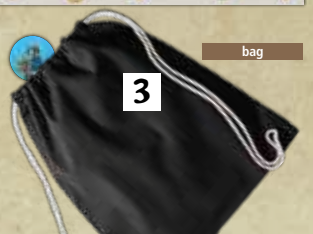
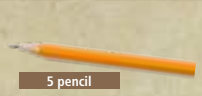
Joan of Arc

What would ORLÉANS be without Joan of Arc? In the draw-&-write variant of the classic ORLÉANS, 2 – 5 players compete for the best Follower tiles in direct exchange or from a distance, in order that the strategy they have chosen will lead them to victory. In contrast, in the solo game the heroic Joan of Arc tries everything to come off as the winner against you – the successful fighter won't make it easy for you!

Set-up of the Game

1. Each player takes 1 sheet from the pad and 1 pen. Put the sheet in front of you so that it shows the side depicted below. The back side is needed for the solo game only.
2. Before the first game, punch out the 27 Follower tiles from the punch-out sheet and put them in the bag.
3. The player who last was in France becomes the **starting player** and takes the bag.
4. Determine an area on the table as the **holding area**.
5. For the **two-** or **four-player** game, remove **2** random Follower tiles from the bag and lay them aside in the **holding area.** For the **three-** or **five-player** game, remove **3** random Follower tiles instead.
6. For **your first game** (or, for instance, if you play via video conference and not everybody has the game in front of them), put the **Place cards** back into the box and use the places printed on your sheet.
7. **From the second game on**, shuffle the Place cards and lay out 4 Place cards of each of the 5 categories (I to V) face up. Put the remaining 2 cards of each category back into the box.
8. If you do **not play with four or five players**, strike out the part of the map that contains the **towns with the numbers 20 to 22**.
9. In the two-player game, strike out the **fifth Beneficial Deed** and the parts of the map that contain the **towns with the numbers 18 to 22**.
10. Strike out all numbers shown inside the bag symbols depicted in the left area of your sheet that are larger than the number of participants (in the three-player game, for example, strike out the "4" and the "5").
11. The 18 solo cards are needed in the solo game only; otherwise, put them back into the box.





Course of the Game

Play goes over several rounds. Each round, Follower tiles are drawn out of the bag and then distributed. A round proceeds over three steps:

1) Draw tiles

When you have the bag in front of you (which means you are the starting player), you draw a certain number of Follower tiles out of the bag, depending on the number of players, and lay them out so that they are easily visible to all players (but don't put them in the holding area).

2 → 5 tiles
3 → 4 tiles
4 → 5 tiles
5 → 6 tiles

2) Take Follower tiles and carry out actions

If you are the starting player, you take 1 of these Follower tiles and use it to carry out 1 action. Then you put the Follower tile in the holding area.

After that, the player to your left chooses 1 of the remaining Follower tiles, uses it to carry out 1 action and places it, and so on. Once all players have taken 1 Follower tile each, the starting player takes the last Follower tile – **that means that this player carries out 2 actions in this round!** This Follower tile is then also put in the holding area.

In the two-player game, the starting player carries out 3 actions, whereas the other player carries out 2 actions. Players alternate taking a Follower tile.

The actions will be explained in detail below.

Up to 3 times in the game, you may – **instead of** taking a Follower tile – recruit a Monk. To do so, you strike out the Monk furthest left that has not yet been struck out, **remove 1 of the other Follower tiles and put it in the holding area** without activating it. Any Monks you haven't struck out will give you victory points at the end of the game.

You may use a Monk as any Follower tile (except for the Beneficial Deeds, see p. 5).

3) Pass the bag and refill it, if applicable

Once all Follower tiles have been distributed, the bag is passed on to the next player in a clockwise direction, which makes this player the new starting player.

If there are no Follower tiles left in the bag at this moment, all Follower tiles are put from the holding area back into the bag. Then, as in the initial set-up, 2/3/2/3 random tiles (in the game with 2/3/4/5 players) are removed from the bag and put in the holding area. Additionally, **all players** have to strike out the lowest number on the bag symbols printed on the left side of their sheet.

