

# Ora & Labora

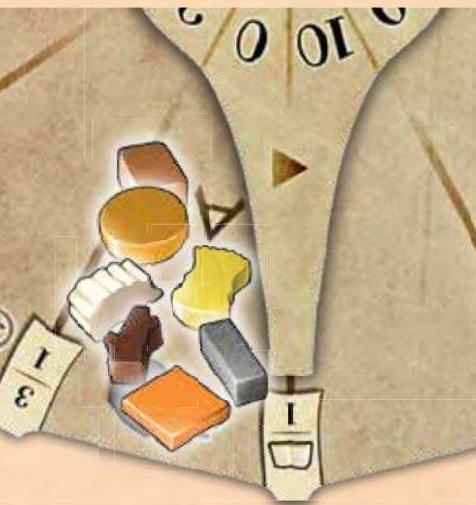
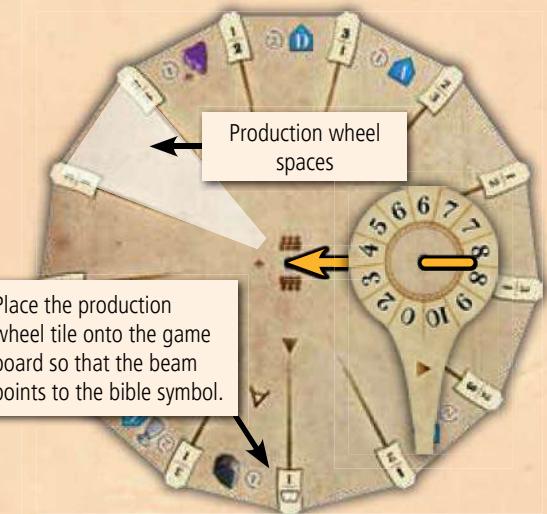
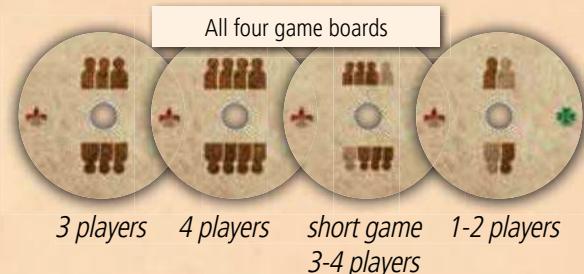
Monastic Economy in the Middle Ages

## Game Setup

### The Gameboard

Use only one of the two game boards, depending on the number of players taking part. One board has the three player board on one side and the four player board on the other; the other has the board for the short three/four player game on one side and the solo/two player game board on the other. Place the game board in the middle of the playing area. It shows – arranged in a circle – the 13 production wheel spaces. Accompanying these spaces is a round production wheel and beam.

*Ora et Labora has two sets of rules with the same contents: general rules for learning the game quickly and detailed game rules for looking up specific questions. Before reading either, please read this game setup sheet first!*



### The Buildings

The players should agree whether they want to play the **France** or the **Ireland** variant.

Sort the building cards in three steps.

- First, for a three player game, remove from the game all cards with a **4** in their lower right hand corner. For a two player game, **additionally** remove all cards with a **3+** from the game. (Specific instructions for the short and solo games are provided on pages 7 and 8 of the detailed game rules.)
- Afterward, make sure that each card is turned to the side of the chosen country variant (**France** or **Ireland**). The correct side can be recognized by the icons in the upper right hand corner – a fleur de lis for **France** and a clover for **Ireland**. (Many cards show the same building on both sides.)
- Finally, sort the buildings according to their letters: The bible symbol indicates the start buildings. The letters A, B, C and D stand for the corresponding game stages.

*We recommend playing your first game – regardless of which variant you choose – with only two or three players. If you want to play your first game with four players, then we recommend the short game.*



The Builders' Market is removed in two and three player games.



The Harbor Promenade from the France variant.



The Priory is a Start building.

