



La Cour
des Miracles

Hey, come over here, boy... come sit beside me.

Don't worry, I'm not going to eat you... I don't have enough teeth left for that anyway.

Come on... look at my old rags, my scrawny arms. What harm could I do you? You're still young and strong. I've got more to worry about than you do.

That's my boy. You know, I saw you steal that purse.

Good heavens, it was nicely done. Skillful and quick. You've got a bright future, my boy. And I know what I'm talking about! Before arthritis twisted my bones, I had the magic touch!

Believe me, boy, with a bit of training and a few tips, you could become a very respectable pickpocket. Worthy of joining our ranks. If you're interested, of course.

Ah, you don't know what I'm talking about? Oh, you're new here, aren't you? You weren't born in this fine city of Paris? Ah, I see...

Well then, I must tell you about the Brotherhood of the Poor, the Beggars' Guild, the mythical jargon! The nobles have their rich palaces, the bourgeoisie their lavish homes. As for us, we have our Court of Miracles. Seedy courtyards to anyone who isn't one of us, but for beggars, mendicants, and paupers, they're real little pieces of heaven. Why miracles? Because every evening, they're the site of countless miracles, of course! Yes, I assure you! Don't look so doubtful and insolent, boy...

When night falls, the beggars return to the sweetness of the courtyards, and there, in that nearly magical instant, the blind beggar regains his sight, the one-legged man recovers the use of both legs, the cripple walks with steady steps, and the sick man returns to good health...

Such are the Court of Miracles, havens of peace and well-being for all the poor. There are several in Paris, well hidden, near the Rue de l'Égyptienne or the Rue des Forges, another one near Porte Saint-Denis. But the biggest, most prestigious one, where the Grand Coësre sits, is by Les Halles, at the Fief d'Alby... The Guard never dares to enter these territories where life is good.

What did you say? Who's the Grand Coësre? Why, he's our sovereign, of course! The Penniless King, the monarch of the mendicants. His word is law down here. He leads our great community and its many members. There are so many of us who seek refuge in the Court.

We group ourselves according to our skills. You, for example, could join the "Orphelins" —the orphans— or, if you think you're up to it, the "Millards," the pickpockets who keep us all comfortable. It's thanks to their help that we get to eat. Yes, thanks to their thievery and the fruits of beggary. And trust me, we know how to beg! We know all the ways to wring sympathy from gentlemen and instil compassion in good Christians...

Well, take the "Piètres," who know how to play the role of cripples to perfection. Excellent actors. The "Narquois" pass themselves off as former soldiers, injured in service to the kingdom... There are many others, like the "Mercandiers"¹, the "Hubains"², and the "Coquillards"³, afflicted with the most grotesque defects so they can get their hands on a few coins.

Of course, we don't just beg... the "Capons" urge the honest townspeople to gamble, conning the naïve fools into following them...

Naturally, we also welcome many disreputable women who enrich our community by offering their charms under the protection of the "Marfaux."

We even have our own intellectuals, boy! Forget the doctors and other scholars from above, our "Archisuppôts," the defrocked priests, were quite familiar with the inside of the university before they joined our ranks. They know a few things... especially when it comes to drinking! Damn fine drinkers, they are... they know strange words and invented a language just for us...

With it, we can speak without fear of the Guard or the Militia. They're the ones who will teach you everything you need to know... If you join our ranks.

What do you say?

You're hesitating? Ah...

I get the feeling you didn't completely understand me. If you steal in the streets, you owe it to yourself to join us... Otherwise... you may have some unpleasant encounters...

Come now, don't make that face, boy! Not over such a small matter!

All you have to do is create a couple "masterpieces" —two difficult thefts, without getting caught— and you'll be one of us. A "Millard," or whatever you like.

With time, you could even become a "Cagou," one of the Grand Coësre's formidable lieutenants. There are only a handful of them, but their names are whispered with fear and respect within the Court.

Who knows... if you have a mind to it, you may well ascend the Grand Coësre's throne someday.