Important! As soon as all numbers have been struck out, the game ends immediately! That means that you play as many "bags" as there are players.

Actions

Every time you take a Follower tile, you may carry out 1 corresponding action. You can choose from 3 options:

(A) Carry out the standard action associated with this tile or
(B) Carry out an action on one of your own Place cards showing this Follower tile or
(C) Take part in a Beneficial Deed

Some bonuses show a Follower tile. In this case, you may carry out an action that corresponds to this Follower tile, as if you had taken it.

(A) Standard actions

Depending on the tile you have chosen, you carry out the effect described here.

You may mark (with an „X") **any one good** in your **warehouse**. In doing so, observe the rules for stocking the warehouse (see p. 6).

You may fill in a **land route** (brown) on the map of your sheet. To this end, you choose two towns that are connected by a land route, and fill in the route (i.e., you color it with your pen). In doing so, consider that the route has to start from Orléans or from another town that is located at a filled-in route.

You may immediately mark all the **goods** in your warehouse (see p. 6) that you get on this route. For **Development points**, you mark 1 space on your Development track (from left to right) (see p. 7).

Example: On previous actions, you filled in the routes Orléans → 8 and 8 → 16. Thanks to a Knight action, you may fill in a land route. You choose the route from town 8 to town 9 (and you may mark the corresponding good in your warehouse).

You may either fill in a **water route** (blue) on your map or **get 1 coin** and circle it in your bank.

If you choose the water route, the rules are the same as for the „Knight."

If you choose the coin, you need to observe the rules for filling the bank (see p. 6).

You may strike out 1 circled coin in your bank in order to **build a trading station,** or **get 1 coin** and circle this coin in your bank.

If you want to build a trading station, you choose a town on your map that

- is connected with Orléans over filled-in routes, and
- has been neither circled nor struck out.

Circle this town. After that, **all the other players** have to strike out this town on their map (that means they are no longer allowed to build a trading station there). An exception is the town of Orléans – here, all players may build once (i.e., Orléans is never struck out).

If you build a trading station in town 22, you immediately circle the citizen there (and all the other players strike out their citizen in that town).

If you have no coin at your disposal in your bank, the action is forfeited.

Example: You strike out the circled coin in your bank and then circle the town 8 (which you had already connected with Orléans). All the other players strike out town 8; they may no longer build there (but they may still fill in routes to that town).

You may either acquire 1 Place card or get 1 coin and circle this coin in your bank (in the latter case, observe the rules for filling the bank; see p. 6).

If you don't play with the printed places, 20 Place cards were revealed at the beginning of the game. When you acquire a Place card, you need to observe:

- You may take a Place card only from the middle, never from another player.
- If nobody has acquired a Place card yet, you have to choose a category-I Place card.
- You may acquire a Place card of a higher category only if at least one Place card has been acquired in each lower category. In this context, it is irrelevant whether it was you or somebody else who acquired these Place cards.

  Example: As soon as somebody has acquired a category-I Place card, the category-II Place cards are activated as well. In order to be allowed to acquire a category-III Place card, somebody must have acquired a category-II Place card before (but this doesn't necessarily have to be you).

- In the game with 4 or 5 players, at least 2 Place cards of a category need to have been acquired (no matter by whom) before the next higher category is activated.
- You may always acquire Place cards in any of the activated categories (that means, for instance, also in category I, even if higher categories have already been activated).
- After you have chosen a Place card, you have to pay its costs in the form of coins. Place cards in categories I or II cost 1 coin each, those in categories III to V cost 2 coins each. Strike out the corresponding number of circled coins in your bank. If you don't have enough coins there, the effect is forfeited – in this case, it might be better to choose another action possibility of the Trader.
- Lay out the Place card in front of you. From your next action on, you may use it.

Are you playing without Place cards? In this case, fill in the top left corner of your chosen place on your sheet; all the others strike this place out.

