How to Play Teaching Guides:
#42 Ora & Labora

How to Play with Ryan Sturm

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #42 of The How to Play Podcast available at www.howtoplaypodcast.com

❶ The Hook - What the Game is About

"Welcome to Ora et Labora. Which translated from the latin means, prayer and work. You are in charge of a cloister of monks and it is your job to develop the surrounding countryside so that you have the most well regarded cloister in the country by scoring the most victory points to win the game.

In this game you will be collecting resources and using those resources to score victory points by using your resources to purchase building cards and by using those buildings to convert the basic resources into resources that are worth victory points. On each of your turns you will simply collect a type of resource or use a building; either to collect resources or to convert the resources that you have into more valuable resources.

At the end of the game victory points are scored in three major categories. The victory point symbol in the game is a golden shield. First you will score points for all the building cards on your countryside by counting up their victory point value. Than you will count up the VPs you have obtainined from valuable items you have collected such as wonders, ornaments, reliquaries, beer and large sums of gold coins,

The third way that players earn victory points is through the construction of settlements. Five times during the game players are given the option to build a settlement card on their countryside, which they will almost always want to do as these settlements earn a large number of victory points.

Players spend their resources to place down one of several settlement cards onto their countryside map. The settlements earn points for itself as well as for each orthogonally adjacent building equal to their "dwelling value." Some buildings like the library offer a very high dwelling value, where as others such as the slaughterhouse offer a negative dwelling value for obvious reasons.

So your job is to collect resources, then to use those resources to buy buildings so that you can get more resources, more valuable resources and more buildings. But also to strategically build your countryside so that you can place your settlements right in the middle of those desirable buildings so that they score you the most points. After twenty-five rounds the player who scores the most points by having the most valuable resources, buildings and settlements will win the game.

◉ **Three main action choices on your turn**

1. <u>Place a clergyman on a basic building;</u>
    1.1 Barnyard for sheep or grain
    1.2 Claymound for clay, etc.
    1.3 Check the production wheel to see how many you get
    1.4 Slide the token to zero
    1.5 You may choose the joker (Orange Square) instead
    1.6 Production wheel rotates at the start of each ROUND
2. <u>Fell trees and cut peat - similar to basic buildings</u>
    2.1 Instead of a clergyman - remove a card to do the action
    2.2 Check the wheel and move the production token
3. <u>Build a building</u>
    3.1 Pay the cost in resources
    3.2 Place it with the following considerations
        3.2.1 Required landscape (color of building card)
        3.2.2 Cloister buildings must be adjacent
        3.2.3 Dwelling Value for future dwelling building sites
    3.3 If you have your prior you may immediately use the building

◉ **Other things you can do on your turn**

1. <u>Use other players buildings</u>
    1.1 At start of game cost is one coin to player
    1.2 OR 1 wine/whiskey to supply
    1.3 When winery/whiskey distillery is purchased price goes to two coins
2. <u>Buy a landscape tile</u>
    2.1 Double sided; empty or forested, mountain or coast
    2.2 Increase in cost
3. <u>Convert resources; wheat to straw, 5 single coins, booze to coins</u>

⦿ The Flow of a Game Round

1. Reset clergymen if all three have been used
2. Rotate the production wheel
3. If a house is passed pause the game to build settlements
4. Each player takes one action, then start player takes another action
5. Pass the starting player token

⦿ The Settlement Phase

1. Move the settlement marker
2. Build a settlement and/or landscape (remember landscape restrictions!)
3. Distribute new buildings and settlements

⦿ The End of the Game

1. All players retrieve priors
2. All players take a final action to build or use a building (for free!)
3. Resolve settlement phase E
4. Count up points for resources, buildings and settlements

③ The Hamster - How to Win the Game

1. Start by targeting a building to build (beware of who can build it too)
2. Plan to not only build that building but activate that building too
3. Make sure to manage your clergymen, especially as first player
   3.1 You can't do much without a man, neither can your opponents!
4. Don't forget to use your opponents buildings
5. Plan where those settlements are going to go
6. Considerations: Coast or Hillside, Cloisters or no Cloisters?
7. Do what the other players aren't doing!
8. Good Luck and Have Fun