## The Buildings

Place the Start buildings (*recognizable by the bible symbol* 

in an open display next to the game board so that they are visible to all players. Form A, B, C and D piles with the remaining buildings and place them onto the indicated spaces around the edge of the game board. (*The building order within a pile is irrelevant.*)

## Stone and Grapes

Place the black **stone** goods indicator onto the indicated position next to the game board. (*It will not enter play until later*). For the **France Variant**, also place the purple **grapes** goods indicator onto the indicated position next to the game board. (*This indicator is not used in the **Ireland Variant**.*)

Place the turquoise house-shaped **building marker** onto the production wheel space in front of card pile A.

## Give each player:

- **1 heartland landscape**, onto which each player distributes 2 moor and 3 forest cards as shown on the board.
- **3 clergymen** in their color, to be placed next to their heartlands.

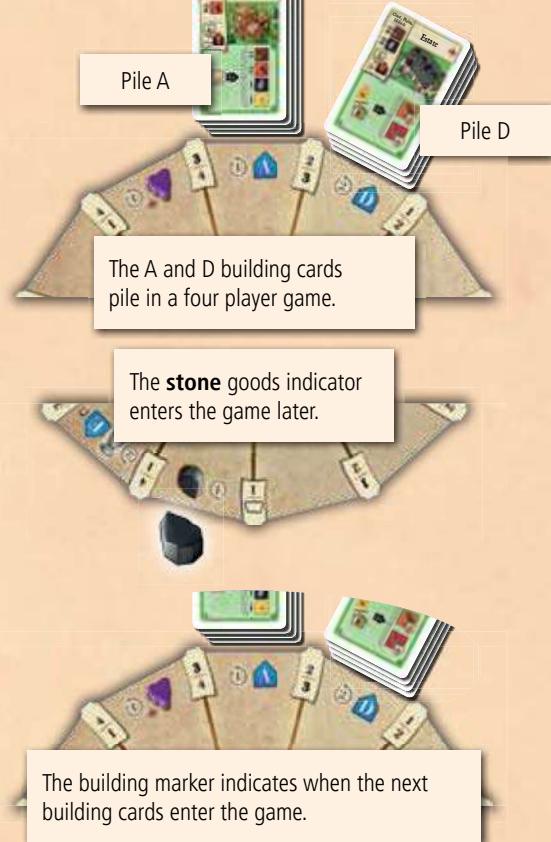


- all **8 settlement cards** in their color (*recognizable by their reverse sides*). Settlements marked with A, B, C and D are to be placed onto the corresponding piles of building cards.
- **1 game summary**, onto which each player places their remaining settlement cards. Make sure the game summaries are placed such that the chosen country variant is face up.
- **Starting goods**, that is, 1 tile of each of the six basic goods: 1 clay, 1 wood, 1 peat, 1 coin, 1 grain and 1 livestock.  
(*It is important that the goods tiles be placed with the right side up.*)

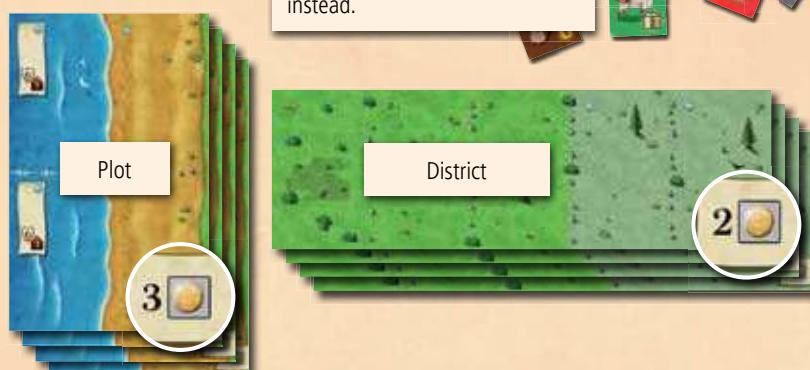
- Remove any excess player materials from the game.
- The **malt/beer** tiles are not used in the **France** variant.
- The **flour/bread** and **grapes/wine** tiles are not used in the **Ireland** variant.

