Joan of Arc

What would ORLÉANS be without Joan of Arc? In this ORLÉANS draw & write game, 2 – 5 players compete to gain the best Followers for their strategy - that will hopefully lead them to victory! Also included is a solo game where you play against the heroic fighter Joan of Arc - can you win against her?
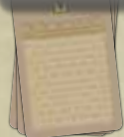
COMPONENTS

18 Solo cards

30 Location cards

27 Followers
5x 5x 5x
4x 4x 4x

Follower Bag
5 Pencils

Pad of Player Sheets

Beneficial Deeds

Warehouse   Bank

Depot

Map

Development track

SETUP

1 Each player takes 1 player sheet and 1 pencil. Place the sheet in front of you showing this side *(shown to the right)*. *The other side is used in a solo game only.*

2 Place all 27 Followers into the bag.

3 Randomly determine the **starting player** and give them the **bag**.

4 Determine an area on the table to use as a **holding area** for Followers. *(Followers in the holding area go into the bag when the bag is completely empty.)*

5 In a **2-** or **4-player** game, remove **2** random Followers from the bag and place them in the **holding area.** In a **3-** or **5-player** game, remove **3** random Followers instead.

6 For **your first game,** return the **Location cards** to the box. *(You use the printed Locations on your player sheet instead.)*

7 **From the second game on**, shuffle the Location cards and lay out 4 random Location cards of each categories *(I through V)* face up. Return the remaining 2 cards of each category back to the box.

8 In a 3-player game, cross out the part of the map labelled "4+" which contains **towns 20 through 22.**

9 In a 2-player game, cross out the **5th Beneficial Deed** and both sections at the bottom of the map labelled "3+" and "4+" which contain towns **18-22.**

10 Cross out the bags *(those printed on the left side of your sheet)* showing a number **greater than** the number of players. *For example, in a 3-player game, cross out the "4" and "5" bags.*

11 Return the 18 solo cards the box.

I ✕	II ✕	III ✕✕	IV ✕✕	V ✕✕
Library	Archives	Two-Master	Confessional Box	Goldsmith
Meadow	Nunnery	Tavern	Guesthouse	Circus
Stable	Trade Route	Cheese Factory	Consultancy	Machine
Cemetery	Tree House	Four-In-Hand	Park	Observatory

The game takes place over a variable number of rounds. Each round, Followers are drawn from the bag. Players choose Followers to take and perform actions with them. Each round, do the following 3 steps in order:

1) Draw Followers from the bag

The starting player *(the player with the bag)* draws a number of random Followers from the bag - *based on the number of players* - and places them nearby and visible to all players.

2-player game	⟶ draw 5 Followers
3-player game	⟶ draw 4 Followers
4-player game	⟶ draw 5 Followers
5-player game	⟶ draw 6 Followers

2) Take a Follower to perform a single action

In clockwise order, one at a time - *starting with the player that has the bag* - each player chooses **one** of the drawn Followers to take and immediately performs an action using it *(see actions below)*. Once each player has taken 1 Follower *(and performed an action)*, the player with the bag takes the last remaining Follower and performs an action using it *(the player with the bag performs 2 actions each round)*.

In a 2-player game: Proceed clockwise until the starting player with the bag has performed 3 actions *(and each other player has performed 2 actions)*.

Recruit a Monk: Up to 3 times per game when you take a Follower, you may ignore its type, and perform an action that corresponds to *any* Follower type.
To do so, you must cross out your *leftmost Monk section (that isn't crossed out yet)*. Any non-crossed-out Monk sections award VP at game end. When filling Beneficial Deed spots *(p.4)*, Monks can only fill Monk spots *(for example, you cannot use a Monk to fill in a Scholar Deed spot)*. Monks do **not** activate = + Location abilities *(see below)*.

Some Locations show = +. If you own such a Location *(p. 3, 10, 11)* and you **physically take** the **exact matching Follower** to the left of the =, immediately *(before you perform an action)* gain the bonus showing to the right of the =. *In summary, you only take one Follower per turn, so you can at most activate this type of Location once per turn.* Do **not** gain the bonus if you Recruit a Monk or activate an ability that lets you perform an additional action(s) during your turn.

*Example: You own this Location, and take a Scholar Follower on your turn. You immediately mark 1 space on your Development track before you perform an action. After performing a Scholar action, you gain a bonus action that gives you the ability to perform an additional action, but you do **not** mark another space on your Development track.*
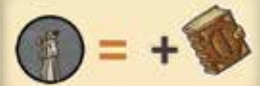
3) Pass the bag and refill if empty

Once all of the drawn Followers have been taken and used to perform actions, pass the bag to the next player in clockwise order.

