Well, take the “Pâilser,” who know how to play the role of cripples to perfection. Glittering actors. The “Marquises” pass themselves off as former soldiers, injured in service to the Kingdom. There are many others, like the “Marchandes”, the “Habillons”, and the “Compagnons” affiliated 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 taxpayers to gamble, causing the police forces into following them...

Naturally, we also welcomed many respectable women who purify our community by offering their charms under the protection of the “Marquises.”

We even have our own intellectuals, boys! 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 deciphering those 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 Mûchiks. They’re the men who will pout you anything 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 beat it to your join us... otherwise... you may end up with some unpleasant encounters...

Come now, don’t waste that fear, boys! Hot 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 “Cânon,” one of the grand Gallery’s formidable lieutenants. There are six Paris, well, let’s say that their names are whispered with fear and respect within the Court.

With brains, if you have a mind to it, you may not attend the grand Gallery’s frontline armies...

Become the king of the Arena, the king of the Thieves...

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

... to be the PENNILES KING?...
**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 Place, is the winner.

**Turn Structure**

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

1. **Play a Plot card (optional)**
   - The player can choose to play a Plot card at any time during their turn, except during a Standoff over a neighborhood.
   - Playing a Plot card, apply the effect during your turn, then discard the card.

2. **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.

3. **Benefit from 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.
     - Take 1 or 2 coins from the reserve.
     - Draw 1 or 2 Plot cards. You cannot have more than 4 cards in hand at any time.

4. **Perform the action of the neighborhood (optional)**
   - The player can then benefit from the neighborhood’s action (see details about actions page 7).
   - The player who controls this neighborhood takes a coin from the reserve (which may be yourself).

5. **Settle Standoffs**
   - If all the spots of a neighborhood are occupied, the player must settle any and all Standoff. In the event of multiple Standoffs, the active player chooses the order in which order to resolve them.

**Example:** the Renown token is placed on the proper space at Le Chatelet. The player therefore takes control of this neighborhood.

**Wrath of the Penniless King**

When the Penniless King lands on a Wrath space, his move stops for the turn. 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.

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

1. The players start by revealing their Rogue tokens. Then, each present player totals up the values of these 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.
2. Winner places one of their Renown tokens in the neighborhood to indicate this (see illustration after). All the players take back in front of themselves their Rogue tokens involved in the Standoff.
3. If another player already controlled this neighborhood, they get their Renown token back and lose control of the neighborhood.
Description of the Neighborhoods

Tavern
Recruit 1 new Rogue. Draw a 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.

La Grande Cour des Miracles
Take 2 coins from the reserve.

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’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.

Renaun Square
Lines detail:
• 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 1 Renown token per player may be placed on a same line.

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 concerned players share the victory.

Guards

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.

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 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.

CRÉDITS
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English Translation: Catherine Myers
**ROGUE ABILITIES**

- **Henchman**: The Henchman has strength of 1.
- **Beggar**: The winner of the Standoff gives you 1 coin.
- **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 neighborhood in Paris. (if this neighborhood is already controlled by another player, take control of it).

**DESCRIPTION OF THE PLOT CARDS**

- **The Fool**: Each player with 5 or more coins must give you 1 coin.
- **The Chariot**: Trigger a Standoff in a neighborhood with at least 2 Rogue tokens belonging to different players.
- **Death**: Take a card of your choice from the discard pile.
- **The Devil**: When you place a Rogue token, double the spot’s bonus.
- **The Empress**: Move one of your Renown tokens in play to an uncontrolled neighborhood. This action applies even to Renown tokens placed at the Renown Square. It might lead you to place another time one of your Renown token on a line, except for the third one (Right-Hand). Remember that the “only 1 Renown token per player” rule always applies.
- **The Hanged Man**: Move an opponent’s Rogue token to another spot or even to another neighborhood.
- **The Hermit**: Choose one of the neighborhoods you control. Take back your Renown token and receive 5 coins.
- **Judgment**: Each player with more Renown tokens in play than you must give you 1 coin.
- **Justice**: Remove all the Rogue tokens from a neighborhood without triggering a Standoff.
- **The Magician**: When you place a Rogue token, apply the effect of another neighborhood of your choice.
- **Strength**: Draw a new Rogue token and discard one of your Rogue tokens.
- **Wheel of Fortune**: Take 3 coins from the reserve and another player of your choice will take 1 coin from the reserve.