

Orléans: Quest for the Crown – A Strategic Adventure in a Living World

Orléans: Quest for the Crown transforms the classic game into a rich **narrative-driven experience** with **hidden roles, dynamic quests, and an advanced symbol system**. This expansion seamlessly integrates RPG elements, creating a world where every decision shapes your journey.

No More Resource Tokens – The World is Your Marketplace

Unlike the base game, players no longer place resources on the board. Instead, each **city and region has its own deck of quest cards**. When entering a city, the top card is revealed, awarding a resource and triggering a **unique challenge or opportunity**.

This creates a **fluid economy**, where players must adapt to the ever-changing landscape rather than relying on pre-set placements.

◆ **Hidden Roles and Character Development**

Each player has a **secret identity** with a **personal mission** tied to the unfolding story.

- Every player receives **three personal cards** called "**Advantage Cards**" (**Special Ability Cards per Character**).
 - **Two Useful Cards** can be **discarded for powerful effects** or **saved for specific quests that reward their presence**.
 - **One Negative Card** remains a **threat**—if it is still in your hand at the end of the game, it reduces your Victory Points. Players can discard it early for a smaller penalty or wait for **quests that remove it entirely—or even turn it into a benefit**.

Each card holds **hidden knowledge** about the world. When played, its **truth is revealed to all players**. When played, its **truth is revealed to all players**. However, if a quest removes your Negative Card without penalty, its secret remains **buried forever**, protecting your character's reputation.

◆ **A New Symbol System for Strategy and Depth**

The game introduces **eight distinct symbols**, each serving a specific function in quests, skill checks, and strategic decisions:

- **White Symbols** – Spent on actions and skill checks, but when collected in sets of three, they become permanent. This creates long-term strategy while ensuring balance through multi-symbol cards that may still need to be discarded.
- **Green Symbols** – Used for defense, preventing negative effects from events or other players' actions. Once used, they are discarded.
- **Gold Symbols** – Rare and permanent, but only used in high-value quests.

Symbols create **randomization in quests**, determine **success in skill checks**, and allow players to **trade short-term gains for long-term advantages**. Green symbols add an element of bluffing—players can discard them to avoid a possible threat, but they won't know if the danger was real until the decision is made.

A World of Quests and Challenges

Every journey in Orléans: Quest for the Crown is unique, shaped by a **variety of quest types**:

- **Events** – Something happens in the city, affecting resources, strategy, or player choices.
- **Choice-Based Quests** – The player **selects an action without knowing the outcome**, adding tension and intrigue.
- **Personal Objectives** – Players must **collect specific quest cards with matching symbols** to earn Victory Points.
- **Random Symbol Quests** – Travel to a city and draw a **random quest**; if it contains the right symbols, the outcome changes.

- **Progression-Based Quests** – Some **rare symbols** can be **accumulated**, unlocking high-stakes skill checks.
- **Travel and Delivery Missions** – Move to a specific city, **deliver resources**, and **earn rewards**.
- **Discard Quests** – Some quests require you to **discard your Negative Card** or a **Useful Card** to gain an advantage.
- **Reward for Saving Special Cards** – Some quests give **bonus Victory Points** if you still hold your **Useful Cards**.
- **Player Interaction Quests** – Trade, steal, or engage in secret missions involving other players.
- **Humorous Risk Quests** – Offer another player a resource. If they take it, you gain VP, but they **lose points**. If they refuse, nothing happens.
- **Ambush Mechanics** – Entering a city occupied by another player might force a **sudden challenge**.
- **Surprise Quests** – Move to a city, draw a **symbol-based event**, and adapt to the consequences.

The combination of **hidden knowledge**, **strategic risk-taking**, and **evolving quests** makes every playthrough a **fresh and immersive experience**.

What's Next? Setting Up and Playing

Orléans: Quest for the Crown keeps the **core mechanics of Orléans** intact while adding layers of depth through **story-driven quests**, **hidden roles**, and **tactical decision-making**.

With every game, the world unfolds differently, shaped by **your choices**, **alliances**, and **discoveries**. Will you seize the throne, uncover hidden conspiracies, or carve your own path through the chaos?

The adventure begins now! 

Orléans: Quest for the Crown – Rules Overview

Introduction

This game is played using the core rules of **Orléans**, but with additional **RPG elements**, a **story-driven narrative**, and **quest-based mechanics**. Players will **not** place resource tokens on the board as in the base game. Instead, resources will be drawn from **quest cards**.

You can either print a **new game map** (available in the provided file) or use **map overlays** to modify the existing Orléans board. Players will select **one of two storyline scenarios**, each with unique **character objectives**, **role cards**, and **endings**.

Game Setup

1. Choose a Storyline:

- *The Death of the King*: A power struggle begins in the empire after the king's mysterious death.
- *The Weather Machine Mystery*: A malfunctioning device has thrown the empire into climate chaos.

2. Each player takes:

- A **character role card** (with a hidden goal).
- Three **special ability cards** (two useful, one negative).
- A **starting symbol card** (randomly drawn and kept throughout the game).