If you are playing with the Place cards, ignore the places printed on your sheets.

How to carry out actions using Place cards is explained below. The functions of the Place cards are explained in detail on p. 10.

You may mark **1 space** on your **Development track** (from left to right). The Development track is explained in detail on p. 7.

You can recruit Monks when choosing a Follower tile, or you can get Monks through certain bonuses. Monks can replace **any other Follower tile** (except for the Beneficial Deeds, see p. 5); that means you may carry out an action of your choice. This also applies to Place cards (see below).

(B) Carry out an action on a Place card

Instead of carrying out a standard action, you may carry out an action on one of your Place cards, provided you have taken a suitable Follower tile.

*Example: You own this Place card. With a Boatman (or a Monk used as a Boatman), you may – **instead of the standard action – fill in 2 water routes**.*

*Example: With the „Library" Place card, you may use a Scholar (or a Monk used as a Scholar) to mark **2 spaces** on your **Development track** (instead of 1 space in the standard action).*

If you have multiple Place cards showing an action that relates to a Follower tile, you have to **choose one of them**. But of course, you may always carry out the standard action instead, or take part in a Beneficial Deed.

Some Place cards show no action, but a different benefit.

Some Place cards show a "+" sign. You carry out the effect depicted there **every time you take a Follower tile of this kind**. They can also be combined with other Place cards. If you recruit a Monk or if an effect allows you to carry out an action with a specific Follower tile, this does not count as "taking." Consequently, this doesn't count for these Place cards either!

Example: You own this Place card (plus the "Library" Place card from the previous example) and take a Scholar. For this, you may immediately mark 1 space on your Development track. After that, you can still use the Scholar with the library in order to mark 2 more spaces.

All Place card effects are explained in detail from p. 10 on.

(C) Take part in a Beneficial Deed

Each of the 5 Beneficial Deeds (4 in the two-player game) shows 3 Followers, 1 effect and 1 yellow bonus.

As an action, you may mark one Follower that corresponds to your Follower tile at one of the Beneficial Deeds, and get the effect depicted there.

Note: To mark a Monk for a Beneficial Deed, you need to either recruit a Monk after selecting a Follower tile, or gain a Monk action as a bonus.

Important: The Followers required for the Beneficial Deeds cannot be replaced by others (e.g., by Monks).

If you manage to mark all 3 Followers at a Beneficial Deed, you additionally get the yellow bonus indicated. Carry it out immediately (Deeds 1 to 3) or, respectively, circle the citizen for the final scoring (Deeds 4 or 5). After that, all the others strike this Beneficial Deed out. Nobody may mark any additional Followers here (nor carry out any of the effects any more).

Effects of the Beneficial Deeds:

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

Fill in 1 land route (and gain the goods or Development points indicated there, as usual).

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.

Bonuses for completed Beneficial Deeds:

Carry out a Craftsman action.

Carry out a Monk action.

Circle this citizen. He will give you victory points at the end of the game.

End of the Game & Scoring

The game ends as soon as **all numbers on the bag symbols printed on the left of all players' sheets have been struck out**. At that point, you have played as many bags as there are players. Now, the scoring takes place.

First, the player who **built the most trading stations** circles the **citizen** for this achievement. All the others strike the citizen out. In case of a tie, nobody gets the citizen.

Then add up your victory points by using the track on your sheet:

Trading stations and citizens: Add up the number of your trading stations and of your (circled) citizens and then multiply this score by the value of your Development status (i.e., the highest value you have reached on your Development track).

Goods: For each row where you have marked all 5 goods, you score as many victory points as indicated there. If you have marked all the goods in the 4th column, you earn another 5 victory points.

Bank: If you have **circled** all the coins in the second row, you score 4 victory points. If you have **spent** (i.e., struck out) all the coins in the 5th column, you earn 7 victory points.

Monks: You score 7/6/4/0 points if you have recruited 0/1/2/3 Monks.

Depot: For all circled shields in your depot, you earn the number of victory points depicted.