Empty Bag? Before passing the bag, if the bag is empty, all players cross out the bag icon on their sheets showing the lowest number that remains. If all bags are now crossed out, the game immediately ends - proceed directly to page 5. Then *(if the game is not over)* place all Followers into the bag; and, as during setup, remove 2/3/2/3 random Followers from the bag *(in a game with 2/3/4/5 players)* and place them into the holding area.

For example, when you refill the bag for the first time during the game, cross out the "1" bag.

Holding Area
After you use a Follower to perform an action, place it in the **holding area**. The Holding area is simply a place where the Followers go to hang out before getting put back into the bag *(only once the bag is completely empty, see "Empty Bag" above)*.

ACTIONS

After you **take** a Follower, use it to perform **one action**, by choosing **one option**:

(A) Perform one Standard action *(p.3)*, or

(B) Perform one Location action *(p.4)*, or

**(C) Fill one Beneficial Deed Follower circle** *(p.4)*

Cross off any one good in your warehouse. Follow Warehouse stocking rules *(see p. 6)*.

Fill in a **land route** *(brown)* connecting 2 towns on your sheet. You must fill in a land route connected to Orléans *or* connected to a town that already has a land or water route connected to it. Gain everything along this route *(mark goods in your warehouse and/or fill spaces on your Development track from left to right, see p. 6/7).*

For example, you fill in the land route connecting Orleans and town 8 to gain 1 wheat and 1 space on your Development track (see image right).
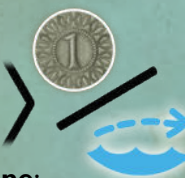
Choose **one**:
A) Circle 1 coin *(see p.6); or*
B) Fill in 1 water route *(blue)* on your map by following the same rules as for filling in a land route.

For example, you already have filled in the land route connecting Orleans and 8 during a previous turn. If you perform option B above, you may fill in the water route between 8 and 11 to gain 1 wheat.

Choose **one**:
A) Circle 1 coin; *or*
B) Build 1 Trading Station:
Cross out 1 circled coin in your bank and **circle a town** that is connected to Orléans by filled-in routes *(water and/or land)*. Then, all other players must cross out the matching-numbered towns on their sheets *(this means they are no longer allowed to build a trading station there).*

You **cannot** build a Trading Station in a town that is already circled or crossed out.

An exception is Orléans - all players may build there once.

If you are the first to build a trading station in town 22, you immediately circle the citizen there *(and all the other players cross out the citizen in that town).*

Example: You cross out 1 of your circled coins, then circle town 8 (which is connected to Orléans). All other players must cross out town 8; they may no longer build there, but they may still fill in routes connected to that town.
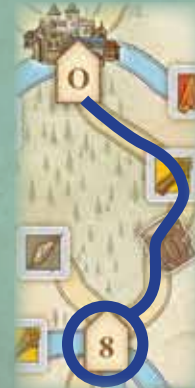
Choose **one**:
A) Gain 1 coin; *or*
B) Acquire 1 Location following all of these rules:

You **cannot** take a Location from another player. Each Location can only be acquired once per game.

Location Level: If no player has acquired any Locations yet during this game, you must choose a level-1 Location to acquire. Once **any** player has acquired a level-1 Location, **any** players may acquire level-1 **or** level-2 Locations. To acquire a level-3 Location, any player must have already acquired a level-2 Location, and so on.

In summary, to acquire a Location, the previous level of Location must have already been acquired at least once by any player.

Example: During play, Sans acquired a level-2 Location (another player already acquired a level-1 Location during a previous turn). During your turn, you may choose to acquire a level-1, -2, or-3 Location.

During a **4- or- 5-player game**, at least **2 Locations** of a level must be acquired in total by all players before the next higher level of Location may be acquired.

Location Cost: To acquire a Location, you must pay the coin cost showing for that level of Location. As shown on your sheet, you must cross off 1 coin to acquire a level-1 or -2 Location, or cross off 2 coins for a level-3, -4, or -5 Location.

| I ☒ | II ☒ | III ☒☒ | IV ☒☒ | V ☒☒ |

After you acquire a Location:
Put the Location card in front of yourself. You may use it starting on your next turn. *If playing without Location cards, fill in the top left corner of your acquired Location on your sheet, and all other players cross out this Location on their sheets. (If you are playing with the Location cards, ignore the Locations printed on your sheet.)*

Cross off the leftmost space on you Development track *(that isn't already crossed off).* The Development track is explained on page 7.

