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# Ora & Labora

The following sections are not meant for initial rules-reading. They should mostly be used as reference material. The Building Index outlines the functions of each building as well as their inter-dependencies. The Settlement Index summarizes the various settlements and highlights items of note. The third section outlines what can be accomplished with the various goods. Section four outlines how to obtain the various goods needed for certain key buildings and lists the most effective buildings to use on the game's final turn. The tables on the reverse side of the summary sheets provide an overview of all buildings.

## Section 1 - Building Index

The building index is split into basic buildings, start buildings, A buildings, B buildings, C buildings and D buildings sections. Cloister buildings are denoted with a **δ** after their names. Buildings are not listed in alphabetical order; they are listed in an order that takes their functions into account. If you want information about a specific building, refer to its building number (bottom left of each card). The buildings are numbered from 1 to 41.

### Details regarding symbol and wording conventions

- An **arrow with a number** in a function box indicates how many times a trade can be carried out.
- An **arrow without a number** means that the trade can be carried out as often as you want.
- The "/" symbol means "or" in the sense of "either – or".
- When two goods are shown next to each other and are not separated by a symbol, then that means "**and**".
- Goods tiles have four types of symbols on them:  is the symbol for **food**,  is the symbol for **energy**,  is the symbol for **money**, and  is the symbol for **points**.
- When the following rules refer to "**for**", then that means the relevant goods need to be given up. If the word "**per**" is used instead then that means that the relevant goods only need to be owned, not paid.
- When a building or card is described as being adjacent to something, then that means that it is horizontally or vertically adjacent, not diagonally.
- When a player receives something and it is not specified where he receives it from, then he always receives it from the general supply.
- Sometimes the word "**plus**" is used instead of "**and**". These mean the same but one makes it more clear that "**and/or**" is not meant.
- Building material** is the general term for wood, clay, stone and straw.
- This index usually refers to the basic game (3 to 4 players).
- Exceptions are listed in parentheses where appropriate.

## The Basic Buildings

Players begin the game with three basic buildings, all of which are located on their heartland.



### Basic – Clay Mound

Economic value:  0, Dwelling value:  3  
Category: production wheel building

**Production wheel: clay.** Choose the clay or joker goods indicator. The space the indicator is on determines how much clay you receive from the general supply. Move the goods indicator to the 0 space of the production wheel.

The buildings on the heartland are the first buildings in the game. Over the course of the game, the players will build many more buildings. These are described in the following five sections. First come the start buildings, recognizable by a bible symbol, followed by those from A through D. When building, it is important to make sure that the building cards are always turned to the correct side – either the France side or the Ireland side, depending on which variant is being played.

### Basic – Farmyard

Economic value:  0, Dwelling value:  2  
Category: production wheel building

**Production wheel: grain or livestock.** You may choose whether you would like to produce grain or livestock. Choose the grain, livestock or joker goods indicator. The space the indicator is on determines how much grain or livestock you receive from the general supply. Move the goods indicator to the 0 space of the production wheel. If you choose the joker you must still choose one of grain or livestock. You cannot produce some of each.

### Basic – Cloister Office δ

Economic value:  0, Dwelling value:  2  
Category: production wheel building

**Production wheel: coins.** Choose the coins or joker goods indicator. The space the indicator is on determines how many coins you receive from the general supply. Move the goods indicator to the 0 space of the production wheel.

## Buildings in alphabetical order

Alehouse	5
Bakery	2
Bathhouse	5
Brewery	3
Builders' Market	3
Bulwark	7
Calefactory	6
Camera	7
Carpentry	3
Castle	6
Chamber of Wonders	5
Chapel	5
Cloister Chapter House	4
Cloister Church	5
Cloister Courtyard	2
Cloister Garden	3
Cloister Library	4
Cloister Workshop	4
Coal Harbor	7
Cooperage	7
Cottage	3
Dormitory	7
Druid's House	4
Estate	8
False Lighthouse	3
Festival Ground	7
Filial Church	7
Financed Estate	4
Forest Hut	6
Forger's Workshop	7
Fuel Merchant	2
Grain Storage	2
Granary	2
Grand Manor	6
Grapevine	4
Grapevine	6
Guesthouse	8
Harbor Promenade	3
Hospice	8
House of	
the Brotherhood	8
Houseboat	3
Inn	4
Locutory	5
Malthouse	2
Market	2
Palace	6
Peat Coal Kiln	2
Pilgrimage Site	7
Portico	5
Printing Office	7
Priory	2
Quarry	4
Quarry	6
Refectory	6
Round Tower	7
Sacred Site	4
Sacristy	6
Scriptorium	4
Shipping Company	6
Slaughterhouse	4
Spinning Mill	3
Stone Merchant	3
Town Estate	6
Shipyard	5
Whiskey Distillery	5
Windmill	2
Winery	4
Winery	6

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## The Start Buildings

The **Priory** and the **Cloister Courtyard** are of note among the start buildings because they give different players great flexibility.

### Priory

Cost: 1 wood, 1 clay  
Location: adjacent to cloister building (on a Coast, Plains or Hillside space)

Economic value: , Dwelling value:   
Player number: 1, 3 to 4  
Building number: G01

**Use a building occupied by a prior.** It doesn't matter if the prior is your own or one of your opponent's. You only pay a work contract for the Priory (see detailed game rules, page 3). You do not need to pay a price to use the building occupied by the prior. Chained actions are possible; for example you can use the Priory to use the function of the Palace / Grand Manor. (These buildings again allow the use of an occupied building. In conjunction with the Cloister Garden or Cottage buildings, endless loops would be possible. This is prevented by the fact that the Cloister Garden and Cottage may only each be used once per turn.)

(Building the Priory is possible right at the start of the game. Other such buildings include the Grain Storage / Granary, Fuel Merchant, Peat Coal Kiln, the Irish Spinning Mill and the Stone Merchant. Using the Priory with your prior only makes sense if other players have already used their priors.)

The **Cloister Courtyard** is one of the central buildings in the early stages of the game. You can use the Cloister Courtyard to trade in goods for other ones. But what type of good should you choose? You need money for landscapes. Wood and clay are used when building. Livestock and peat are needed for settlements, as those require food and energy. (Grain, the sixth goods type, is initially worth less food as livestock, but in the long term is worth money as well as food.)

### Cloister Courtyard

Cost: 2 wood  
Location: adjacent to cloister building (on a Coast, Plains or Hillside space)

Economic value: , Dwelling value:   
Player number: any  
Building number: G02

**Trade in 3 different goods for 6 identical basic goods.** Basic goods are the 6 goods that players receive at the start of the game: clay, wood, peat, grain, livestock and coins. The three different goods do not need to be basic goods. **Important!** The front and back sides of goods tiles count as different goods. This is especially important for grain, which can be flipped over to become straw at any time. Coins also count as a good. The 6 basic goods may be of the same type as one of the 3 goods traded in; however you must trade in the 3 different goods before receiving the 6 identical ones. An example: Give up 1 stone, 1 coin and 1 peat in order to receive 6 peat. The peat tile given up must be different from the 6 peat tiles received in exchange. (In essence, you are trading, under the requirement that you have at least one peat, 2 different goods for 5 peat.)

The Cloister Courtyard is one of two ways to get grain quickly at the start of the game – grain that can be further processed in either the **Windmill** and **Bakery** or the **Malthouse** and **Brewery**. These buildings allow for the grain -> flour -> bread or grain -> malt -> beer production chains to get started in the two variants of the game. A second way of getting quick access to grain at the start of the game is provided by the **Grain Storage / Granary**, two buildings that only appear in the four player game.

### Grain Storage

Cost: 1 wood, 1 straw  
Location: on a Coast, Plains or Hillside space  
Economic value: , Dwelling value:   
Player number: 1, 4  
Building number: F03

#### Pay 1 coin to the general supply for 6 grain.

Do not adjust the grain goods indicator. (Building and using the Grain Storage is possible immediately after starting the game.)

### Granary

Cost: 1 wood  
Location: adjacent to cloister building  
(on a Coast, Plains or Hillside space)  
Economic value: , Dwelling value:   
Player number: 1, 4  
Building number: I03

(A granary is a grain storage controlled by the cloister itself.)  
**Flip one of your 1 coin tiles over to its reverse book side and take 4 grain.** Books are points but are worth neither money nor food. You cannot flip a book back over to its coin side. (Building and using the Granary is possible immediately after starting the game.)

### Windmill

Cost: 3 wood, 2 clay  
Location: only on a Coast or Hillside space  
Economic value: , Dwelling value:   
Player number: any.  
Building number: F04

#### Flip up to 7 grain tiles over to their straw sides.

Take 1 flour per flipped tile. Flour is worth 1 food, like grain, and can be baked into bread (worth 3 food) in the Bakery. (The Windmill can only be built on a Coast or Hillside space. Those are the only locations where the wind is strong enough to power the mill.)

### Malthouse

Cost: 2 clay  
Location: on a Coast, Plains or Hillside space  
Economic value: , Dwelling value:   
Player number: any  
Building number: I04

**Flip as many grain tiles as you want over to their straw sides. Take 1 malt per flipped tile.** Malt is worth 1 food, like grain, and can be turned into beer (worth 5 food) in conjunction with grain. Malt is also used in the Whiskey Distillery. There, 1 malt, 1 wood and 1 peat are turned into 2 whiskey.