## The Landscapes

In addition to the heartland landscapes that each player has one of, there are rectangular **districts** and square **plots**. Sort the districts and plots according to their cost and place each of them in a pile such that the districts / plots with the lowest costs are on top. (*It does not matter which side of a landscape is face up, as the costs for all district and plot tiles are the same on both sides.*)



Goods tiles that remain in the game do not need to be sorted. Gameplay is not hindered significantly if you just form a single, reasonably spread out pile instead.



## Important!

Read the Game Setup Sheet first!

# Ora & Labora

Monastic Economy in the Middle Ages  
A strategic game for 1 to 4 players aged 13 and up,  
by Uwe Rosenberg

These general rules explain the game in a narrative and extensively illustrated manner. I've marked common mistakes in first games with **!**. If you'd prefer reading the rules in a traditionally structured and detailed manner, then please refer to the other ruleset!



## General Rules

These rules apply only to the three and four player game. For the short version of the game, the two player game as well as the solo game, please refer to pages 7 and 8 of the other ruleset included with the game.

## Introduction

Each player starts with a 2x5 space heartland landscape on which he can build many buildings that are useable by all players. Additional landscapes can be bought so that each player develops a small diocese, stretching from the coast up to the mountains. The winner is the player with the most valuable diocese at the end of the game.

## Starting Player

Determine a starting player for the first round. Give that player either the **French** or **Irish** starting player marker (*the starting player marker for the other variant is not used*). Turn the starting player marker over so that the side with 1 coin is showing. The starting player marker rotates clockwise each round.

## Game Round

A game of **Ora et Labora** is played over 24 rounds plus a bonus round. Each player (*in clockwise order*) carries out one action each round.

The starting player gets to carry out an additional action at the end of each round.

**There are 3 choices when carrying out an action.**

### 1<sup>st</sup> Action Option

#### Place a clergyman in order to use a building

The most important action option in the game involves placing a clergyman onto an unoccupied building in order to use the building's function. (*A building's function can only be used when entering a building, not when remaining in one. Buildings with clergymen on them count as occupied and cannot generally be used as long as they remain occupied.*)

Players can use their own buildings as well as those of the other players. (*How to use another player's building is described on page 4.*)

### The Basic Buildings

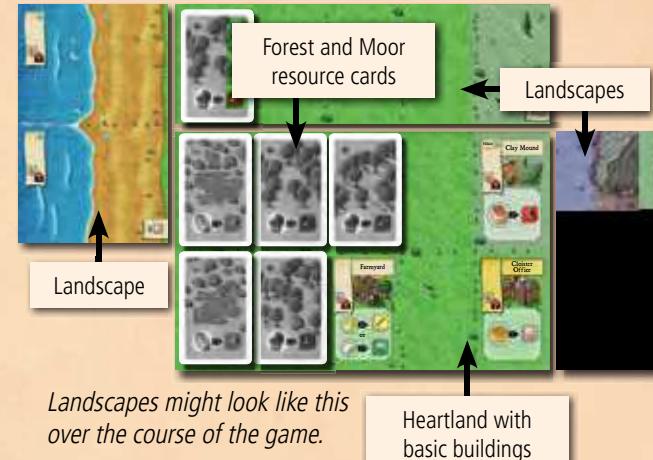
All players begin with the same three basic buildings. Over the course of the game, many other buildings will be added to their holdings. The basic buildings provide the players with the basic goods:

- the Barnyard provides a choice of either **livestock** or **grain**,
- the Clay Mound provides **clay**, and
- the Cloister Office provides **coins**.

If you send a clergyman to a basic building, then **the production wheel determines how many goods tiles of the corresponding type you take**. Each basic good has an indicator on the production wheel: The location of the goods indicator determines how many tiles to take.

**This is how goods production changes.**

Whenever you receive goods via a production wheel action, reset the corresponding goods indicator back **down to 0**.



