

# Ora & Labora: Easy-To-Forget Rules

## SETUP

### Game Boards:

- One board has a side for 1-2p (regular or long games), and for 3-4p short games
- The other board has a side for 3p, and a side for 4p
- There are 2 identical copies of the production wheel
  - One side is for regular 2p games
  - The other side is for all other game types (1p, 3-4p regular and short)
  - The initial wheel position points to the 'book' icon on the board
- Sort by cost the double-sided landscapes (horizontal 'districts', vertical 'plots')
  - One district side has 2 forests & 1 moor, the other has only 1 forest

### Building Cards:

- **Remove '3+' and '4' cards** depending on player count
- Choose either the France or Ireland cards
- Cards with the 'book' icon are available at the beginning of the game
  - ABCD cards (including players' settlements) are placed around the board

### Goods Indicators:

- Place the **7 wooden goods indicators on slot 'A'** behind the production wheel
  - Orange square is 'wild'; grey rectangle is 'peat'; brown rectangle is 'clay'
  - The **wild indicator may be used to collect wine/stone**, even before the wine/stone indicator has entered the game
- Grapes (for the France game) and stone are placed beside the board
- Blue building marker is a reminder of when the next settlement phase will occur

### Player Setup:

- Take a heartland landscape, 2 moor (peat) cards and 3 forest (wood) cards
- **Receive 6 basic goods** (clay, wood, peat, sheep, wheat, money)
- Keep the 4 starting settlements, put the other 4 around the board/wheel
- Take **3 clergymen (1 "prior" & 2 "lay brothers")**

## ROUND STRUCTURE

### Round Start:

- The **production wheel advances** counter-clockwise at the start of **each round (including the first round of the game)**.
- If you've placed **all 3 clergymen on buildings, retrieve them now.**

### 2 Player Rounds:

- The term "round" is synonymous with the term "turn"
- **Each round/turn, the player gets 2 actions**

### 3-4 Player Rounds:

- Each player takes 1 turn, in clockwise order
- The **starting player takes 1 extra turn** at the end of the round
- Then the starting player marker is passed clockwise

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## THE 3 ACTIONS

### 1) Place Clergyman:

- Put a clergyman (prior or lay brother) on your own building to do that action
- Alternatively, **pay to place another player's clergyman** on their building.
  - Cost: Either **discard a wine/whiskey**, or **pay the player money**
    - \$1 at first, and **\$2 once the winery/distillery has been built**

### 2) Fell Trees or Cut Peat:

- Remove a forest/moor card and take wood/peat (this **doesn't use a clergyman**)

### 3) Build a Building:

- Pay the cost (wood/clay/straw/stone/money) to take an available building
  - **Cloister buildings** must be placed **orthogonal** to other cloister buildings
  - Some buildings may only go on **coast/hillside spaces**
  - The **mountain spaces** may only house the quarry or castle
  - The **water spaces** may only house the houseboat (in the Ireland game)
- If your **prior** is available, you can take your new building action immediately

**Free Actions:** The following do not count as taking an action/turn

- Buy a district or plot (once per turn and once per settlement phase)
- Trade wine/whiskey for coins, or flip wheat to straw

## SETTLEMENT PHASE

Each player may **place 1 of their existing (not new) settlements**, paying the energy/food cost. Then **place the blue building marker** at the next settlement round on the game board. Distribute the **new cards**. (Make sure to remember whose turn is next after the settlement phase, and don't accidentally rotate the production wheel twice.) **Settlements aren't used for actions**, but are worth roughly 1/3 of end game points. Each **settlement is worth its own dwelling value** (burgundy coloured house), plus those orthogonally adjacent to it.

## END GAME

### 2 Player End Game:

- Triggered when there is only **1 building remaining** in the supply.
  - The current player finishes their turn (2 actions total).
  - Then the **other player gets 1 final action** (not turn).
- Unlike the 3-4p game, there is **no bonus round**, and **no 5th settlement phase**.

### 3-4 Player End Game:

- Triggered when the goods indicator **moves past the "E" space** on the board.
  - Each player will **take back their prior**
  - In turn order, each player gets **1 final action**
    - **Build a building** (and potentially action it with your prior), or
    - **Place your prior on ANY built building**
      - This building may already be occupied by clergymen
      - You can even use other players' buildings, and don't have to pay money/wine/whiskey
- Finally, there is a 5th settlement phase prior to final scoring