Become the King of the Alms, the King of the Thieves...

Tell me, kid, wouldn't that suit you...

... to be the PENNILESS KING?

¹ Butchers who sold bad quality meat.

² Con artists who carried certificates claiming they had been attacked by rabid dogs.

³ False pilgrims, named for the "coquilles," or scallop shells that they wore.

Setup example in a 4-player game where the first player would be from **The Narquois** guild.



SETUP

Shuffle the Plot cards and form a pile on the board game.

- A** Each player receives a player card which represents their guild, 1 Plot card, 4 Rogue tokens (2 Henchmen, 1 Right-Hand and 1 Beggar) as well as the 6 Renown tokens and the 4 Player tokens of their color. Except in the case of a 5-player game, put the remaining Henchman, Right-Hand and Beggar Rogue tokens back into the game box (and only the latter). Put the other remaining Rogue tokens into the cotton bag.

- B** Each player places one of their player tokens in each of their 4 Rogue tokens, and then places their "Right-Hand" Rogue token at the end of the corresponding line in the Renown Square.

- C** Finally, place the Penniless King token at The Louvre, on the first space of his path.



Penniless King token

Rogue tokens



The last player to have visited Notre-Dame de Paris starts the game (or randomly). The latter receives 1 coin from the reserve. The player sitting to their left receives 2 coins and the other players receive 3 coins.

The game may now begin.

OBJECT OF THE GAME

In La Cour des Miracles, lead a guild of beggars and take over the old 16th century Paris.

The first player to place all 6 of their Renown tokens on the game board, in the neighborhoods or at the Renown Square, is the winner.

TURN STRUCTURE

Players take turns, going clockwise. The turn proceeds in the following order:

- A. Place a Rogue token
 - ▷ 1 – Apply the effect of the spot
 - ▷ 2 – Benefit from the action of the neighborhood
- B. Settle Standoffs
- * Play a Plot card



A Place a Rogue token

The active player must place one of their Rogue tokens in play. The Rogue tokens are placed face down on one available circular spot in a neighborhood.

If all the player's Rogue tokens are already in play, he must then move one to a free spot.



Players only get their Rogue tokens back after a Standoff has been settled, in which they would have been involved.

The different Rogue tokens will bring various effects when settling a Standoff (see after and Rogue abilities page 8).

1 Apply the effect of the spot

In each spot, there is a symbol which corresponds to an effect that must be applied:



Move the Penniless King 1 or 2 spaces forward along his path. When the Penniless King lands on a Wrath space, his move stops for the turn.



Take 1 or 2 coins from the reserve.



Draw 1 or 2 Plot cards.

Note : you cannot have more than 4 cards in hand at any time.

2 Perform the action of the neighborhood

The player can then benefit from the neighborhood's action (see details about actions page 6).



The player in control of this neighborhood takes a coin from the reserve.
Note : You will therefore win a coin if you perform the action of a neighborhood that you already control.

B Settle Standoffs

At the end of a turn, a Standoff takes place in two scenarios:

- When all three spots of a neighborhood are occupied.
- When the Penniless King reaches a "Wrath" space on his path (which ends his move for the turn).


Wrath spaces on the Penniless King path

-  Settle the Standoff in the neighborhood indicated by the hand on the "Wrath" symbol.
-  The active player initiates a Standoff in the neighborhood of their choice.

How to settle a Standoff

In both cases, resolution of the Standoff follows the same rules:


1. The players start by revealing their Rogue tokens. Then, each player totals up the values of their Rogue tokens. The total represents the player's influence in the neighborhood. The player with the highest total wins the Standoff and therefore takes control of the neighborhood.

In case of a tie, the player whose Rogue token is closest to the  symbol wins the Standoff, even if the strength of every Rogue token has a value of 0.

If only one Rogue token was present in the neighborhood, its owner takes control of the latter and may choose not to reveal their Rogue token.