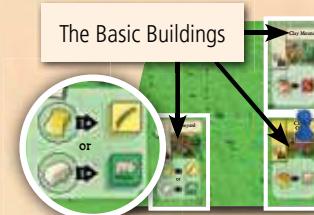
**The French**  
starting player marker

So the first round of a four player game is played in 1-2-3-4-1 order, the next round in 2-3-4-1-2 order, etc. This rule means that nobody's turn is skipped when the starting player changes.



A clergyman is placed onto the Cloister Office.

These rules do not refer to the individual functions of each building. Should a building's function not be clear, please refer to the glossary outlining all of the buildings in detail.



In this situation, 2 tiles of any of the basic goods would be produced.

Should a player use the Cloister Office in this situation, he would receive 2 coins. He would then reset the coins goods indicator back to 0.



Goods tiles have a total of four types of icons on them:  is the symbol for **food**,  is the symbol for **energy**,  for **money** and  is for **points**. Every goods and their symbols are found on the summary.

Production of all basic goods is increased as follows: **At the start of each round, rotate the production wheel one position** counterclockwise. (The figure on page 1 shows the production wheel after the first rotation of the game.)

**!** **The production wheel is only rotated at the start of each round in multiplayer games (not before each turn).**

**Special Case:** Should a goods indicator be located on the last space (space 10) before the wheel is rotated, it is then pushed forward by the wheel beam. (In other words, the goods indicator stays on space 10.)

### Grapes and Stone

Not all goods indicators are present in the game at the start. After the wheel rotation in round 8, place the **grapes** indicator onto the 0 production space (only in the **France** variant). In round 13, the **stone** goods indicator enters the game.

Over the course of the game, additional production buildings (recognizable by the game board outline in their function boxes) other than the basic buildings enter the game: **Grapevine** and **Quarry** provide grapes and stone. These do not count as basic goods, even after the grapes and stone goods indicators have entered the game.

**Of the six basic goods, thus far only livestock, grain, clay and coins have been discussed.**

### 2<sup>nd</sup> Action Option *Fell trees and cut peat*

**Wood** and **peat** are two basic resources that are not obtained through building actions. To obtain these goods, players **do not use clergymen**. Instead, remove a corresponding resource card (*forest* or *moor*) from one of your landscapes. Doing so provides you with as many wood or peat goods tiles as indicated by the appropriate goods indicator. (Reset the indicator back to 0 afterward.)

**!** **Felling trees and cutting peat do not use a clergymen.**

**Removing a resource tile results in a new landscape space becoming available.**

### 3<sup>rd</sup> Action Option *Build a building*

To build a building, choose one of the openly available building cards and pay the building costs indicated in the upper left hand corner of the card. (*Building is accomplished with wood, clay, stone and straw. Coins are occasionally required.*) Place the newly built building onto one of your **empty** landscape spaces.

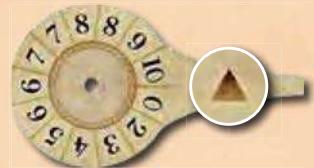
### Two building rules must be observed.

- Cloister buildings (recognizable by the yellow color behind their name) must be adjacent to another cloister building (vertically or horizontally).

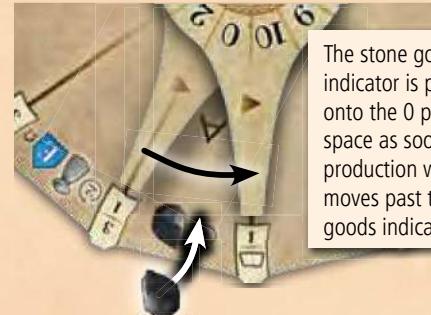
**!** **It is occasionally missed that cloister buildings must be located adjacent to other cloister buildings.**

- Most buildings can be built on plains landscape spaces as well as on Coast or Hillside spaces. Some, however, may be built **only on Coast spaces or only on Hillside spaces**. (This is indicated in the upper left hand corner of the card as well as with the background color of the illustration.)
- Only Quarries or the Castle may be built on mountain spaces.
- Only the Houseboat may be built on water spaces (in the **Ireland** variant).

The arrow indicates the rotation direction: counterclockwise.