(B) Perform one Location Action

Use your chosen Follower to activate **one** Location you own *(that you've acquired, p.3)*. See all Locations on p.10,11.

Example: You own this Location (by having the card, or having this Location marked on your sheet). If you take a Boatman Follower (or a Monk), and use it to activate this Location, you fill in 2 water routes.

Remember: Locations showing = + *automatically trigger - immediately and only once per turn - when you physically* **take** *a Follower (p. 2). This does not impact your ability to activate a Location.*

(C) Fill one Beneficial Deed Follower Circle

Each of the 5 Beneficial Deeds *(4 in a two-player game)* shows 3 Follower circles, 1 effect, and 1 yellow bonus. When you use a Follower for this action, cross off a single matching Follower in any Deed to gain the shown benefit.

Mark 1 good in your warehouse and 1 space on your Development track.

Fill in 1 land route *(and gain everything along the route as usual, p.3)*.

Circle 1 coin in your bank and mark 1 space on your Development track.

Circle 1 coin in your bank and mark 1 good in your warehouse.

A Monk can only be used to fill in a Monk circle - they cannot fill in any other type of Follower circle.

If you cross off all 3 Follower circles in a Beneficial Deed: In addition to gaining the regular benefit, immediately gain the shown yellow bonus. Then, all other players cross out this entire Beneficial Deed *(they cannot fill any more Follower circles in this Deed anymore)*.

Perform a Craftsman action.

Perform an action that requires a Monk *(or any action, as the Monk is wild)*.

Circle this citizen. *It provides victory points at the end of the game.*

For example, you take a *Follower and cross out the* *circle in Deed 3. For this, you gain 1 coin and mark 1 space on your Development track. Because this was also the last space in Deed 3, you additionally gain 1 Monk Follower to use for an action of your choice. You use it to fill in the Monk spot on Deed 4 to gain 1 coin and 1 good of your choice. Since Deed 3 is completely filled in, all other players cross the entire Deed 3 out as they cannot fill Deed-3 circles anymore.*

End of the Game & Scoring

The game ends immediately when the bag is empty and you fill in the final bag symbol. *(For example, a 3-player game ends when the bag numbered "3" is filled in).*

First, the player who **built the most trading stations** circles the **citizen** for this achievement. In case of a tie, no player gains it!

Then, each player adds up their victory points by using the track on their sheets:

Trading stations and citizens: Add up the number of your trading stations and of your *(circled)* citizens - multiply this total by the highest Development value reached on your Development track.

Goods: For each row with all 5 goods crossed out, score the shown victory points in that row. If you have marked all the goods in the 4th column, gain 5 additional points.

Bank: If you have **circled** all coins in the second row, score 4 victory points. If you have **spent** *(In summary, crossed out)* all coins in the 5th column, gain 7 victory points.

Monks: Gain 7/6/4/0 points if you recruited 0/1/2/3 Monks *(In summary, gain the points for all shown - not crossed out - values).*

Depot: For **all circled shields** in your depot, gain the number of victory points shown.

The player who has accumulated the most victory points in total wins. In case of a tie, the tied player who is further ahead on the Development track wins. If there is still a tie, the tied players share the victory.

Scoring example:
You built 4 trading stations and circled 2 citizens. Your Development track reached "5". You score (4+2)×5 = 30 victory points.
For your warehouse, you gain 8 points; for your bank, 4 points, and for your remaining Monks, 6 points. The depot gives you 4 points. In total, your score is 52 victory points.

5

ADDITIONAL RULES

Gaining bonuses

Your sheet shows some bonuses. As described below, you gain these bonuses under certain conditions:

Each player may gain these if they meet the requirements. As soon as you activate this bonus, you immediately perform its effect and cross it out; or if it is victory points, circle it to gain at the end of the game.

Yellow bonuses are gained **only by the first player to meet the conditions for this**. If you manage to do so, you perform the bonus and then cross it out, or circle it if it is a citizen. **After that, all other players cross this bonus out**. With the exception of the Beneficial Deeds, further actions or effects may still be performed there; the yellow bonus, however, won't be granted anymore.

> Whenever you gain one or more bonuses on your turn, activate them in the order of your choice. You may choose to forfeit a bonus.

The warehouse

Your warehouse shows room for 25 goods, 5 of each kind.