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, there is more than one winner.

Scoring example:
You have built 4 trading stations and circled 2 citizens. Your Development status has reached the 5, but not the 6. For this, you score (4+2)×5 = 30 victory points.
For your warehouse, you get 8 points; for your bank, 4 points, and for the remaining Monks, 6 points. The depot gives you 4 points. In total, your score is 52 victory points.

Additional Rules

Gaining bonuses

Your sheet depicts some bonuses. As described below, you gain these bonuses under certain conditions. What applies to all of them is this:

Everybody can gain such bonuses. As soon as you have activated this bonus, you carry it out and strike it out, or you circle it if it consists of victory points.

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

Whenever you gain one or more bonuses on your turn, you carry them out during the course of your turn in the order of your choice. You may allow bonuses to lapse.

The bonuses are explained in detail below.

The warehouse

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

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

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

If an effect allows you to mark any kind of good, you have to choose one in 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 kind of good that you could mark 5 times by the end of the game, you score the number of victory points indicated at the end of the row.

If you manage to mark a complete column of goods, you immediately gain the bonus indicated below that column.

Circle 2 coins in your bank.

Carry out a Monk action.

Mark 4 Development points.

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 strike the 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 get 1 or more coins, you **circle them**. For each coin, you may freely choose the row, but you have to circle the coins in every 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 have **circled** all coins in one row, you gain the **bonus** depicted to the right of that row.

If you are allowed to circle 1 coin, but you have already circled all 15 coins in your bank, you circle **1 shield in your depot** instead.

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

Striking out coins (just like the circling) is always done from **left to right**, but you may strike out the coins in any row in the bank.

As soon as you have **struck out** (i.e., spent) all coins in one column, you gain the bonus depicted 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**.

Overview of the bonuses in the rows and columns:

Carry out a Monk action.

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

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

Carry out a Farmer action.

Mark 2 Development points.

Build 1 trading station, observing the usual rules for building these stations. **However, you don't pay a coin for this.**

If nobody has completely struck out this column before you do, you circle 1 shield in your depot (and after that, all the others strike this bonus out).

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 get another good of a kind of which you have already marked all in your warehouse or
- your warehouse is full and you then get any other good or
- you have circled all 15 coins and would get another one 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 the Development track.

The Development track

You mark the spaces on the Development track from left to right. You gain the bonuses depicted there as soon as you mark the Development point above it. As usual, a yellow bonus is granted only to the first player to mark the space above it. These bonuses are important only at the end of the game; then, they serve as a multiplier for your trading stations and citizens.

Circle 1 coin in your bank.

Carry out a Monk action.

Circle 1 shield in your depot.

Mark 1 good of your choice in your warehouse.

If nobody has marked this Development point before you do, you circle this citizen (and all the others strike the citizen out).

These effects increase your multiplier for the end of the game. During the game, they don't give you any other special effects.

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 the solo game as in the two-player game, with the following changes:

- You need only 1 sheet; use its back side.
- You play with the Place cards (i.e., not with the places printed on the front side of the sheet).
- Sort the solo cards (14 main cards and 4 exchange cards) and choose one of the difficulty levels: **Standard, Connoisseur Variant or Special Challenge**. In the Connoisseur Variant, you play with Monk actions for Joan. If you choose the Special Challenge, you additionally replace the 4 main cards numbered 1 to 4 with the 4 exchange cards (1B-4B).

These 14 cards are called the "solo cards." Shuffle the solo cards and put them next to you, with the back facing up.

Course of the Game

You still follow steps 1 to 3, as described on p. 2. You and Joan alternate turns. You take the first turn of the game.

On your turn, you choose 1 Follower tile and carry out 1 action, as usual.

When Joan has her turn, you reveal the top solo card for her and put it to the left of the pile. On her next turn, she reveals the next card from the pile and puts it on top of the solo card she just used. This way, a new back side of a solo card becomes visible on the pile.