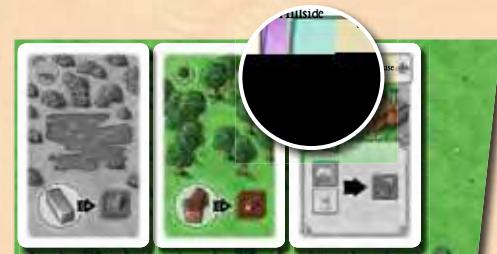
With one move, production of (nearly) all goods is increased. The locations of the goods indicators remain unchanged.



The stone goods indicator is placed onto the 0 production space as soon as the production wheel beam moves past the stone goods indicator.



The player cuts 2 peat.



The Slaughterhouse is built with 2 clay and 2 wood. Spaces with forest, moor or other cards on them do not count as empty.



## The Prior

Each player has three clergymen: **one prior and two lay brothers**. The prior functions in the same way as the lay brothers, although he has a special ability: If you build a building and your prior is still available, then you can immediately carry out the **extra action** of placing your prior on the newly-built building and using the building's function.

The prior allows for valuable double actions: Here, the Slaughterhouse gets built and immediately used.



This player cannot place any more clergymen until the start of the next round. Only at the beginning of the next round will he get his clergymen back.

## Retrieving The Prior

**At the start of each round**, each player checks to see if he has placed all three of his clergymen. Only those players who have placed their prior as well as both lay brothers get all three of their clergymen back.

**!** **Players sometimes forget to take their clergymen back. This should be corrected as soon as it is noticed.**

**The next section provides a complete overview of a round of play.**

## Course of a Round

- 1) At the start of a round, those players who have **placed all three of their clergymen** get them **back**.
- 2) Rotate the **production wheel**.
- 3) Sometimes, a round is interrupted for a **settlement phase** (see the section below).
- 4) Each player then gets to carry out **one action**. At the end of the round, the **starting player** gets to carry out a **second action**.
- 5) Pass the starting player marker to the next player in clockwise direction.

## The Settlement Phases

Whenever the production wheel beam moves past the next pile of building and settlement cards next to the game board (*first the A cards, then the B, C and finally D cards*), the game is interrupted for a **settlement phase**.

Each player may then build **exactly one settlement** from his supply onto one of his empty landscape spaces.

- Building costs are in **energy** and **food** . (*Payment is made with goods markers showing these symbols. Excess energy/food is wasted.*)
- The "Coast" requirement for the Fishing Village and the "Hillside" requirement for the Hilltop Village must be met.
- Mountain or Water spaces usually cannot be settled.

There is a fifth and final settlement phase at the end of the game.

**!** **Settlements can only be built during settlement phases or as part of the Castle action, never via the Build a building action.**

## Settlement Scoring at Game End

Settlements cannot be used for building functions over the course of the game, but are worth points at the end of the game **depending on which buildings are next to them**. To determine how many points a settlement is worth, add its burgundy colored dwelling value to those of the cards adjacent to it. (*Diagonal does not count as adjacent.*)



The Shanty Town has a dwelling value of -3, the Farmyard has a dwelling value of 2, the Cloister Office has a dwelling value of 2 and the Estate has a dwelling value of 6. So the Shanty Town has a total dwelling value of 7. (The Clay Mound is located diagonal to the Shanty Town and is therefore not counted in the scoring.)



Water spaces have dwelling values, even if they are not built on.



Each player receives an Artist's Colony (A) when the first new buildings are added to the available supply. Later they receive a Hamlet (B), a Village (C), and towards the end of the game a Hilltop Village (D).

## New Buildings and New Settlements

Each of the first four settlement phases bring new buildings into the game that are added to the "old" buildings spread out next to the game board. Each player also receives a new settlement that they can build at a later point in the game.