If you gain a good, mark it in the row of the respective kind in your warehouse. You must mark **from left to right**.

If you are given the opportunity to mark a good, but it is in a row where **you have already marked all 5 goods**, circle **1 shield in your depot** instead.

If an effect allows you to mark any kind of good, you must choose a row where you have not yet marked all 5. If you have already filled your warehouse completely, you circle **1 shield in your depot** instead.

For each completed row of 5 marked-off goods, score the victory points showing at the end of the row at the end of the game.

If you mark-off a complete column of goods, immediately gain the bonus showing below that column.

Circle 2 coins in your bank.

Perform an action that requires a Monk *(or any action, as the Monk is wild)*.

Mark 4 spaces on your Development track.

Circle this bonus and score 5 victory points at the end of the game.

If nobody has completely filled their warehouse before you do, you circle this citizen *(and all the others cross this citizen out)*.

The bank

The bank shows your stock of coins. At the beginning of the game, there is 1 coin circled on the sheet that is already available to you.

Whenever you **gain** 1 or more coins, **circle them**. For each coin, you may freely choose the row, but you must circle the coins in each row from **left to right**. So, for instance, you may first completely encircle the spaces in the 3rd row and only then begin with the 2nd row if you want.

As soon as you **circle** all coins in a single row, immediately gain the **bonus** showing to the right of that row *(any number of coins may be crossed out or not)*.

Whenever you **pay** 1 or more coins, **cross out** the corresponding number of already-circled coins in your bank. From then on, these coins are no longer available to you.

Crossing out coins is always done from **left to right**, but you may cross out the coins in any row in the bank.

As soon as you have **crossed out** *(In summary, spent)* all coins in one column, immediately gain the bonus showing below that column. If you are the first player to do so, you may – as a yellow bonus – additionally **circle 1 shield in your depot**.

> If you gain a coin, but you have already circled all 15 coins in your bank, circle **1 shield in your depot** instead.

Row and column bonuses:

Perform an action that requires a Monk Follower *(or any Follower, as the Monk is wild).*

Circle this bonus and score 4 (or 7) victory points at the end of the game.

If nobody has filled the third row of their bank before you, you circle this citizen *(and the others cross the citizen out).*

Perform an action that requires a Farmer Follower.

Mark 2 spaces on your Development track.

Build 1 trading station for free, observing the usual rules *(In summary, don't pay a coin to do so).*

If nobody has completely crossed out this column before you do, you circle 1 shield in your depot *(and after that, all the other players cross this bonus out).*

The Development track

You mark the spaces on the Development track from left to right. You gain the bonuses showing there as soon as you mark the Development track above it.

Circle 1 coin in your bank.

Perform an action that requires a Monk Follower *(or any Follower, as the Monk is wild).*

Circle 1 shield in your depot.

Mark 1 good of your choice in your warehouse.

If nobody has marked this spot on the Development track before you, circle this citizen *(and all other players cross the citizen out).*

These increase your multiplier for the end of the game. During the game they provide no effect.

The depot

Your depot shows several shields. Some effects allow you to circle 1 shield in your depot. You always do this from left to right. For each circled shield, you score the indicated number of victory points at the end of the game.

You may circle shields in the depot if:

- you gain another good of a kind that you already have 5 of; or
- your warehouse is full and you then gain any other good; or
- you have circled all 15 coins and would gain another coin; or
- you are the first player to spend all coins in a column of your bank; or
- you have reached a specific bonus *(there are 2 of these)* on your Development track.

Joan of Arc
The Solo Game

If you play alone, Joan is your opponent; she tries to score more points than you.

SET-UP OF THE GAME

Set up for a solo game by setting up a two-player game with the following changes:

- Use the **back side** of a **single sheet** only.
- Use the Location cards *(you cannot use the Locations printed on a sheet)*.
- Choose a **single** difficulty level: **Standard**, **Connoisseur Variant**, or **Special Challenge**.

During a **Standard** or the **Connoisseur Variant** game, return cards labelled 1B, 2B, 3B, and 4B to the box.

During a **Special Challenge** game, return cards numbered 1, 2, 3, and 4 to the box.

- Shuffle the 14 remaining cards face down to form the *Solo deck*.

GAMEPLAY

Follow steps 1 to 3, as described on page 2. You and Joan alternate turns. **You take the first turn of the game**.

On your turn, you choose 1 Follower and perform 1 action as usual.

