

# FRANCE

**Starting and basic goods**

### Course of a Round

**2 players** 3-4 players  
 all players: take own clergymen back (if necessary)  
 rotate production wheel (verify checking numbers)  
 bring grapes/stone into the game (if necessary) take 2 goods in the short game

- settlement phase (if necessary)
- 2 actions by the active player (then 1 action by the other player in the long game)
- 1 action per player (with extra goods production if necessary in the short game) followed by 2nd action by start player
- active player changes start player changes (start player changes in long game)
- Game end several rounds after settlement phase D

when 1 building left in supply (3 buildings in the long game), no settlement phase E

in round 25 (round 13 in the short game), after this bonus round, final settlement phase

### Settlement Phase

- move building marker to next letter
- each player may build max. 1 settlement (and buy max. 1 landscape beforehand)
- distribute current letter's settlement and building cards

### Actions

place a clergyman

fell trees or cut peat (without using a clergyman)

build a building (cloister buildings adjacent to each other) additional action possible by placing prior onto new building

### Possible work contract with another player

The other player places one of his clergymen.






Costs: 1 gold coin to that player, or if the winery has been built then instead 2 gold coins

or as present for the host that is drunk and returned to the general supply 1 wine

### Additional Actions

1x per turn: buy one landscape (before or after main action)

any time:

Building	Cost	Production	Location
<b>Bakery</b>	4 5 2 1	1 flour, 1/2 energy → 1 bread and then / or 1 bread - 2x → 4 coins	Hillside, Mountain
<b>Cloister Courtyard</b>	4 4 2	3 different goods - 1x → 6 identical basic goods	Hillside
<b>Harbor Promenade</b>	1 7 1 1	Coast Get 1 wood, 1 wine, 1 coin, 1 ceramic	Coast
<b>Market</b>	5 8 2	4 different goods - 1x → 1 bread, 7 coins	
<b>Peat Coal Kiln</b>	4 -2 1	Get 1 peat coal, 1 coin, additionally 1 peat → 1 peat coal	
<b>Stone Merchant</b>	6 1 1	2 food, 1 energy - 5x → 1 stone	
<b>Windmill</b>	10 6 3 2	Coast, Hillside 1 grain - 7x → 1 flour, 1 straw	Coast, Hillside
<b>Cloister Garden</b>	5 0 3	Hillside Get 1 grapes and use an unoccupied neighboring building.	Hillside
<b>Fuel Merchant</b>	5 2 1 1	3 / 6 / 9 energy - 1x → 5 / 8 / 10 coins	
<b>Priory</b>	4 3 1 1	Use a building occupied by a prior.	
<b>Builders' Market</b>	6 1 2	2 coins - 1x → 2 wood, 2 clay, 1 stone, 1 straw	
<b>Carpentry</b>	7 0 2 1	Remove 1 forest card without taking wood - 1x → Action <i>Build a building</i>	
<b>Grain Storage</b>	3 4 1 1	1 coin - 1x → 6 grain	
<p>→ Indicates that the action may be done as many times as desired  - 2x → Indicates that the action may be done 2 times   Uses the production wheel</p>			
<b>FRANCE</b>			
<b>Cloister Library</b>	7 7 2 1	1 coin - 3x → 1 book and then / or 1 book - 1x → 1 meat, 1 wine	Hillside
<b>Cloister Workshop</b>	7 2 3	1 clay, 1 energy - 3x → 1 ceramic and / or 1 stone, 1 energy - 1x → 1 ornament	Hillside
<b>Grapevine</b>	3 6 1	Hillside  grapes	Hillside
<b>Slaughterhouse</b>	8 -3 2 2	1 livestock, 1 straw → 1 meat	
<b>Cloister Chapter House</b>	2 5 3 1	Hillside Get 1 clay, 1 wood, 1 peat, 1 livestock, 1 grain, 1 coin	Hillside
<b>Financed Estate</b>	4 6 1 1	4 6 1 1	
<b>Cloister Church</b>	12 9 5 3	Hillside 1 bread, 1 wine - 2x → 1 reliquary	Hillside
<b>Quarry</b>	7 -4 5	Mountain  stone	Mountain
<b>Shipyards</b>	15 -2 4 1	Coast 2 wood - 1x → 1 ornament, 5 coins	Coast
<b>Winery</b>	4 5 2 2	grapes → wine and then / or 1 wine - 1x → 7 coins	
<b>Inn</b>	4 6 2 2	1 food - 7x → 1 coin and / or 1 wine - 1x → 6 coins	
<b>Bathroom</b>	2 6 1 1	Hillside 1 coin - 1x → 1 book, 1 ceramic and immediately take back all clergymen.	Hillside
<b>Chamber of Wonders</b>	0 6 1 1	13 different goods - 1x → 1 Wonder	
<b>Building</b>			
<b>Castle</b>	15 7 6 5	Hillside, Mountain Build 1 of your own settlement.	Hillside, Mountain
<b>Palace</b>	25 8 25	Hillside 1 wine - 1x → Use any occupied building.	Hillside
<b>Shipping Company</b>	8 4 3 3	Coast 3 energy - 1x → meat / bread / wine (with Joker)	Coast
<b>Town Estate</b>	6 5 2 2	1 ceramic - 1x → 12 coins	
<b>Calefactory</b>	7 5 1 1	Hillside 1 coin - 1x → Carry out fell trees and/or cut peat action.	Hillside
<b>Quarry</b>	7 -4 5	Mountain  stone	Mountain
<b>Grapevine</b>	3 6 1	Hillside  grapes	Hillside
<b>Dormitory</b>	3 4 3	Hillside Get 1 ceramic, additionally 1 straw, 1 wood → 1 book	Hillside
<b>Forger's Workshop</b>	4 2 2 1	5 coins - 1x → 1 reliquary additionally 10 coins → 1 reliquary	
<b>House of the Brotherhood</b>	3 3 1 1	Hillside 5 coins - 1x → 2 per own cloister building 1 point in the solo game, 1/2 points in the long two player game	Hillside
<b>Printing Office</b>	5 5 1 2	Remove 1 forest card without taking wood - 4x → 1 book	
<b>Sacristy</b>	10 7 3 2	Hillside 1 book, 1 ceramic, 1 ornament, 1 reliquary - 1x → 1 Wonder	Hillside
<b>Hospice</b>	7 5 3 1	Hillside Use any unbuild building.	Hillside
<b>Pilgrimage Site</b>	2 6 6 6	Hillside book / ceramic / ornament - 2x → ceramic / ornament / reliquary	Hillside
<b>Estate</b>	5 6 2 2	Hillside 6 energy / 10 food - 2x → 1 book, 1 ornament	Hillside