fulfilled this Order, you receive **1 Blueprint tile** as a reward. Put the Order on the discard pile.



*discard pile*

*active order*

If the condition of an Order is being fulfilled at the moment an Event is revealed, you are lucky and get the Blueprint tile immediately. In this case, the player who has just revealed the Order chooses the Blueprint tile. If the Order is fulfilled later on, the player who is currently having their turn chooses the Blueprint tile.

**Attention:** There can only be 1 Order on display at the same time. Once you reveal another Order, the previous Order is put on the discard pile, even it hasn't been fulfilled yet. After that, you place the new Order on the Order space. The Orders are explained on p. 7.

## Rewards

Orders (on Workshop tiles, Hour Glass tiles, and Events) and Blueprint tiles can show the following rewards:



Turn a Blueprint tile over and receive the reward indicated.



Take the next Cathedral section and build it in.



Take a Glass rosette and put it into your Knapsack or give it to another player, who then puts it into their Knapsack.



Put a Monk from the supply into the blue bag or the red bag.

## Bell Tower (= end of the round)



You can place any one Follower tile on this space. You should do this as late as possible or if there are no longer any other possibilities: As soon as you put a tile here, the round ends!

Carry out the following steps after the 1<sup>st</sup> round and after the 2<sup>nd</sup> round:



Remove the Follower tile from the game that was used to activate this action. It is not put back into a bag.



The town is divided into two areas: The left area is red and the right area is blue. Put all Follower tiles in the red area

into the red bag and all Follower tiles in the blue area into the blue bag. Keep in mind that you are not allowed to look into the bags during the game. Therefore, you should memorize which tiles are put into what bag.



If the delivery to the Hour Glass tile has not been completed in this round, remove the tile from the game. Goods that have already been delivered are put back into the black bag; any Glass rosettes go back into the supply. In this case, you don't receive any reward.



Reveal a new Hour Glass tile for the next round.



Put new Goods from the black bag on all empty Goods spaces of the gameboard. If there are not enough Goods left in the black bag, some spaces remain empty. If the Glass Rosette space between Bourges and Tours is empty, put a Glass rosette from the supply there.

## Refraining from Effects

You may also choose to put a Follower tile on a space of an action and refrain from carrying out the action. In that case, the Follower tile is just placed there.

**EXCEPTION:** Actions of Follower tiles that you place on the Festival Ground or on the Bell Tower must always be carried out!

## End of the Game

If you have managed to build in all 8 Cathedral sections before the 3rd round ends, you win the game together! Great job! But if you have been too slow, you lose together, unfortunately.

## The Orders on the Event tiles



As soon as there is one of your Master Builders at this place, you get 1 Blueprint tile.



Two Master Builders need to be together at any place.



If one of you has 2 or more Glass rosettes in their Knapsack, this Order is fulfilled and you get 1 Blueprint tile. You don't have to give up the Glass rosettes.



Did you successfully build  
the cathedral and want more?



## Imprint

**Authors:** Reiner Stockhausen,  
Wolfgang Dirscherl und Markus Müller

**Illustration:** Klemens Franz

**Layout:** atelier198

**Editing:** dlp games

**Translation:** Sybille & Bruce Whitehill,  
"Word for Wort"

dlp games

© dlp games 2023  
dlp games Verlag GmbH  
Eurode Park 86  
D - 52134 Herzogenrath  
Tel.: 0049-2406-8097200  
info@dlp-games.de  
www.dlp-games.de