2. Winner places one of their Renown tokens in the neighborhood to indicate this (see illustration opposite). All the players take back in front of themselves their Rogue tokens involved in the Standoff.
3. If another player already had control of that neighborhood, they get their Renown token back and give up control to the winner of the Standoff.

Note: in the event of multiple Standoffs, the player whose turn it is chooses the order of their resolution.

Rogue abilities are applied, starting with the Rogue token the farthest of the  symbol (if an order is relevant).

* Play a Plot card (optional)

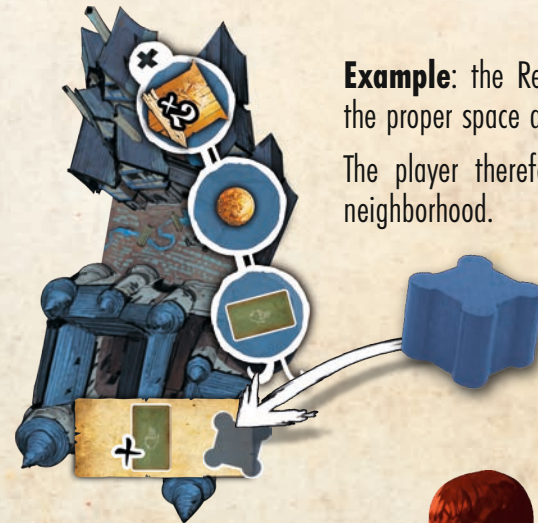
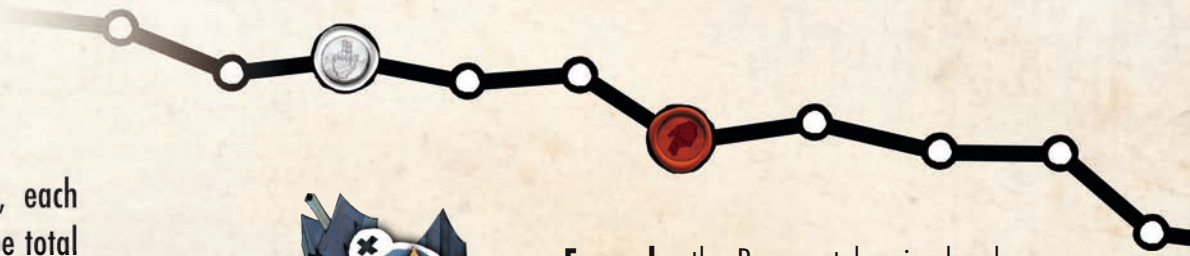


The player can choose to play only one Plot card at any time during their turn, before beginning to settle the Standoff(s) over neighborhood(s).

Playing a Plot card, apply the effect then discard it.

You cannot have more than 4 cards in hand at any time. *Discard as many cards as required before drawing new ones.*

If the Plot card pile turns out to be empty, shuffle the discarded cards to create a new one.



Example: the Renown token is placed on the proper space at **Le Chatelet**.

The player therefore takes control of this neighborhood.



DESCRIPTION OF THE NEIGHBORHOODS

Taverne

Draw a new Rogue token from the bag. It can replace one of yours that is not already in play. The Rogue token you choose to discard is placed face down on the board in the Seine (may he rest in peace...). Keep the other one and place your Player token inside to make it yours.

Note : you cannot perform this neighborhood action if you do not have any Rogue tokens available to a potential exchange. The same applies if the bag turns out to be empty.

Les Halles

Pay the toll to place a Renown token on a line of your choice at the Renown Square and receive the corresponding bonus.

Le Chatelet

Draw 1 Plot card.

Rue de l'Égyptienne

Move 1 other Rogue token already in play from any player, including yourself, to any free spot on the board. This move does not trigger the effect of the spot it lands on.



La Grande Cour des Miracles

Take 2 coins from the reserve.

RENOWN SQUARE



Line #1: Pay 4 and draw 1 Plot card.



Line #2: Pay 5 and move the Penniless King 2 spaces forward along his path.



Line #3: Pay 6 and take your "Right-Hand" Rogue token.



Line #4: Pay 7 and draw 2 Plot cards.