### Bakery

Cost: 2 clay, 1 straw  
Location: on a Coast, Plains or Hillside space  
Economic value: , Dwelling value:   
Player number: any  
Building number: F05

**Flip as many flour tiles as you want over to their bread sides. Each flipped tile costs one half energy.** You are allowed to combine costs. So you could bake 6 bread with 1 peat coal (3 energy). Excess energy is lost. **You may then sell up to 2 bread for 4 coins each.** 2 bread are worth 6 food, while 8 coins are worth 8 food. (The most important reason not to sell bread is the Cloister Church, whose function requires bread. Another reason is the Chamber of Wonders, which requires many different types of goods.)

### Fuel Merchant

Cost: 1 clay, 1 straw  
Location: on a Coast, Plains or Hillside space  
Economic value: , Dwelling value:   
Player number: 1, 3 to 4  
Building number: G06

**Sell either 3 energy for 5 coins, 6 energy for 8 coins or 9 energy for 10 coins.** Peat coal (see next building) is worth 3 energy, peat is worth 2 energy, wood is worth 1 energy and straw is worth 1/2 energy. You can sell 4 energy, using 2 peat, for 5 coins or 10 energy, using 5 peat, for 10 coins. Excess energy is lost (you cannot make change). (If you build the Fuel Merchant right after starting the game and use your prior, then you can immediately trade 3 energy in for 5 coins. You'll be left with only 1 livestock and 6 coins, but will be able to buy 2 additional landscapes very soon.)

### Peat Coal Kiln

Cost: 1 clay  
Location: on a Coast, Plains or Hillside space  
(note the negative dwelling value)  
Economic value: , Dwelling value:   
Player number: any  
Building number: G07

**Take 1 peat coal and 1 coin. Additionally, flip as many peat tiles as you want over to their peat coal side.** Peat coal is worth 3 energy, peat is worth 2 energy, wood is worth 1 energy and straw is worth 1/2 energy. Unlike wood and straw, peat and peat coal are not building materials. Energy is mostly needed when building settlements, but is also used by the Stone Merchant, the Bakery, the Fuel Merchant, the Cloister Workshop, the Shipping Company and the Estate. Reasons to not turn all of your peat into peat coal are: Having a greater variety of goods is useful for buildings like the Market, the Cloister Courtyard, the Filial Church and especially the Chamber of Wonders. Additionally, peat is required in the Ireland variant when producing whiskey. (If you build the Peat Coal Kiln right after starting the game and use your prior, then you effectively receive 1 coin and 4 energy. This can be worth it if you can immediately buy a landscape for 2 coins.)

### Market

Cost: 2 stone  
Location: on a Coast, Plains or Hillside space  
Economic value: , Dwelling value:   
Player number: any  
Building number: F08

**Pay 4 different goods for 7 coins and 1 bread.** The front and back sides of goods tiles count as different goods. This is especially important for grain, which can be flipped over to become straw at any time. Coins also count as a good. (Thus you can, provided you have at least 1 coin, effectively trade 3 different goods for 6 coins and 1 bread.) The Market is built with stone. At the start of the game, stone is only available from the Stone Merchant or the Builders' Market.

## Brewery

Cost: 2 stone, 1 straw  
Location: on a Coast, Plains or Hillside space  
Economic value: 9, Dwelling value: 7  
Player number: any  
Building number: I05

**Flip as many malt tiles as you want over to their beer side. You must pay 1 grain per tile. You may then sell exactly 1 beer for 7 coins.** 1 beer is worth 5 food, while 7 coins are worth 7 food. (Reasons not to sell beer are the Chapel and the Festival Ground, which specifically require beer and not food.) The Brewery is built with stone. At the start of the game, stone is only available from the Stone Merchant or the Builders' Market.

The Cloister Courtyard offers more than just a way to obtain grain quickly; it also provides access to other goods as well as coins. There are other ways to earn coins, though: The **Fuel Merchant** is one way that involves energy.

The **Peat Coal Kiln** upgrades peat into peat coal. This is an intermediate step that is helpful when using the Fuel Merchant to make money by selling energy. This intermediate step is also useful when building settlements: both the Farming Village and Fishing Village cost exactly 3 energy.



In addition to the **Peat Coal Kiln**, the **Market**, **False Lighthouse** and **Spinning Mill** are other buildings useful for making money quickly.

## False Lighthouse

Cost: 2 wood, 1 clay  
Location: only on a Coast space  
Economic value: 5, Dwelling value: 5  
Player number: any  
Building number: I08

**Take 3 coins as well as either 1 beer or 1 whiskey.** Note that whiskey is worth another 2 coins while beer is worth 5 food.

In addition to the Priory, the **Cloister Garden** and **Cottage** are other buildings that make choosing suitable neighboring buildings necessary.

## Cloister Garden

Cost: 3 coins  
Location: adjacent to cloister building  
(on a Coast, Plains or Hillside space)  
Economic value: 5, Dwelling value: 0  
Player number: 1, 3 to 4  
Building number: F09

**Take 1 grapes.** You may then use an unoccupied neighboring building. You do not use a clergyman to use the neighboring building. Neighboring buildings are those that are horizontally or vertically adjacent (*diagonally adjacent is not allowed*). If you use an opponent's Cloister Garden, then you only pay the work contract price (see detailed game rules, page 3) for the Cloister Garden, not the neighboring building. **You can use the Cloister Garden only once per turn.** (Since you can only use the Cloister Garden once per turn, you cannot create an endless loop with the Priory. Even though the Cloister Garden costs money and not building materials, you still have to use a building action to build it.)

## Carpentry

Cost: 2 wood, 1 clay  
Location: on a Coast, Plains or Hillside space  
Economic value: 7, Dwelling value: 0  
Player number: 4 (not used in the long two player game)  
Building number: F10

**Remove 1 forest card from your landscape to carry out a "Build a building" action.** You do not receive any wood for removing the forest card. You do not need to build the building on the newly-empty landscape space. You can use your prior to immediately use the new building, provided your prior is available. (The Carpentry is not used in the long two player game because it makes it possible to use all three clergymen in a single turn.)

The **Harbor Promenade** in the France variant may only be built on a Coast space. The Ireland variant, however, includes the only building that can be built on a water space: the **Houseboat**. Warmest regards to the Kelly family.

## Harbor Promenade

Cost: 1 wood, 1 stone  
Location: only on a Coastal space  
Economic value: 1, Dwelling value: 7  
Player number: any  
Building number: F11  
**Take 1 ceramic, 1 wine, 1 wood and 1 coin.** Ceramic is used by the Town Estate once the C buildings are in the game as well as by the Sacristy once the D buildings are in the game. Wine is useful for a variety of things, including the Palace. The Harbor Promenade is built with stone. At the start of the game, stone is only available from the Stone Merchant or the Builders' Market.

The Market and Harbor Promenade or the Brewery and Cottage are built with stone. At the start of the game, stone is only available from the **Stone Merchant** as well as the **Builders' Market** in the four player game. Obtaining stone becomes easier later in the game when the **Quarry** becomes available.

## Stone Merchant

Cost: 1 wood  
Location: on a Coast, Plains or Hillside space  
Economic value: 6, Dwelling value: 1  
Number of players: any  
Building number: G12

**Trade, up to 5 times, 2 food plus 1 energy for 1 stone.** You are allowed to calculate total costs. So you could, for example, trade in 2 bread (3 food each) plus one peat coal (3 energy) for 3 stone. (If you build the Stone Merchant right after starting the game and use your prior, then you can immediately trade 4 food and 2 energy in for 2 stone. The only basic good you'll have left is 1 clay, but you'll be able to build valuable buildings like the Market or Brewery relatively soon.)

In the four player game, the same number of goods enter the game via the production wheel as are available for three players in the three player game. To ensure that enough building material enters the game, the **Builders' Market** is available in the four player game.

## Builders' Market

Cost: 2 clay  
Location: on a Coast, Plains or Hillside space  
Economic value: 6, Dwelling value: 1  
Number of players: 4 (owned by the neutral player in the solo game)  
Building number: G13

**Pay 2 coins to take 2 wood, 2 clay, 1 stone and 1 straw from the general supply.** Compared to the Stone Merchant, this is a slower, but less expensive, way to get stone early. (In the solo game the neutral player gets the Builders' Market as it would be too strong in the hands of the player.)

## Spinning Mill

Cost: 1 wood, 1 straw  
Location: on a Coast, Plains or Hillside space  
Economic value: 3, Dwelling value: 3  
Player number: 1, 3 to 4  
Building number: I09

**If you have at least 1 livestock, you receive 3 coins.** **If you have at least 5 or 9 livestock, then you receive an additional 2 or 3 coins.** You only need to have the livestock, you don't need to pay them! Meat does not count as livestock. (If you build the Spinning Mill right after starting the game and use your prior, then you immediately receive 3 coins. You then have 1 clay, 1 livestock, 1 peat and 4 coins. This is the same number of goods tiles as when building the Peat Coal Kiln.)