During Joan's turn, perform the following 3 steps in order:

1) **Reveal** the top card from the solo deck and place it face up in a pile beside the solo deck.

> After revealing a card, there should be one visible face up card, and one visible face down card on top of the deck.

2) **Determine** which Follower Joan **takes** by using the arrow on the top of the deck - *see the example to the right.* Joan takes the first follower along the arrow's path when comparing it to the Followers that are ordered on the other solo card.

*For example, the card showing on the top of the deck shows an upward-pointing arrow, so you check the other card, starting from the bottom and moving upwards, for the **first available Follower** that was drawn from the bag. A blue Follower is checked for first, but none are available in the pool of drawn Followers. Next, a white Follower is checked for, and being that there is one available to take, Joan takes this white Follower, and stops checking for more Followers.*

3) **Perform the action** for Joan's taken Follower, then place the Follower in the holding area.

When the bag is depleted for the first time, shuffle all solo cards and put them out as a new deck.

The available drawn Followers from the bag:

The Action that Joan performs is based on the Follower she takes and the currently-face-up solo card.

For example, in the example to the right, Joan ended up taking a white Follower, so she performs the matching action for that Follower (circle 1 of Joan's Depot shields).

The yellow part of your sheet shows Joan's area, where she marks her actions. Additionally, she crosses out some elements *(for example, bonuses or towns)*, if applicable.

Joan circles the shields in the depot from left to right. She doesn't start the second row before she has completely filled the first one. She always fills the Boatman *(blue)*, Farmer *(white)*, Knight *(red)*, and Scholar *(grey)* tracks from left to right.

Overview of Joan's actions
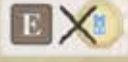
If Joan takes a **Farmer, Boatman, Knight, or Scholar**, mark a space on the corresponding track, if possible. After that, you perform the effect indicated on the solo card.

If Joan chooses a **Craftsman**, she builds a trading station *(see below)*.

Every time Joan takes a **Scholar**, and you mark a space for her, an additional effect is triggered:

Mark the next Development level on the right in Joan's area. If all 6 levels have already been marked, this effect is forfeited.

If you have not yet circled the **first** citizen - *at the second space of the Scholar track* - or the **second** citizen - *at the fifth space of the Scholar track* - on the Development track, cross the citizen out and circle a citizen for Joan in her area. But if you have already circled the **citizen on the Development track** nothing happens.

Circle 1 shield in Joan's depot.

If you are playing the **Connoisseur Variant or the Special Challenge**, perform a Monk action for Joan *(see below)*.

Effects on solo cards

Circle 1 trading station in Joan's area. On your map, cross out the town with the number shown on the solo card, provided it hasn't yet been circled or crossed out *(that means that neither you nor Joan have built a trading station here)*. If Joan cannot cross out a town, cross out the town with the **next higher number** that has neither been crossed out nor circled *(that means that nobody has yet built a trading station there)*.

Shuffle the Location cards *(the ones not yet acquired)* of the level indicated and remove a random one from the game.

Circle 1 shield in Joan's depot.

Mark the next space on Joan's Development track. If all 6 levels have already been marked, this effect is forfeited.

In your bank, cross out the first yellow bonus from the left that has not yet been crossed out.

Circle a citizen in Joan's area.

If you have not yet circled the citizen in the warehouse or in the bank, cross it out and circle a citizen in Joan's area. If you have already circled him *(or Joan has previously crossed him out)*, Joan gains nothing and the effect is forfeited.

Cross out one of the four Beneficial Deeds. If the arrow points to the right, cross out the next Beneficial Deed from the left; if the arrow points to the left, cross out the next Beneficial Deed from the right. *If all Beneficial Deeds have been completed or crossed out, this effect is forfeited.*

If you play the Connoisseur Variant or the Special Challenge, perform a Monk action for Joan *(see below)*.

Monk action

If you play the Standard difficulty level, any Monk actions for Joan are forfeited. If you play the Connoisseur Variant or the Special Challenge, and Joan is allowed to perform a Monk action, check the top card of the deck. She either A) builds a trading station - *using the number of the trading station on the face-up solo card;* or B) marks 1 space on a specific track and circles 1 shield in the depot.

A Monk action might allow Joan to mark a space on one of her tracks twice during an action: once through the chosen Follower tile, and then through the bonus she gains thanks to the Monk.

Note on the Location cards

Since Joan never acquires any Location cards, you need to activate higher Location levels yourself *(that means that, in order to be allowed to acquire a level-III Location card, you first must have acquired one card each of level I and level II).*

END OF THE GAME

The game ends after the bag has emptied **twice**.