The front of each solo card shows an effect for each of the Follower tiles. Depending on the Follower tile that Joan chooses (see below), you carry out the action depicted for her. The actions are described in detail below.

In order to decide which Follower tile Joan chooses, you have to follow the **arrow on the back side of the next solo card**.

Joan always chooses from among the Follower tiles in the display. To this end, you check on the front side **in the direction of the arrow** shown which of these Follower tiles she prioritizes. **Joan chooses the first suitable Follower tile**. Take this tile, carry out the action shown on the solo card for Joan, and then put the tile in the holding area, as usual. Joan's individual actions and effects are explained below.

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

Example: The display gives Joan the choice among a Knight, a Craftsman or a Farmer. The arrow on the back side of the next solo card points upwards, that means she resolves the solo card in this direction. The display doesn't contain a Boatman; therefore, she needs to check the next Follower. It is a Farmer. Since there is a Farmer in the display, Joan takes him and carries out the action.

Joan's Area

The yellow part of your sheet shows Joan's area, where she marks her actions. Additionally, she strikes out some elements (e.g., 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, Farmer, Knight and Scholar tracks from left to right.

Overview of Joan's actions

If Joan takes a **Farmer, Boatman, Knight or Scholar**, you mark a space on the corresponding track, if possible. After that, you carry out the effect indicated on the solo card.

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

Every time Joan chooses 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, you strike him 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 play the Connoisseur Variant or the Special Challenge, carry out a Monk action for Joan (see below).

Effects on solo cards

Circle 1 trading station in Joan's area. On your map, strike out the town with the number shown on the solo card, provided it hasn't yet been circled or struck out (that means that neither you nor Joan have built a trading station here). But if this is the case, strike out the town with the next higher number that has neither been struck out nor circled (that means that nobody has yet built a trading station there).

Shuffle the Place cards (the ones not yet acquired) of the category indicated and remove a random one from the game.

Circle 1 shield in Joan's depot.

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

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

Circle a citizen in Joan's area.

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

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

If you play the Connoisseur Variant or the Special Challenge, carry out a Monk action for Joan (see next page).

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 carry out a Monk action, you check **on the back side of the topmost face-down solo card which action she carries out as an additional bonus**. She either builds a trading station (using the number of the trading station on the face-up solo card) or marks 1 space on a specific track and circles 1 shield in the depot.

A Monk action might entail that Joan is allowed 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 gets thanks to the Monk.

Note on the Place cards

Since Joan never acquires a Place card, you need to activate higher categories yourself (that means that, in order to be allowed to acquire a category-III Place card, you first must have acquired one card each of category I and category II).

End of the Game

The game ends after you have gone through the bag twice.

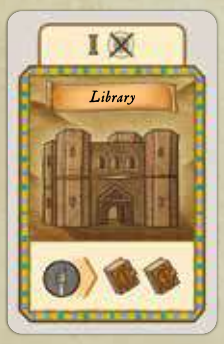
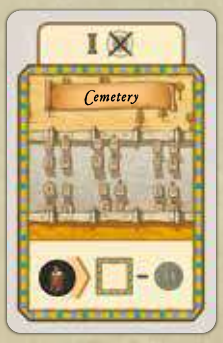
As usual, whoever has built more trading stations circles 1 citizen.

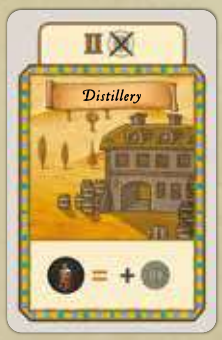
Tally up your victory points as usual. Enter the values for Joan into her area:

- 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!

Overview of the Place Cards

	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 Place card, you may strike out 1 coin less in your bank. But you may also pay the full price, if you want.



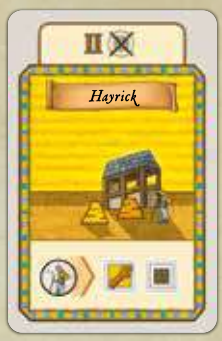
Distillery: If you take a Trader, you may circle 1 coin in your bank. If you recruit a Monk, this effect is not applied.