## Cottage

Cost: 1 stone, 1 straw  
Location: on a Coast, Plains or Hillside space  
Economic value: 5, Dwelling value: 0  
Player number: 1, 4  
Building number: I10

**Take 1 malt.** You may then use an unoccupied neighboring building. You do not use a clergyman to use the neighboring building. Neighboring buildings are those that are horizontally or vertically adjacent (*diagonally adjacent is not allowed*). **You can use the Cottage only once per turn.** (Since you can only use the Cottage once per turn, you cannot create an endless loop with the Priory.) The Cottage is built with stone. At the start of the game, stone is only available from the Stone Merchant or the Builders' Market.

## Houseboat

Cost: 1 wood  
Location: only on a Water space  
Economic value: 4, Dwelling value: 6  
Player number: any  
Building number: I11

**Take 1 malt, 1 wood, 1 peat and 1 coin.** Malt, wood and peat is everything you need to make whiskey. The Houseboat appears to be very valuable, but remember that the covered up Water space itself already has a dwelling value of 3.

## The A Buildings

The A buildings include several that provide differing goods depending on which variant you are playing. The **Grapevine** provides grapes via the production wheel while the **Financed Estate** provides additional grapes along with flour and bread. The **Sacred Site**, on the other hand, provides either beer or whiskey along with grain or malt.

### A – Grapevine

Cost: 1 wood  
Location: only on a Hillside space  
Economic value: 3, Dwelling value: 6  
Number of players: 2 to 4  
Category: production wheel building  
Building number: F14

**Produce grapes via the production wheel.** Choose the grapes or joker goods indicator. The space the indicator is on determines how many grapes you receive from the general supply. Move the goods indicator to the 0 space of the production wheel. (The grapes goods indicator only enters the game with the B buildings. Until then, the Grapevine function can only be carried out using the joker.)

### A – Sacred Site

Cost: 1 stone  
Location: on a Coast, Plains or Hillside space  
Economic value: 3, Dwelling value: 6  
Number of players: any  
Building number: I14

(The best-known sacred sites in Ireland are the Duns.)

**Take 1 book. Additionally, take either 2 grain or 2 malt as well as either 1 whiskey or 1 beer.** You are not allowed to take 1 grain and 1 malt instead of 2 grain, for example.

The A buildings also include some that make it easier to get basic goods. The **Druid's House** provides 5 identical basic goods along with 3 other identical basic goods, while the **Cloister Chapter House** provides one of each basic good.

### A – Financed Estate

Cost: 1 clay, 1 stone  
Location: on a Coast, Plains or Hillside space  
Economic value: 4, Dwelling value: 6  
Number of players: 1, 4  
Building number: F15

(Some estates paid interest to their controlling cloister.)

**Flip one of your "1 coin" goods tiles over to its book side to take 1 bread, 2 grapes and 2 flour.**

### A – Druid's House

Cost: 1 clay, 1 stone  
Location: only on a Hillside space  
Economic value: 6, Dwelling value: 6  
Number of players: 1, 4  
Building number: I15

(The Druids were the religious elite of Celtic society.)

**Pay 1 book and take 5 identical basic goods along with 3 other identical basic goods.** Basic goods are clay, wood, peat, grain, livestock and coins. You cannot take 8 identical basic goods.

### A – Cloister Chapter House

Cost: 3 clay, 1 straw  
Location: adjacent to cloister building (on a Coast, Plains or Hillside space)  
Economic value: 2, Dwelling value: 5  
Number of players: 1, 3, 4  
Building number: G16

(The Cloister Chapter House provided the monks with space to listen to religious texts as well as an opportunity to receive instruction.)

**Take 1 of each of the 6 basic goods.** These are the 6 goods you receive at the start of a two to four player game: 1 clay, 1 wood, 1 peat, 1 grain, 1 livestock, 1 coin.

Buildings that turn goods into points might not be expected to show up early in the game. The reason why the **Cloister Library** and **Cloister Workshop** are A buildings is that their functions provide more benefits than just points. The **Scriptorium** is similar to the Cloister Library, except that you receive fewer points and therefore effectively less food.

### A – Cloister Library

Cost: 2 stone, 1 straw  
Location: adjacent to cloister building (on a Coast, Plains or Hillside space)  
Economic value: 7, Dwelling value: 7  
Number of players: any  
Building number: F17

**Flip up to 3 "1 coin" goods tiles over to their book sides. Alternatively or afterward, trade in 1 book for 1 meat plus 1 wine.** Books are points but are worth neither money nor food. You cannot flip a book back over to its coin side. (Having a bottle of wine is useful for the Cloister Church and especially the Palace.)

### A – Scriptorium

Cost: 1 wood, 1 straw  
Location: adjacent to cloister building (on a Coast, Plains or Hillside space)  
Economic value: 3, Dwelling value: 5  
Number of players: any  
Building number: I17

(The scriptorium is a writing room in which both sacred and secular texts were copied by hand.)

**Flip one of your "1 coin" goods tile over to its book side. Take 1 meat plus 1 whiskey.** Books are points but are worth neither money nor food. You cannot flip a book back over to its coin side.

### A – Cloister Workshop

Cost: 3 wood  
Location: adjacent to cloister building (on a Coast, Plains or Hillside space)  
Economic value: 7, Dwelling value: 2  
Number of players: any  
Building number: G18

**Flip up to 3 clay goods tiles over to their ceramic sides. Alternatively or afterward, flip one stone goods tile over to its ornament side. You must pay 1 energy for each tile.** You are allowed to calculate total costs. Excess energy is lost. (You could, for example, pay 1 peat coal [3 energy] to turn 1 clay and 1 stone into 1 ceramic and 1 ornament.)

The last A building is the **Slaughterhouse**. The Slaughterhouse makes more food out of food, similar to how the Peat Coal Kiln makes more energy out of energy. (Later in the game, building valuable settlements will require a lot of food.)

## A – Slaughterhouse

Cost: 2 wood, 2 clay  
Location: on a Coast, Plains or Hillside space (note the negative dwelling value)  
Economic value: 8, Dwelling value: 3  
Number of players: any  
Building number: G19

**Flip as many livestock tiles as you want over to their meat sides.** Each flipped tile costs 1 straw. Livestock is worth 2 food while meat is worth 5 food. (The straw on which the animals sleep symbolizes the raising costs. It also serves as food for the animals.)

## The B Buildings

### B – Inn

Cost: 2 wood, 2 straw  
Location: on a Coast, Plains or Hillside space  
Economic value: 4, Dwelling value: 6  
Number of players: 1, 3, 4  
Building number: F20

**Sell up to 7 food for 1 coin each. Additionally or afterward, sell 1 wine for 6 coins.** You are allowed to calculate total costs. You could, for example, sell 1 bread (3 food) and 2 livestock (2 food each) for 7 coins. You are allowed to "over-deliver", so you could also sell 2 meat (5 food each) for 7 coins.

### B – Winery

Cost: 2 clay, 2 straw  
Location: on a Coast, Plains or Hillside space  
Economic value: 4, Dwelling value: 5  
Number of players: any  
Building number: F21

Important! **Building the Winery** increases the work contract price for all players from 1 coin to 2 coins. (Presents for the host becomes important when the Winery is built; see detailed rules on page 3.)

**Flip as many grape tiles as you want over to their wine sides. Afterward, you can sell 1 wine for 7 coins.** (The only reason not to sell wine is to use the Palace or Cloister Church, whose functions require wine.)

### B – Quarry

Cost: 5 coins  
Location: only on a Mountain space (note the negative dwelling value)  
Economic value: 7, Dwelling value: 4  
Number of players: any  
Category: production wheel building  
Building number: G22

**Produce stone via the production wheel.** Choose the stone or joker goods indicator. The space the indicator is on determines how much stone you receive from the general supply. Move the goods indicator to the 0 space of the production wheel. The stone goods indicator enters the game later than the Quarry. The joker is the only way to use the Quarry until the stone goods indicator enters the game. Stone never counts as a basic good. (Even though the Quarry costs money and not building materials, you still have to use a building action to build it.) Each settlement on the same plot as the Quarry will suffer its -4 dwelling value.





The **Inn** B building allows you to serve food in order to make money. If the Slaughterhouse leaves you with too much food, then you can use it here to get coins. You can also serve wine in the Inn. Wine is produced in the **Winery**. In the Ireland variant, whiskey is produced instead of wine and can be served in the **Alehouse** to make money.

#### B – Alehouse

Cost: 1 wood, 1 stone  
Location: on a Coast, Plains or Hillside space  
Economic value: 3, Dwelling value: 6  
Number of players: 1, 3, 4  
Building number: I20

(Pubs were called Alehouses in the middle ages. Ale is a kind of beer made only out of barley and without hops and thus spoils easily.)

**Sell 1 beer for 8 coins. Alternatively or afterward, sell 1 whiskey for 7 coins.**

#### B – Whiskey Distillery

Cost: 2 clay, 2 straw  
Location: on a Coast, Plains or Hillside space  
Economic value: 6, Dwelling value: 5  
Number of players: any  
Building number: I21

Important! **Building the Whiskey Distillery** increases the work contract price for all players from 1 coin to 2 coins. (Presents for the host become important when the Whiskey Distillery is built; see page 3 in the detailed game rules.)