As usual, whoever has built more trading stations circles 1 citizen.

Tally up your victory points as usual. Enter the values for Joan into her area:

- the total of all victory points for the marked Farmers, Boatmen, and Knights

- the total of the circled shields in Joan's depot

- the total number of the circled trading stations and citizens, multiplied by the highest marked Development level.

The total of all these 5 values is Joan's score.
If you have at least the same number of victory points as Joan, you win the game!

LOCATIONS

Stable: Circle 1 coin in your bank and mark any 1 good in your warehouse.	**Library:** Mark 2 spaces on the Development track.	**Windmill:** Circle 1 coin in your bank and mark 1 space on the Development track.
Brewery: Circle 2 coins in your bank.	**Meadow:** Mark 1 space on the Development track and any 1 good in your warehouse.	**Cemetery:** If you acquire a Location card, you may cross out 1 coin less in your bank. But you may also pay the full price, if you want.
Distillery: If you **take** a Trader, you may circle 1 coin in your bank. **If you recruit a Monk, this effect is not applied.**	**Archives:** If you **take** a Scholar, you may mark 1 space on the Development track. **If you recruit a Monk, this effect is not applied.**	**Fishing Boat:** Fill in a water route *(gain everything along the route as normal)* and circle 1 coin in your bank.

Trade Route: Fill in a land route *(gain everything along the route as normal)* and mark 1 space on the Development track.

Tree House: Anytime you fill in a land route *(from any source)*, you may replace any 1 good that you would gain along that route with a different good of your choice. You cannot choose to gain a different good if you already have 5 of it in your warehouse *(In summary, you cannot use this ability to make it easier to gain shields in your Depot).*
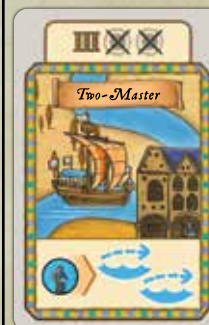
Haystack: Mark 1 grain and 1 good of any kind in your warehouse.

Cheese Factory: Mark 1 cheese and 1 good of any kind in your warehouse.
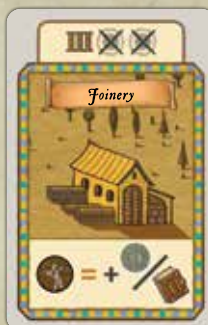
Joinery: If you **take** a Craftsman, you may circle 1 coin in your bank **or** mark 1 space on your Development track. **If you recruit a Monk, this effect is not applied.**

Two-Master: Fill in two water routes. Gain everything along each route as normal.

Four-In-Hand: Fill in two land routes. *Gain everything along each route as normal.*

Tavern: You may build trading stations in already-crossed-out towns. You can still only ever have one trading station in each town max.

Architect: Cross out 1 circled coin in your bank to build a trading station. *Follow the usual rules.*

Winery: Mark 1 wine and any 1 good in your warehouse.

Confessional Box: Mark 3 spaces on your Development track.

Falconry: Circle 1 coin in your bank, mark 1 space on your Development track and any 1 good in your warehouse.

Guesthouse: For each completed column in your warehouse, mark 1 space on your Development track.

Consultancy: If you **take** a Scholar, you may mark any 1 good in your warehouse. **If you recruit a Monk, this effect is not applied.**

Park: For each completely crossed-out column in your bank, mark 1 space on your Development track.

Warehouse: Mark any 2 goods in your warehouse.

School: After taking a Scholar, you may treat him as a Follower tile of your choice *(except as a Monk)*. The effects of cards with a "+" sign *(Distillery, Joinery, Machine)* cannot be used.

Goldsmith: For each trading station you have built, mark 1 space on your Development track.

Circus: You can perform this effect using any Follower tile. Gain 2 coins **or** fill in 2 spaces on your Development track **or** gain 1 coin and mark 1 space on your Development track.

Machine: If you **take** a Farmer, you may mark any 1 good in your warehouse. **If you recruit a Monk, this effect is not applied.**

Observatory: You may mark all spaces on the Development track up to the next ⭐. In doing this, ignore all 🛡 bonuses, but gain all yellow bonuses if nobody else has gained them yet this game *(then they mark them off on their sheets as normal)*.

As shown on the card, the Monk you use to activate this **must** be a **Recruited** Monk *(You cannot use a Monk gained through a bonus effect)*.