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.

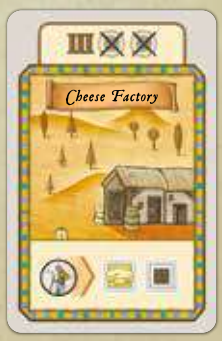
Fishing Boat: Fill in a water route and circle 1 coin in your bank.

Trade Route: Fill in a land route and mark 1 space on the Development track.

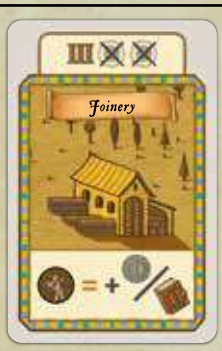
Tree House: If you fill in a land route, you may replace any 1 of the goods depicted there with a different good of your choice. For this, if possible, you have to choose a kind of good of which you have not yet marked all in your warehouse. Otherwise, you mark the next shield in your depot, as usual.



Hayrick: 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 the Development track. If you recruit a Monk, this effect is not applied.

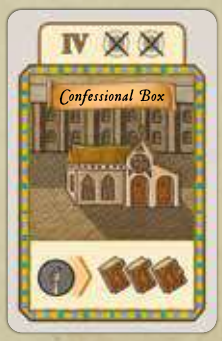
Two-Master: Fill in two water routes.

Four-In-Hand: Fill in two land routes.

Tavern: You may build trading stations also in already-struck-out towns.

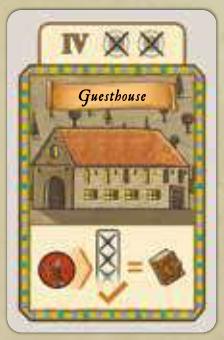
Architect: Strike out 1 circled coin in your bank and build a trading station. Follow the usual rules.

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



Confessional Box: Mark 3 spaces on the Development track.

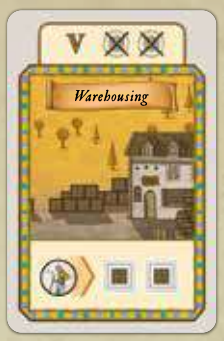
Falconry: Circle 1 coin in your bank, mark 1 space on the Development track and any 1 good in your warehouse.



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

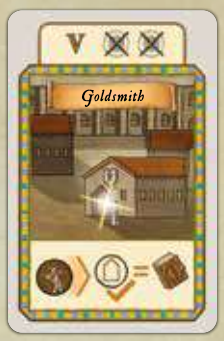
Consultancy: If you take a Scholar, you may mark any 1 good in your warehouse. If you recruit a Monk, this effect is not applied.

Park: For every completely struck-out column in your bank, mark 1 space on the Development track.



Warehousing: Mark any 2 goods in your warehouse.

School: After taking a Scholar, you may treat him as a Follower tile of your choice (except for 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 the Development track.

Circus: You can carry out this Place card with any Follower tile. Choose twice: Circle 1 coin in your bank or mark 1 space on the 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 activate this Place card only with a recruited Monk (i.e., not through other bonuses or effects that allow you to carry out a Monk action). You may mark all spaces on the Development track up to the next ✸. In doing this, you ignore all ◡ bonuses, but you gain yellow bonuses if nobody else has gained them yet.

A thank-you to all those who have given us valuable feedback during numerous test games. We would like to particularly mention our intern, Leo Weiler, who has made significant contributions with passion and enthusiasm.

Designers: Ryan Hendrickson and Reiner Stockhausen
Editing: dlp games / Markus Müller
Illustrations: Klemens Franz
Graphics and layout: atelier198
English translation:
Sybille & Bruce Whitehill, "Word for Wort"

www.dlp-games.de
© 2022 dlp games Verlag GmbH
Eurode-Park 86
52134 Herzogenrath
Germany
Tel.: 02406-8097200
E-Mail: info@dlp-games.de