**Trade in as many malt/wood/peat tile sets as you want for 2 whiskey each.** You cannot use beer, whiskey or peat coal instead of malt, wood or peat.

The **Quarry** makes it possible to produce stone in greater quantities. This is important, as later buildings require more and more stone.



Building is supported by the Carpentry in the early stages of the game. The **Bathhouse** or **Locutory** allows you to gain even more tempo by using new buildings with your prior more often.

#### B – Bathhouse ⚡

Cost: 1 stone, 1 straw  
Location: adjacent to cloister building  
(on a Coast, Plains or Hillside space)

Economic value: 2, Dwelling value: 6  
Number of players: 1, 4  
Building number: F23

(The bathhouse also served as a place to treat illnesses and was a favorite meeting point.)

**Flip one of your "1 coin" goods tiles over to its book side to take 1 ceramic. Immediately take back all of your clergymen from your buildings.**

The owner of the Bathhouse also takes back the clergymen placed onto the bathhouse. Taking back the clergymen happens immediately. (You do not wait until the start of the next round.)

#### B – Locutory ⚡

Cost: 3 wood, 2 clay  
Location: adjacent to cloister building  
(on a Coast, Plains or Hillside space)

Economic value: 5, Dwelling value: 1  
Number of players: 1, 4  
Building number: I23

(A locutory was a meeting room where outsiders could be met with.)

**Pay 2 coins to immediately take back your prior and then build 1 building.** Take your prior back from the building he was on and return it to your supply. You can immediately use him again on the newly-built building. (This building is very important in the solo game.)

The opposite to the tempo-enhancing buildings are the three large buildings – one religious one and two secular ones. For these, you will need to collect goods for a long time in order to use them in a single building action. The religious one shows up in the B buildings while the two secular ones appear in the C buildings. The large religious building, the **Cloister Church** or **Chapel**, provides access to the valuable reliquaries.

#### B – Cloister Church ⚡

Cost: 5 clay, 3 stone  
Location: adjacent to cloister building  
(on a Coast, Plains or Hillside space)

Economic value: 12, Dwelling value: 9  
Number of players: any  
Building number: F24

**Trade in up to 2 bread/wine tile sets for 1 reliquary each.** (The Cloister Church is the building with the highest dwelling value in the game.)

#### B – Chapel ⚡

Cost: 3 clay, 3 stone  
Location: adjacent to cloister building  
(on a Coast, Plains or Hillside space)

Economic value: 10, Dwelling value: 8  
Number of players: any  
Building number: I24

(Chapel comes from the Latin word cappa, or coat, and was originally where religious vestments were stored.)

**Flip one of your "1 coin" goods tiles over to its book side. Alternatively or afterward, trade in up to 3 beer/whiskey tile sets for 1 reliquary each.**

Reliquaries are the second-most valuable good in the game; the most valuable are the Wonders. The most difficult way to get a Wonder is the **Chamber of Wonders**, which requires that you trade in 13 different goods for 1 for a best-case scenario of 30 points vs. 0. The **Portico** is the opposite of the Chamber of Wonders. Here you trade in 1 good for 14, although you also lose 8 points.

#### B – Chamber of Wonders

Cost: 1 wood, 1 clay  
Location: on a Coast, Plains or Hillside space  
Economic value: 0, Dwelling value: 6  
Number of players: 1, 4  
Building number: F25

(Chambers of Wonders, also called Cabinets of Curiosities, are a type of early museum that displayed objects of varying types and styles together.)

**Trade in 13 different goods for 1 Wonder.** The front and back sides of goods tiles count as different goods. This is especially important for grain, which can be flipped over to become straw at any time. A "1 coin" tile is a different good than a "5 coins" goods tile. There are a total of 19 different goods in the France variant (plus the Wonders). There are a total of 8 Wonders. Once all of these are owned by players, you can't use the Chamber of Wonders any more.

#### B – Portico ⚡

Cost: 2 clay  
Location: adjacent to cloister building  
(on a Coast, Plains or Hillside space)

Economic value: 2, Dwelling value: 6  
Number of players: 1, 4  
Building number: I25

(A portico is a covered walkway. It allows for protected movement between inner rooms and garden areas.)

**Pay 1 reliquary. Take 2 stone and 2 of each basic good: clay, wood, peat, grain, livestock and coins.** You are effectively trading 1 good in for 14, albeit at a loss of 8 points.

The **Shipyard** is important in obtaining the third-most valuable good in the game, the ornament.

#### B – Shipyard

Cost: 4 clay, 1 stone  
Location: only on a Coast space (note the negative dwelling value)  
Economic value: 15, Dwelling value: -2  
Number of players: any  
Building number: G26

**Trade in 2 wood for 5 coins plus 1 ornament.** You can carry out this action only once per turn. As 5 coins are worth 2, you are effectively trading 2 wood in for 6.



## The C Buildings

The heart of the C buildings are the large secular buildings. The **Palace** and **Grand Manor** must be paid for with money, while the **Castle** is built with wood and stone.

### C – Palace

Cost: 25 coins  
Location: only on a Hillside space  
Economic value: **25**, Dwelling value: **8**  
Number of players: any  
Building number: F27

**Pay 1 wine to use any occupied building.** It doesn't matter if the building is owned by yourself or one of the other players. You don't need to pay the work contract price to use the building. You do not place a clergyman onto the building you want to use. (Even though the Palace costs money and not building materials, you still have to use a building action to build it.)

### C – Grand Manor

Cost: 20 coins  
Location: on a Coast, Plains or Hillside space  
Economic value: **18**, Dwelling value: **7**  
Number of players: any  
Building number: I27

**Pay 1 whiskey to use any occupied building.** It doesn't matter if the building is owned by yourself or one of the other players. You don't need to pay the work contract price to use the building. You do not place a clergyman onto the building you want to use. (Even though the Grand Manor costs money and not building materials, you still have to use a building action to build it.)

### C – Castle

Cost: 6 wood, 5 stone  
Location: only on a Hillside or Mountain space  
Economic value: **15**, Dwelling value: **7**  
Number of players: any  
Building number: G28

**Build 1 settlement from your supply.** You must pay the settlement's food and energy costs. If you don't have any more settlements in your supply then you can't use the Castle. (You also won't take part in the next settlement phase.)

Obtaining stone is made easier with the introduction of a second **Quarry** or the **Forest Hut**. This especially makes building the Castle easier.

### C – Quarry

Cost: 5 coins  
Location: only on a Mountain space  
(note the negative dwelling value)  
Economic value: **7**, Dwelling value: **4**  
Number of players: 3 to 4 (the C-Quarry is removed in the long two player as well as in the short game [2 to 4])  
Category: production wheel building  
Building number: F29

#### Produce stone via the production wheel.

This is the second Quarry. The first Quarry enters the game as a B building; see it for details.

Each settlement on the same plot as the Quarry will suffer its -4 dwelling value.

The French Palace is more expensive than the Irish Grand Manor. To offset this, the **Town Estate** offers another way of making money. In the Irish variant, beer looms large in matters of food (which comes as no surprise). The **Refectory** increases the value of meat and thus the value of the Slaughterhouse.

### C – Town Estate

Cost: 2 stone, 2 straw  
Location: on a Coast, Plains or Hillside space  
Economic value: **6**, Dwelling value: **5**  
Number of players: any  
Building number: F30

(Town estates were used by cloisters to support business dealings with the nearby township.)

**Sell 1 ceramic for 12 coins.** You can only carry this action out once per turn. Ceramic is produced by the Cloister Workshop or the Bathhouse. There are three ways of getting ceramics in the D buildings: Pilgrimage Site, Dormitory and House of the Brotherhood.

Just as the Refectory increases the value of the Slaughterhouse, the **Coal Harbor** increases the value of the Peat Coal Kiln. This is because peat is more valuable in the Ireland variant (due to whiskey production) than in the France variant.

### C – Forest Hut

Cost: 1 clay, 1 straw  
Location: on a Coast, Plains or Hillside space  
Economic value: **1**, Dwelling value: **5**  
Number of players: 1, 3, 4  
Building number: I29

**Remove 1 forest card from your landscapes. Take 2 livestock, 2 wood and 1 stone.** (This is a second, slower way to get stone instead of the Builders' Market, although it is more goods-efficient. If you don't have any forest cards you can still use the Forest Hut, although you don't get anything.)

### C – Refectory

Cost: 1 wood, 2 clay  
Location: adjacent to cloister building  
(on a Coast, Plains or Hillside space)  
Economic value: **4**, Dwelling value: **5**  
Number of players: any  
Building number: I30

(The refectory is the dining room in a cloister. Along with the church, it is one of the most important rooms in a cloister.)

**Take 1 beer and 1 meat. You may then trade in up to 4 meat for 1 ceramic each.** You get more than just 10 food for free with this action. It can be worth up to **12**.