3. Prepare Quest Decks:

- Shuffle quest decks for **seven regions + Orléans**.
 - Place them in separate piles near the board.
-

Character Roles & Special Ability Cards

Each player assumes a role (e.g., Monk, Knight, Merchant, Scientist) and receives **three ability cards**:  **Two Useful Cards**: These can be discarded for **powerful effects** or **kept for later quests** that grant extra rewards.

 **One Negative Card**: If kept until the end of the game, it **reduces** victory points (VP). Players may:

- **Discard it early** for a smaller penalty.
- **Find a quest** that removes it **without penalty**.
- **Even turn it into a benefit** through specific quests.

Each ability card has **hidden lore** on the back, which must be **read aloud to all players** when used. However, if a quest removes a **negative card**, its secret does **not** need to be revealed.

How Quests Work

Whenever a player **enters a city**, they:

1. Draw a **quest card** from the corresponding **region's deck**.
2. **Gain the resource** shown on the card.
3. Follow **one of three quest types**:
 -  **Self-Read Quests**: The player **reads and resolves** the event.
 -  **Hidden Choice Quests**: Another player **reads the choices aloud**, but **does not reveal the consequences** until a decision is made.
 -  **Objective Quests**: Require collecting certain **symbols** over time to complete.

If a quest requires **spending symbols**, players discard the corresponding **quest card** from their board. Some **randomized quests** require checking **symbols on a drawn card** to determine an outcome.

Symbol System

Each quest card contains **symbols** that function as **resources, requirements, and randomizers**.

Symbol Types:

◆ **White (Basic):** Spent on quests.

- If a player **collects 3+ of the same symbol**, they become **"locked"** and **cannot be discarded**.
- If another symbol on the same card is required, the **entire card must be discarded**.

● **Green (Protective):** Can be used instead of white symbols for quests, but their main function is **defensive**.

- If an event or another player tries to take resources, a **matching green symbol can block it**.
- If used for defense, **the green symbol is discarded**.
- **Green symbols do not accumulate**.

● **Gold (Rare & Special):**

- **Never discarded**.
 - Used only in **legendary quests**.
 - Cannot be used for regular **checks or payments**.
-

How to Use Symbols

1. Spending Symbols:

- If a quest requires a **symbol**, discard a **card containing that symbol**.
- If the **same card** contains other symbols, those are lost too.
- If a player has **3+ white symbols** of the required type, **they are safe** and not discarded.

2. Defending with Green Symbols:

- A **green symbol can negate a penalty** if its **type matches the threat**.
- The **green symbol is discarded** after use.

3. Legendary Quests & Gold Symbols:

- Some **rare quests** require **gold symbols**.
- These are **never discarded** and can only be used in **specific scenarios**.

Examples of Symbol Usage

- **Spending a White Symbol:** A quest requires a 🔥 Fire symbol. The player **discards a card** containing 🔥.
 - **Locked Symbols (3+ rule):** The player has three ⚙️ Gear symbols. If a quest requires ⚙️, it is **not discarded**.
 - **Forced Discard:** If a player needs 🔑 Key but has only one card with both 🔑 and ⚔️ Sword, **the entire card is discarded**.
 - **Green Defense:** A quest forces the player to **lose coins**, but if they have 🟢💰 (Green Coin), they can **block the loss**.
-

Handling Quest Cards

- ✓ If a quest is **failed or skipped**, return it to the **bottom of its deck**.
 - ✓ If a quest is **completed**, the player **keeps the card** (to retain its symbols).
 - ✓ If symbols on a card are **spent**, the **entire card is discarded** and placed at the **bottom of its deck**.
 - ✓ Players can **rearrange their quest cards freely**—symbols do **not** have to come from consecutive quests.
-

Quest Types & Examples

- ◆ **Event Quests:** Simple events—gain/lose resources or VP.
- ◆ **Decision Quests:** Players choose an action **without knowing the outcome**.
 - ◆ **Secret Objectives:** Collect **specific symbols** for **end-game VP bonuses**.
 - ◆ **Randomized Quests:** Players check a **symbol on a new card** for a **chance-based outcome**.

- ◆ **Travel Quests:** Move to **another region** to complete a **delivery or objective**.
 - ◆ **Player Interaction Quests:**
 - Trade **resources or coins** for VP.
 - **Steal resources** from an opponent (who may **block with a green symbol**).
 - Show proof of a **hidden goal** to gain rewards.
-

Game End & Final Resolution

At the end of the game:

1. Each player **reveals** their character **role card** and secret **goal completion**.
 2. Players tally:
 - Victory Points (VP) from **quests, objectives, and resources**.
 - Any penalties from **negative cards** left in their hand.
 3. **Final Story Event:**
 - One of **three endings** is randomly drawn and read aloud.
 - The **fate of the empire** is revealed based on player actions.
-

Summary of Key Mechanics

- ✓ **Quest-Based Progression** – No need to place **resource tokens** on the board.
- ✓ **Dynamic Choices & Player Interactions** – Hidden decisions, trade, and competition.
- ✓ **Symbol System** – A balance of **spending, protection, and accumulation**.
- ✓ **Story-Driven Experience** – Every game unfolds as a **unique narrative**.