During each settlement phase, move the house-shaped **building marker** onto the production wheel space in front of the next letter's pile of buildings and settlements. (*The building marker is a reminder and may be omitted if preferred. It is placed in front of the A cards until the first settlement phase, after which it is placed in front of the B cards.*)



## Additional Actions

Additional actions may be carried out before or after your main action. These include:

- Buy a landscape tile (*district or plot*).
- Trade coins and/or trade wine or whiskey for coins.
- Flip **grain goods tiles** over to become **straw** (*the only tile in the game that may be freely flipped*).

The most important additional action is buying a district or a plot. Each player may do this **once per turn and once per settlement phase**.

Turn the landscape tile you buy to the side of your choice. Districts **must** be placed **flush** above or below the heartland (*or another district*), coastal plots must be placed to the left of the heartland and mountain plots must be placed to the right of it. (*The landscape tiles must always be placed such that their cost is located in the lower right hand corner. When placing a new landscape tile, at least one space must be placed adjacent to an existing landscape space.*)

[Back to 1<sup>st</sup> Action Option](#)

## Place a clergyman in order to use a building

### Using Other Players' Buildings

Players may place their clergymen onto their own buildings. Alternatively, they can issue a **work contract** in order to use another player's unoccupied building. To do this they must pay the other player **1 coin**. The other player chooses one of his free clergymen and places it onto the chosen building. The use of the building's function is then available to the player who issued the work contract.

### Work Contract Price Increase

The price of a work contract immediately increases from 1 coin to **2 coins** for **all players** as soon as one player has built the Winery (*France* variant) or the Whiskey Distillery (*Ireland* variant). (*This price increase is in effect until the end of the game.*)

**!** *Sometimes, in the heat of the moment, the price increase that accompanies the building of a winery or whiskey distillery is forgotten.*

### Presents for Work Contracts

The Winery and Whiskey Distillery produce exactly those goods that the following **special rule** applies to: Instead of paying for a work contract with coins, a player can instead bring a present for the host in the form of a bottle of **wine** (*France*) or a barrel of **whiskey** (*Ireland*). This present is immediately drunk. The goods tile thus goes **back to the general supply** (*much to the chagrin of the host*).

### Using the Joker

When a player uses the production wheel (*to fell trees or use the Farmyard, for example*), then he has the choice of using the joker instead of the usual goods indicator. (*The player might use a production building like the Quarry, for example, and use the joker instead of the stone goods indicator. He could use the joker instead of stone even if the stone goods indicator isn't in the game yet.*)

**!** *The joker can only be used when a clergyman is placed onto a production building or when felling trees or cutting peat.*

### Checking Numbers

**!** *At the start of a round, it is occasionally forgotten that the production wheel needs to be rotated.*

Furthermore, when a round is interrupted by a Settlement Phase, it can just as easily occur that the production wheel is rotated one time too many. To avoid these mistakes, **checking numbers** are printed on the game board. These **checking numbers** are explained in detail on page 6 of the detailed game rules.

### Overview of the two player game

In the two player game, the players take turns: At the start of each turn, rotate the production wheel forward one space. The two player game does not have a fixed end. The game enters its final phase when there is **no more than one building left to be built**. You will find more information in the detailed rules on pages 7 and 8.



Players who have grain also have straw at their disposal. Flipping to the straw side means that you are giving up the food value of the grain but gain  $\frac{1}{2}$  energy instead.

A player who uses the Cloister Office in the first round receives 2 coins. He could immediately buy a district.



**!** *Clergymen never leave their diocese until the bonus round. They are only ever placed in their own diocese: either by their own player or through another player's demand.*



Flip the starting player marker over to the other side to indicate that work contract prices have increased.



### Bonus Round and Scoring

As soon as the production wheel beam moves past the "E" space for the second time, then the 25<sup>th</sup> and final round begins. Before this final round, **each player takes his prior back**.

Each player then gets exactly one more turn to

- either build a building
- or place his prior onto any already built building.



(*Even the starting player only gets one turn.*) When placing the prior, it doesn't matter if the building is occupied or not. If you place your prior onto an opponent's building, you **pay no work contract**. You may also build a building and immediately place your prior onto it.

A fifth Settlement Phase takes place after the bonus round. The game is then over. Scoring is carried out as described on page 3.