## C – Grapevine

Cost: 1 wood  
Location: only on a Hillside space  
Economic value: **3**, Dwelling value: **6**  
Number of players: 4 (the C-Grapevine is removed in the long two player game)  
Category: production wheel building  
Building number: F31

#### Produce grapes via the production wheel.

This is the second Grapevine. The first Grapevine enters the game as an A building; see it for details.

### C – Calefactory

Cost: 1 stone  
Location: adjacent to cloister building  
(on a Coast, Plains or Hillside space)  
Economic value: **2**, Dwelling value: **5**  
Number of players: 1, 3, 4  
Building number: F32

(The calefactory was a warming room and usually the only room other than the kitchen / infirmary where fire was permitted.)

**Pay 1 coin to carry out the "fell trees" action and / or the "cut peat" action.** (You must remove 1 forest card when felling trees. You must remove 1 moor card when cutting peat.) The production wheel determines how much wood and peat you take. If you don't have any forest cards you cannot fell trees, and if you don't have any moor cards you cannot cut peat. (If you have neither, then you can still use the Calefactory although you will end up paying 1 coin for nothing more than warm feet.)

## C – Shipping Company

Cost: 3 wood, 3 clay  
Location: only on a Coast space  
Economic value: **8**, Dwelling value: **4**  
Number of players: any  
Category: production wheel building  
Building number: F33

**Pay 3 energy to carry out the "production wheel: meat, bread or wine" action.** The production wheel space the joker goods indicator is on determines how much meat, bread or wine you take from the general supply. You can only take goods of one type; they cannot be mixed. Move the joker goods indicator to the 0 space. **Important!** There are no meat, bread or wine goods indicators, which means that this action is only possible with the joker. (You need wine and bread in the later stages of the game for the Cloister Church. Meat is especially useful for the Village and Hilltop Village settlements.) Note that the bonus production rule in the short game counts for the Shipping Company as well.

## The D Buildings

### D – Sacristy

Cost: 3 stone, 2 straw  
Location: adjacent to cloister building  
(on a Coast, Plains or Hillside space)  
Economic value: **10**, Dwelling value: **7**  
Number of players: any  
Building number: G34

(The sacristy is a chamber in which liturgical vestments and equipment as well as communion wine is stored.)

**Trade in one set of book, ceramic, ornament and reliquary tiles for 1 Wonder.** You can only carry this action out once per turn. Taken together, the book, ceramic, ornament and reliquary are worth **17** points. Since a Wonder is worth **30** points, this action results in an increase of **13**. All players should be made aware of this building relatively early. There are no more than 8 Wonders. Once all of these are owned by players you can't use the Sacristy any more.

## C – Coal Harbor

Cost: 1 clay, 2 stone  
Location: only on a Coastal space  
Economic value: 12, Dwelling value: 0  
Number of players: 1, 4  
Building number: I31

**Trade in up to 3 peat coal for 3 coins plus 1 whiskey each.** You cannot use peat instead of peat coal. Since whiskey is worth 2 coins, you can use the Coal Harbor to gain up to 15 coins.

Players will find themselves cutting more peat in the Ireland variant (due to whiskey production) than in the France variant. In the France variant, players will use the Peat Coal Kiln more often. The **Calefactory** therefore increases the value of the "cut peat" action. The **Filial Church** provides a reliquary that can be used by the Portico.

## C – Filial Church $\delta$

Cost: 3 wood, 4 clay  
Location: adjacent to cloister building  
(on a Coast, Plains or Hillside space)  
Economic value: 6, Dwelling value: 7  
Number of players: 1, 3, 4  
Building number: I32

(Filial churches are also called secondary churches.)

**Trade in 5 different goods for 1 reliquary.** The 5 different goods do not need to be basic goods. The front and back sides of goods tiles count as different goods. This is especially important for grain, which can be flipped over to become straw at any time. "1 coin" and "5 coins" tiles also count as different goods. (Note: With the Filial Church and Portico, you can turn 5 goods into 14 goods - which include 2 valuable stone - in two steps.)

The **Shipping Company** and the **Cooperage** are some of the few buildings that should be pointed out early in the game. With them, the joker goods indicator becomes even more flexible.

## C – Cooperage

Cost: 3 clay, 1 straw  
Location: on a Coast, Plains or Hillside space  
Economic value: 5, Dwelling value: 3  
Number of players: any  
Category: production wheel building  
Building number: I33

**Pay 3 wood to carry out the "production wheel: beer or whiskey" action.** The production wheel space the joker goods indicator is on determines how much beer or whiskey you take from the general supply. You can only take goods of one type; they cannot be mixed. Move the joker goods indicator to the 0 space. **Important!** There are no beer or whiskey goods indicators, which means that this action is only possible with the joker. (You need beer in the later stages of the game for the Festival Ground and for the Village and Hilltop Village settlements. Whiskey is especially useful for the Grand Manor.) Note that the bonus production rule in the short game counts for the Cooperage as well.

The D buildings offer several buildings that allow for various ways to turn goods into points. The **Sacristy** is one of the key buildings since one way of winning the game is via the Wonders.

If you collected a lot of money to try and build the Palace with but were unsuccessful in doing so, then you can use the money in the **Forger's Workshop** instead. The second way of obtaining Wonders in the France variant is the Chamber of Wonders; in the Ireland variant the **Round Tower** fulfills this role.

## D – Forger's Workshop

Cost: 2 clay, 1 straw  
Location: on a Coast, Plains or Hillside space  
Economic value: 4, Dwelling value: 2  
Number of players: any  
Building number: F35

**Buy reliquaries. Pay 5 coins for 1 reliquary; each additional reliquary costs 10 coins.** (You can simply turn 5-coin goods tiles over when buying reliquaries.) Since 5 coins are worth 2 points each, buying 1/2/3/4 reliquaries results in an increase of 6/10/14/18.

The **Pilgrimage Site** and **Camera** offer additional ways of getting reliquaries.

## D – Pilgrimage Site

Cost: 6 coins  
Location: on a Coast, Plains or Hillside space  
Economic value: 2, Dwelling value: 6  
Number of players: 1, 3, 4  
Building number: F36

**Trade in either 1 book for 1 ceramic, 1 ceramic for 1 ornament, or 1 ornament for 1 reliquary. You may carry out up to two trades per action.** You are allowed to trade 1 book in for 1 ceramic and then immediately trade this ceramic in for 1 ornament. In the same manner, you can use two trades to turn 1 ceramic into 1 reliquary. The Pilgrimage Site allows you to gain a maximum of 8. (Even though the Pilgrimage Site costs money and not building materials, you still have to use a building action to build it.)

The **Dormitory** is the second building after the Slaughterhouse that offers you a way to use straw. The **Bulwark** gives you cheap landscapes.

## D – Dormitory $\delta$

Cost: 3 clay  
Location: adjacent to cloister building  
(on a Coast, Plains or Hillside space)  
Economic value: 3, Dwelling value: 4  
Number of players: any  
Building number: F37

(The dormitory is the sleeping area in a cloister. In early cloisters, all monks slept in a communal room covered only with straw.)  
**Take 1 ceramic. Additionally, trade in 1 straw plus 1 wood for 1 book as many times as you want.** Remember that you can flip grain over to become straw any time you want.

The Dormitory action is worth 3/5/7..., depending on how many sets of goods tiles you trade in.

Forest cards are resources. If you don't use them, they block potential building sites. They only gain other functions through the **Printing Office** and the **Festival Ground**.

## D – Printing Office

Cost: 1 wood, 2 stone  
Location: on a Coast, Plains or Hillside space  
Economic value: 5, Dwelling value: 5  
Number of players: any  
Building number: F38

**Remove up to 4 forest cards from your landscapes. Take 1 book for each removed forest card.** You don't receive any wood for removing forest cards in this way. You only receive books for the cards you just removed, not any that you might have removed earlier in the game. If you don't have any forest cards left then you can carry this action out but won't receive anything. The Printing Office action can be worth up to 8.

Food is especially useful for the Village and Hilltop Village, while energy is useful for the Village and for making money. The **Estate** allows food and energy to also be exchanged directly for points.

## D – Round Tower

Cost: 4 stone  
Location: only on a Hillside space  
Economic value: 6, Dwelling value: 2  
Number of players: any  
Building number: I35

**Pay 1 whiskey, 5 coins and 14 points for 1 Wonder.** You can use any goods you like when paying the 14 points. 14 plus 1 for the 1 Whiskey and 2 for the 5 coins is a total of 17. Since a Wonder is worth 30, this action represents an increase of 13. You receive no change for any excess points you pay (by using 2 reliquaries, for example). There are no more than 8 Wonders. Once all of these are owned by players you can't use the Round Tower any more.

## D – Camera $\delta$

Cost: 2 clay  
Location: adjacent to cloister building  
(on a Coast, Plains or Hillside space)  
Economic value: 5, Dwelling value: 3  
Number of players: 1, 3, 4  
Building number: I36

(A camera is a workroom in the cloister.)

**Flip up to 2 book/ceramic tile sets back over to their "1 coin" and clay sides. Take 1 reliquary per set.** Since a book and ceramic are worth a combined total of 5, this trade results in a maximum increase of 6 along with gaining 2 coins and 2 clay.