Line #5: Pay 8 and move the Penniless King 3 spaces forward along his path.

Only one Renown token per player may be placed on a same line at the Renown Square.

Note: if the Penniless King has already reached a Wrath space earlier in the turn, you will not be allowed to move him any further using the effects of Renown Square. However, you can place your Renown token on the 2nd or 5th line without applying the effect.

ENDGAME

The game can end in one of two ways:

Scenario #1: A player places their sixth and final Renown token on the board. They immediately win the game.



Scenario #2: The Penniless King token reaches the final space on his path. The game ends and the player with the most Renown tokens placed on the board wins the game.

If more than one player has the same number of Renown tokens, the player who controls the most neighborhoods in Paris wins the game.

If the tie persists, the concerned players share the victory.

GUILDS



The Malingreux

The Malingreux faked a variety of ailments to evoke sympathy.



The Marfaux

Young scoundrels who lived off the charms of the damsels around them. Simply put, pimps.



The Millards

The Millards picked pockets for supplies. They were the providers of the Court..



The Narquois

The Narquois posed as soldiers, faking injuries received in service to the King.



The Orphelins

The Orphelins were young boys who went around half-naked, pretending to shiver with cold, even in the summer, to stir up the generosity of passersby.

CRÉDITS

DESIGNERS: Vincent Brugeas: Thanks to everyone who took the time to test the numerous versions of the game...sometimes it took a lot of courage! Thanks to the Lumberjacks for transforming a mere prototype into a real game! **Guilhem Gautrand:** Thank you to Vincent for thinking of me to play with his universe! Thanks to the Lumberjacks for believing in us! Thank you to my sweetheart for letting me take the time to do it! For Yorick.

ARTIST: Ronan Toulhoat: "Hey you, you, and you. Thank you all! Play away and hopefully you'll thank us too! :)"

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Lumberjacks [Studio]: Questions? Comments? Contact us: info@lumberjacks-studio.com or facebook.com/gamecarvers. A problem with your game? Please contact us at this address: sav@lumberjacks-studio.com.


English Translation: Catherine Myers

ROGUE ABILITIES



Henchman: The Henchman has strength of 1.



Beggar: The winner of the Standoff gives you 1 coin. If more than one Beggar is present, only the player whose Beggar is closest to the  symbol receives a coin from the winner of the Standoff.



Right-Hand: The Right-Hand has strength of 2.



Brute: The Brute has strength of 2.



Pickpocket: If you win the Standoff, take 2 coins from the reserve.



Defrocked priest: If you win the Standoff, draw 1 Plot card.



Soothsayer: If you do not win the Standoff, take 1 coin from the reserve and draw 1 Plot card.



Swordsman: The Swordsman has strength of 0, or 3 if you choose to pay 2 coins at the time of the Standoff.



Courtesan: If you win the Standoff, you can place your Renown token in any neighbourhood in Paris (if this neighborhood is already controlled by another player, take control of it).

NEIGHBORHOOD ACTIONS



Taverne

Draw a new Rogue token from the bag. It can replace one of yours that is not already in play. The Rogue token you choose to discard is placed face down on the board in the Seine (may he rest in peace...). Keep the other one and place your Player token inside to make it yours.



Rue de l'Egyptienne

Move 1 other Rogue token to any free spot on the board. This move does not trigger the effect of the spot it lands on.



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La Grande Cour des Miracles

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PLOT CARDS

Strength: Draw a new Rogue token and discard one of your Rogue tokens. *This card has no effect if you do not have any Rogue tokens available for a potential exchange (cf. Taverne rules).*

The Empress: Move one of your Renown tokens in play to an uncontrolled neighborhood. *It will thus be possible to place a second time a Renown token on a same line at the Renown Square. A Right-Hand Rogue token can only be taken once per game. Remember that the "only 1 Renown token per player" rule always applies.*

Judgment: Each player with more Renown tokens in play than you must give you 1 coin. *If the players concerned have at least 1 coin to give you.*