## D – Bulwark

Cost: 2 wood, 4 clay  
Location: on a Coast, Plains or Hillside space  
Economic value: 8, Dwelling value: 6  
Number of players: any  
Building number: I37

**Pay 1 book to take 1 district and 1 plot of your choice.** You may choose which side to use for both the district and plot. (The Bulwark action is potentially useful for the next building below, the Festival Ground.)

## D – Festival Ground

Cost: 10 coins  
Location: on a Coast, Plains or Hillside space  
Economic value: 3, Dwelling value: 7  
Number of players: any  
Building number: I38

**Pay 1 beer to receive 1 for each forest and moor card that you have left on your landscapes.** You don't need to pay any forest or moor cards when using the Festival Ground. You can use books, ceramics, ornaments or reliquaries to represent the points - the choice of which to use is up to you. You can take more than one of a given goods tile type. You may take fewer points than you are due. You can't take coins or whiskey to represent the points. You are not allowed to "trade up" points tiles (For example, you cannot give up 1 book and take 1 reliquary to represent 6.)

## D – Estate

Cost: 2 wood, 2 stone

Location: on a Coast, Plains or Hillside space

Economic value: 5, Dwelling value: 6

Number of players: 1, 4

Building number: G39

**Trade in either 10 food or 6 energy for 1 book plus 1 ornament. You may carry this action out up to two times.** 1 book and 1 ornament are worth a combined 6. You can pay either 20 food or 12 energy or even 10 food and 6 energy for a total of 2 books and 2 ornaments. 2 books and 2 ornaments are worth a total of 12.

Towards the end of the game, every building should be usable, even if it hasn't been built yet. To assist with this, the valuable **Hospice** and **Guesthouse** are available.

## D – Hospice 8

Cost: 3 wood, 1 straw

Location: adjacent to cloister building (on a Coast, Plains or Hillside space)

Economic value: 7, Dwelling value: 5

Number of players: 1, 3, 4

Building number: F40.

*(The hospice is a cloister's guest house, where traveling monks can stay.)*

**Use the function of any unbuilt building.** You do not have to pay the work contract price when using an unbuilt building. From the start of phase D, all buildings that are left in the game will be in the open display. The selection at the start of phase D will be quite large. As long as the Cloister Garden hasn't been built yet, it has no neighboring buildings and is useless for the Hospice. Thus, building the Hospice before the Cloister Garden makes no sense. (Should you allow the neutral player to build the Hospice in the solo game, then you cannot use it as there won't be any unbuilt buildings left anymore.)

## D – Guesthouse

Cost: 3 wood, 1 straw

Location: on a Coast, Plains or Hillside space

Economic value: 7, Dwelling value: 5

Number of players: 1, 3, 4

Building number: I40

**Use the function of any unbuilt building.** You do not have to pay the work contract price when using an unbuilt building. From the start of phase D, all buildings that are left in the game will be in the open display. The selection at the start of phase D will be quite large. As long as the Cottage hasn't been built yet, it has no neighboring buildings and is useless for the Guesthouse. Thus, building the Guesthouse before the Cottage makes no sense. (Should you allow the neutral player to build the Guesthouse in the solo game, then you cannot use it as there won't be any unbuilt buildings left anymore.)

And finally, possibly the most powerful building in the game. The **House of the Brotherhood** rewards the players that have built the largest cloisters.

## D – House of the Brotherhood 8

Cost: 1 clay, 1 stone

Location: adjacent to cloister building (on a Coast, Plains or Hillside space)

Economic value: 3, Dwelling value: 3

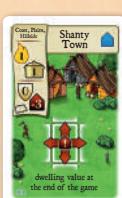
Number of players: any

Building number: G41.

**Pay 5 coins to receive 2 per cloister building you have built (Only 1 per cloister building in the solo game and only 1 per cloister building in the long two player game).**

The Cloister Office and the House of the Brotherhood itself count as cloister buildings. You can use books, ceramics, ornaments or reliquaries to represent the points – the choice of which to use is up to you. You can take more than one of a given goods tile type. You may take fewer points than you are due. You can't take coins, wine or whiskey to represent the points. You are not allowed to "trade up" points tiles. (For example, you cannot give up 1 book and take 1 reliquary to represent 6.) You get 1 per cloister building in the long two player game. It is important not to let your opponent build too many more cloister buildings than you. (Exception: The Festival Ground in the Ireland variant is a way of making up the difference.)

## Section 2 - Settlement Index



### Shanty Town

Cost: 1 energy, 1 food

Location: on a Coast, Plains or Hillside space

*(note the negative dwelling value)*

Economic value: 0, Dwelling value: 3

Settlement number: S01

The Shanty Town is worth 3 to start since its own dwelling value is counted for it. It can be worth considerably more, however, if the right buildings are built next to it.



### Farming Village

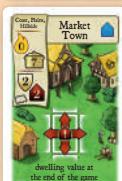
Cost: 3 energy, 3 food

Location: on a Coast, Plains or Hillside space

Economic value: 1, Dwelling value: 1

Settlement number: S02

The Farming Village has an initial value of 2.



### Market Town

Cost: 7 food

Location: on a Coast, Plains or Hillside space

Economic value: 2, Dwelling value: 2

Settlement number: S03

The Market Town has an initial value of 4.



### Fishing Village

Cost: 3 energy, 8 food

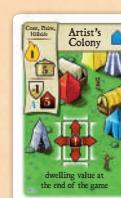
Location: on a Coast space

Economic value: 4, Dwelling value: 6

Settlement number: S04

The Fishing Village has an initial value of 10.

The Fishing Village can only be built on a Coast space.



### A – Artist's Colony

Cost: 1 energy, 5 food

Location: on a Coast, Plains or Hillside space

Economic value: 1, Dwelling value: 5

Settlement number: S05

The Artist's Colony has an initial value of 4.



### B – Hamlet

Cost: 6 energy, 5 food

Location: on a Coast, Plains or Hillside space

Economic value: 3, Dwelling value: 4

Settlement number: S06

The Hamlet has an initial value of 7.



### C – Village

Cost: 9 energy, 15 food

Location: on a Coast, Plains or Hillside space

Economic value: 8, Dwelling value: 6

Settlement number: S07

The Village has an initial value of 14.



### D – Hilltop Village

Cost: 3 energy, 30 food

Location: on a Hillside space

Economic value: 10, Dwelling value: 8

Settlement number: S08

The Hilltop Village has an initial value of 18.

The Hilltop Village can only be built on a Hillside space. Since the Hilltop Village only comes into the game during settlement phase D, it can only be built with the Castle in the two player game. In the solo and multiplayer games, it can also be built in the final settlement phase after the bonus round ( icon).

## Section 3 - Why do you need...

**Beer?** Beer is only found in the **Ireland** variant. It is worth 5 food and is therefore highly nutritious. Lots of food is needed especially for the Village and Hilltop Village settlements. You also use beer together with whiskey to get reliquaries from the Chapel (*B building*). You can sell beer in the Brewery (*Start building*) for 7 coins and in the Alehouse (*B building*) for 8 coins. You can pay 1 beer at the Festival Ground (*D building*) to get 1 point for each of your forest and moor cards.

**Bread?** Bread is only found in the **France** variant. It is worth 3 food and is needed in the Cloister Church (*B building*) along with 1 wine to get a reliquary. You can sell it in the Bakery (*Start building*) for 4 coins. Lots of food is needed especially for the Village and Hilltop Village settlements.

**Books?** Books are worth **2** each and are one of the four goods needed in the Sacristy (*D building*) to get a Wonder. In the **Ireland** variant, books are a good that you are happy to use up. At the Druid's House (*A building*), you can get 5 of one good plus 3 of another for a book, while the Bulwark (*D building*) lets you get a district plus a plot for one book.

**Ceramics?** Ceramics are worth **3** and is one of the four goods needed in the Sacristy (*D building*) to get a Wonder. You can sell it for 12 coins at the Town Estate (*C building*) and can trade it in at the Pilgrimage Site (*D building*) for a reliquary. In the **Ireland** variant. At the Camera (*D building*), you can trade it in with a book for a reliquary.

**Clay?** Clay is an important building material for buildings. Large quantities are required to build the **French** Cloister Church (*B building*, 5 clay) and the **Irish** Bulwark (*D building*, 4 clay). You can turn it into ceramics (**3**) at the Cloister Workshop (*A building*), which can in turn be sold for 12 coins at the Town Estate (*C building*).

**Coins?** Coins, unlike food and energy, can be exchanged at any time. The most important function of coins is to buy additional landscapes. The second most important function is to pay for work contracts. It can be very difficult to move ahead if you run out of money. Then, you may have no choice but to choose a "fell trees" or "cut peat" action, even though the action isn't really worth it. Another important function for coins is to buy buildings such as the Palace (25 coins) or the Quarry (5 coins). In the **France** variant, you can also buy the Cloister Garden (3 coins) and the Pilgrimage Site (6 coins). In the **Ireland** variant, you can buy the Festival Ground (10 coins).

**Energy?** Energy is provided by peat coal (3), peat (2), wood (1) and straw (1/2). Energy is needed for various settlements, especially the Village. You can use the Fuel Merchant (*Start building*) to trade in 3/6/9 energy for 5/8/10 coins. The Stone Merchant (*Start building*) lets you trade in energy and food for stone. In the Cloister Workshop (*A building*), energy is used to turn clay into ceramics and stone into ornaments. At the Estate (*D building*), you can trade in 6/12 energy for **6/12**. In the **France** variant, energy is used to bake bread in the Bakery (*Start building*). You can use the Shipping Company (*C building*) to trade in 3 energy for a large quantity of meat, wine or bread. In the **Ireland** variant, energy in the specific form of peat (in the Whiskey Distillery, *B building*) and peat coal (in the Coal Harbor, *C building*) is needed.

**Flour?** Flour is used only in the **France** variant. You can get flour at the Windmill (*Start building*), where you can turn up to 7 grain into flour. Flour is used at the Bakery (*A building*) to make bread. Bread is worth 3 food and is also used at the Cloister Church (*B building*) to get reliquaries. When you make bread you also get the chance to sell up to 2 bread for 4 coins each.

**Food?** Food is needed mostly in order to build settlements during the settlement phases. It is also required for several building functions. It is very useful to be able to use it, together with energy, to obtain stone from the Stone Merchant (*Start building*). You can sell food in the **French** Inn (*B building*). You can also use the Estate (*D building*) to trade it in for books and ornaments (i.e. points). Many buildings require a specific type of food such as bread.

**Forest?** The Printing Office (*D building*) in the **France** variant is a reason to retain some forest cards until late in the game, since you can use it to trade in up to 4 forest cards for 1 book each. Books are worth **2** and are needed for Wonders. The equally late-game Festival Ground (*D building*) in the **Ireland** variant is a reason to keep not only forest but also moor as you can use it to gain **1** for each forest and moor card you have on your landscapes.

**Grain?** In the **France** variant, grain is turned into flour at the Windmill (*Start building*) for later transformation into bread at the Bakery (*Start building*). In the **Ireland** variant, you can use it at the Malthouse (*Start building*) to make malt for later transformation into beer at the Brewery (*Start building*). You can flip it over to become straw at any time, which makes its use more flexible. Grain and straw, for example, are easily traded at the Cloister Courtyard (*Start building*). In the **France** variant, you can also trade it at the Market (*Start building*), while in the **Ireland** variant, you can use it at the Filial Church (*C building*). Grain and straw are mandatory when using the **French** Chamber of Wonders (*B building*). Grain is worth 1 food. Straw is both a building material as well as a source of energy.

**Grapes?** Grapes are only used in the **France** variant. Grapes are worth 1 food and are used in the Winery (*B building*) to make wine. Wine is worth not only 1 food but also 1 coin and **1**. If you manage to get a lot of grapes, you'll have a good chance of gaining significant points. You can use wine with a work contract to avoid having to pay the 1 or 2 coin price. When you make wine you also get the chance to sell 1 wine for 7 coins.

**Livestock?** Livestock is worth 2 food but can also be used in the Slaughterhouse (*A building*) along with straw to make meat, which is worth 5 food. That makes it easier to attain the high food requirements of settlements like the Village and the Hilltop Village. Livestock are the easiest way at the beginning of the game to provide the food needed to use the Stone Merchant (*Start building*) in order to obtain stone.

**Malt?** Malt is used in the **Ireland** variant in combination with grain in order to brew beer and in combination with wood and peat to make whiskey. The buildings used for this are the Brewery (*Start building*) and the Whiskey Distillery (*B building*). There is no malt in the **France** variant.

**Meat?** Meat is worth 5 food. Large quantities of food are needed for the Village and Hilltop Village settlements, as well as when you want to trade for stone at the Stone Merchant (*Start building*) or gain points with the Estate (*D building*). In the **France** variant, you can use the Inn (*A building*) to make money with it. In the **Ireland** variant, you can use the Refectory (*C building*) to trade in up to 4 meat for 1 ceramic each (**3**).

**Moor?** Moors can be removed without much recourse in the **France** variant, making more space to build on. Moors are removed through the "cut peat" action, which can no longer be used if you have no more moors. You can still get peat at the Cloister Courtyard (*Start building*) should you need a little energy. In the **Ireland** variant, you can use the Festival Ground (*D building*) to gain **1** for each forest or moor card you have on your landscapes.

**Ornaments?** Ornaments are worth **4** and are one of the four goods needed in the Sacristy (*D building*) to get a Wonder. In the **France** variant, you can trade ornaments (**4**) for reliquaries (**8**) at the Pilgrimage Site (*D building*).

**Peat?** Peat is worth 2 energy. Energy is needed for all settlements apart from the Farming Community. Energy can also be used to gain coins with the Fuel Merchant (*Start building*) or to gain points at the Estate (*D building*). You will need 3 energy to use the Shipping Company (*C building*) in the **France** variant. Energy is also needed at the Cloister Workshop (*A building*) and Bakery (*Start building*). Peat is obtained by the "cut peat" action, which you cannot benefit from if you have no more moor cards on your landscapes. You can still obtain peat at the Cloister Courtyard (*Start building*) or by buying a new landscape.

**Peat coal?** Peat coal is worth 3 energy. Energy requirements are often multiples of 3. Otherwise: See peat. In the **Ireland** variant, you can use the Coal Harbor (*C building*) to trade in up to 3 peat coal for 1 whiskey and 3 coins each.

**Reliquaries?** Reliquaries are worth **8** and are one of the four goods needed in the Sacristy (*D building*) to get a Wonder. In the **France** variant, you can get them at the Cloister Church (*B building*) and the Forger's Workshop (*D building*). In the **Ireland** variant, they are available from the Chapel (*B building*), the Filial Church (*C building*) and the Camera (*D building*). You can use them at the Portico (*B building*) to gain many different goods.

**the Shanty Town?** It costs 1 energy and 1 food but costs you 3 points at the end. But remember! You can make up the 3 minus points with neighboring buildings fairly easily. However, the minus 3 points are a good reason not to build other settlements next to the Shanty Town.

**Stone?** Stone is an important building material for buildings. Large quantities are required to build the Castle (*C building*, 5 stone) and the **Irish** Round Tower (*D building*, 4 stones). You can use it, along with 1 energy, at the Cloister Workshop (*A building*) to get an ornament. Stone is available primarily from the Stone Merchant (*Start building*), Builders' Market (*Start Building*) and the Quarry (*B and C building*).

**Straw?** Straw is an important building material for buildings. You use it in the Slaughterhouse (*A building*) to gain meat: For each livestock and straw you pay you get one meat. Straw is useful because it is easy to trade at the Cloister Courtyard (*Start Building*) and Market (*Start Building*), but is sometimes used as kindling thanks to its 1/2 energy value as well.

**Whiskey?** Whiskey is only used in the **Ireland** variant. Whiskey is worth not only 2 food but also 2 coins and **1**. You can use whiskey as a host present with a work contract to avoid having to pay the 1 or 2 coin price. You can sell whiskey at the Alehouse (*B building*) for 7 coins. You also need to pay a whiskey to use the Grand Manor (*C building*). The Round Tower (*D building*) lets you pay 1 whiskey, 5 coins and goods worth 14 points to gain a Wonder.

**Wine?** Wine is only used in the **France** variant. Wine is worth not only 1 food but also 1 coin and **1**. You can use wine as a host present with a work contract to avoid having to pay the 1 or 2 coin price. Wine is used along with bread at the Cloister Church (*B building*) to gain a reliquary. You also need to pay a wine to use the Palace (*C building*).

**Wonders?** Wonders are used to gain points. They are worth **30**. Using the Sacristy (*D building*) to get a Wonder by trading in 4 other goods represents a **13** point increase. Using the Round Tower (*D building*) in the **Ireland** variant to get a Wonder by trading in 1 whiskey, 5 coins and 14 points worth of goods also represents a **13** increase. You can use the Chamber of Wonders (*B building*) in the **France** variant to trade in 13 different goods for 1 Wonder. There are only 8 Wonders in the game. Once those are claimed, then the Wonder-producing buildings cannot be used any more.

**Wood?** Wood is an important building material for buildings and is also worth 1 energy. Large quantities are required to build the Castle (*C building*, 6 wood). At the Shipyard (*C building*), you can trade in 2 wood for 4 points (an ornament) as well as 5 coins. You can also use it in a wide variety of buildings whose functions require many different types of goods. In the **France** variant, you can use it together with straw at the Dormitory (*D building*) to gain many books. In the **Ireland** variant, you use it together with malt and peat to make whiskey in the Whiskey Distillery (*B building*). You can also use 3 wood with the Cooperage (*C building*) to gain large quantities of beer or whiskey.

## Section 4 - How do you obtain...

Using the valuable **France** variant buildings such as the Cloister Church, Palace or Sacristy requires careful planning. The same goes for the Chapel, Grand Manor and Sacristy in the **Ireland** variant. The following provides some summaries.

### Cloister Church

(a **B** building in the **France** variant)

You need 1 bread and 1 wine to get 1 reliquary.

(Buildings in bold are the most important.)

How do you get these goods?

How do you get **bread**?

- **Bakery** (*Start*): 1 bread for each flour plus 1/2 energy
- **Shipping Company** (*C*): as much bread as indicated by the joker, for a total of 3 energy
- **Market** (*Start*): 1 bread for 4 different goods (*you also get 7 coins*)
- **Financed Estate** (*A*): 1 bread for 1 coin (*you also get 1 book, 2 grapes and 2 flour*) (*only in the four player game*)



How do you get **wine**?

- **Winery** (*B*): 1 wine for each grapes
- **Shipping Company** (*C*): as much wine as indicated by the joker for a total of 3 energy
- **Harbor Promenade** (*Start*): 1 wine (*you also get 1 ceramic, 1 wood and 1 coin*)
- **Cloister Library** (*A*): 1 wine for 1 coin

### Chapel

(a **B** building in the **Ireland** variant)

You need 1 beer and 1 whiskey to get 1 reliquary. You can also use the same goods at the Alehouse (**B** building) to gain 15 coins.

(Buildings in bold are the most important.)

How do you get these goods?



How do you get **beer**?

- **Brewery** (*Start*): 1 beer for each malt plus grain
- **Cooperaage** (*C*): as much beer as indicated by the joker for a total of 3 wood
- **False Lighthouse** (*Start*): 1 beer or 1 whiskey (*you also get 3 coins*)
- **Sacred Site** (*A*): 1 beer or 1 whiskey (*you also get 3 other goods*)
- **Refectory** (*C*): 1 beer (*together with 1 meat and the opportunity to trade meat for ceramics*)

How do you get **whiskey**?

- **Whiskey Distillery** (*B*): 2 whiskey for each set of malt, wood and peat
- **Cooperaage** (*C*): as much whiskey as indicated by the joker for a total of 3 wood
- **Coal Harbor** (*C*): up to 3 whiskey for 1 peat coal each (*only in the four player game*)
- **False Lighthouse** (*Start*): 1 whiskey or 1 beer (*you also get 3 coins*)
- **Sacred Site** (*A*): 1 whiskey or 1 beer (*you also get 3 other goods*)
- **Scriptorium** (*A*): 1 whiskey for 1 coin (*you also get 1 book and 1 meat*)

### Palace

(a **C** building in the **France** variant) and

**Grand Manor** (a **C** building in the **Ireland** variant)

You need 25 coins to build the Palace and 20 coins to build the Grand Manor.



How do you get at least **3 coins**?

**in both variants:**

- **Cloister Office** (*Basic*): as many coins as indicated by the coins or joker goods indicator
- **Fuel Merchant** (*C*): up to 10 coins for a total of 9 energy
- **Cloister Courtyard** (*A*): 6 coins for 3 different goods
- **Shipyard** (*C*): 5 coins for 2 wood (*you also get 1 ornament*)

**additionally only in the France variant:**

- **Inn** (*B*): up to 15 coins for a total of 10 food plus 1 wine (*only in the three or four player game*)
- **Town Estate** (*C*): 12 coins for 1 ceramic
- **Bakery** (*Start*): up to 8 coins for a total of 2 bread
- **Market** (*Start*): 7 coins for 4 different goods (*you also get 1 bread*)
- **Winery** (*B*): 7 coins for 1 wine

Wine is also worth 1 coin each, so see also "How do you get wine?". It is recommended that you have 1 wine left after building the Palace in order to use its function. You will also need to have your prior available, of course.

**additionally only in the Ireland variant:**

- **Coal Harbor** (*C*): up to 15 coins (9 coins plus 3 whiskey worth 6 coins) for a total of 3 peat coal (*only in the four player game*)
- **Alehouse** (*B*): up to 13 coins (15 coins for 1 beer and 1 whiskey which is itself worth 2 coins) (*only in the three or four player game*)
- **Brewery** (*Start*): 7 coins for 1 beer
- **Spinning Mill** (*Start*): up to 6 coins (*depending on how much livestock you have*) (*only in the three or four player game*)
- **Druid's House** (*A*): up to 5 coins for 1 book (*you also get 3 other basic goods*) (*only in the four player game*)
- **False Lighthouse** (*Start*): 5 coins (3 coins plus 1 whiskey worth 2 coins)

Whiskey is also worth 2 coins each, so see also "How do you get whiskey?". It is recommended that you have 1 whiskey left after building the Grand Manor in order to use its function. You will also need to have your prior available, of course.

## Sacristy

(a D building in both variants)

You need 1 book, 1 ceramic, 1 ornament and 1 reliquary – all goods worth points – for 1 Wonder. How do you get these goods?



How do you get books?



**in both variants:**

- Estate (D): 2 books (you also get 1 ornament) (only in the four player game)
- House of the Brotherhood (D): books depending on how many cloister buildings you have

**additionally only in the France variant:**

- Cloister Library (A): up to 3 books for 1 coin each
- Bathhouse (B): 1 book for 1 coin (you also get 1 ceramic and one clergyman back) (only in the four player game)
- Dormitory (D): 1 book for each wood plus straw (you also get 1 ceramic)
- Printing Office (D): up to 4 books for one forest each

**additionally only in the Ireland variant:**

- Granary (Basic): 1 book for 1 coin (you also get 5 grain) (only in the four player game)
- Sacred Site (A): 1 book (you also get 2 grain or malt as well as 1 beer or whiskey)
- Scriptorium (A): 1 book for 1 coin (you also get 1 meat and 1 whiskey)
- Chapel (B): 1 book for 1 coin (you can also obtain reliquaries)
- Festival Ground (D): books for 1 beer (depending on how many moor and forest cards you have on your landscapes)

How do you get ceramics?



**in both variants:**

- Cloister Workshop (A): up to 3 ceramics for 1 clay plus 1 energy each (you can also trade for 1 ornament)
- House of the Brotherhood (D): ceramics depending on how many cloister buildings you have

**additionally only in the France variant:**

- Bathhouse (B): 1 ceramic for 1 coin (you also get 1 book) (only in the four player game)
- Dormitory (D): 1 ceramic (you can also trade for books)
- Pilgrimage Site (D): up to 2 ceramics for 1 book each (only in the three or four player game)

**additionally only in the Ireland variant:**

- Refectory (C): up to 4 ceramics for 1 meat each (one meat is free)
- Festival Ground (D): ceramics for 1 beer (depending on how many moor and forest cards you have on your landscapes)

How do you get ornaments?



**in both variants:**

- Cloister Workshop (A): 1 ornament for 1 stone plus 1 energy (you can also trade for ceramics)
- Shipyard (C): 1 ornament for 2 wood (you also get 5 coins)
- Estate (D): up to 2 ornaments for either 10 food or 6 energy each (you also get 1 book) (only in the four player game)
- House of the Brotherhood (D): ornaments depending on how many cloister buildings you have

**additionally only in the France variant:**

- Pilgrimage Site (D): up to 2 ornaments for 1 ceramic each (only in the three or four player game)

**additionally only in the Ireland variant:**

- Festival Ground (D): ornaments for 1 beer (depending on how many moor and forest cards you have on your landscapes)

How do you get reliquaries?



**in both variants:**

- House of the Brotherhood (D): reliquaries depending on how many cloister buildings you have

**additionally only in the France variant:**

- Cloister Church (B): up to 2 reliquaries for 1 wine and 1 bread each
- Forger's Workshop (D): 1 reliquary for 5 coins plus additional reliquaries for 10 coins each
- Pilgrimage Site (D): up to 2 reliquaries for 1 ornament each (only in the three or four player game)

**additionally only in the Ireland variant:**

- Chapel (B): up to 3 reliquaries for 1 whiskey and 1 beer each (you can also buy 1 book)
- Filial Church (C): 1 reliquary for 5 different goods (only in the three or four player game)
- Camera (D): up to 2 reliquaries for 1 book and 1 ceramic each (you also get coins and clay) (only in the three or four player game)
- Festival Ground (D): reliquaries for 1 beer (depending on how many moor and forest cards you have on your landscapes)

## The Final Action

The building for the final action can be chosen freely.

Buildings that are often used with the final action in the **France** variant are:

- **Castle** (a settlement can provide many points)
- **Cloister Church** (7 or 14, not 8 or 16 points since wine is worth 1 point)
- **Sacristy** (13)
- **Cloister Workshop** (up to 13)
- **House of the Brotherhood** (2 per cloister building)
- **Estate** (6 or 12) (only in the four player game)
- **Printing Office** (up to 8 for up to 4 forest cards)
- **Dormitory** (3 + an additional 2 per straw/wood set)
- **Forger's Workshop** (6 for 5 coins, 10 for 15 coins, 14 for 25 coins. Remember that 5 coins are worth 2 points.)
- **Winery** (1 to 2 from coins + 1 per grapes turned into wine)
- **Shipping Company** (points depending on how much wine is produced)

Buildings that are often used with the final action in the **Ireland** variant are:

- **Chapel** (up 23 for a total of 3 whiskey, 3 beer and 1 coin)
- **Castle** (a settlement can provide many points)
- **Sacristy** (13)
- **Cloister Workshop** (up to 13)
- **House of the Brotherhood** (2 per cloister building)
- **Estate** (6 or 12) (only in the four player game)



## Credits

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