

Lookout LK0044

Ora & Labora Board Game Instruction Manual

Model: LK0044

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1. INTRODUCTION

Ora & Labora is a strategic board game designed by Uwe Rosenberg. In this game, players assume the role of the head of a monastery during the Medieval era. The objective is to develop your monastery's land, construct various buildings, and establish enterprises to generate resources and profit. Success is measured by building an efficient infrastructure and producing prestigious items such as books, ceramics, ornaments, and relics, all contributing to victory points at the end of the game.

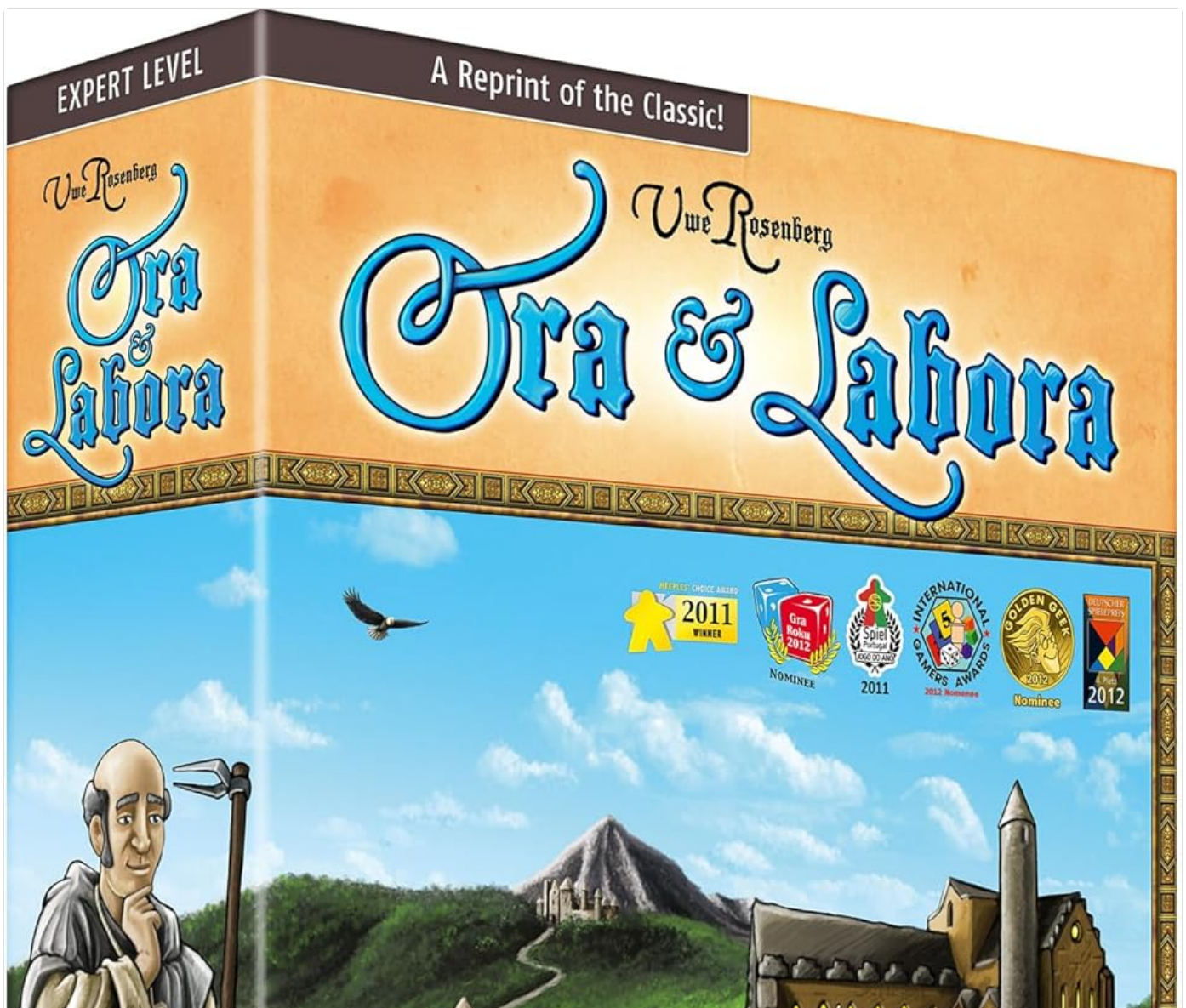




Image 1.1: Front view of the Ora & Labora game box, showcasing the artwork and "Expert Level" designation.

2. COMPONENTS

The Ora & Labora game includes a variety of high-quality components essential for gameplay. Please verify that all listed items are present in your game box before beginning play.

- **2 Game Boards:** These are the main playing surfaces where players will develop their monasteries and surrounding lands.
- **2 Resource Wheels:** Central to resource management, these wheels track the availability and production of various goods.
- **110 Cards:** A diverse set of cards representing buildings, actions, and other game elements.
- **450 Game Tokens:** Various tokens used to represent resources, goods, and other in-game elements.
- **22 Landscape Boards:** Modular boards used to expand and customize player lands.
- **22 Wooden Tokens:** Wooden pieces representing workers, resources, or other game markers.
- **4 Overview Sheets:** Reference sheets providing summaries of rules and actions.
- **1 Score Sheet:** Used to track victory points throughout the game.
- **2 Rule Books:** Comprehensive guides detailing game rules and setup.



Image 2.1: A wide view of various game components, including game boards, cards, and tokens, laid out on a wooden surface during gameplay.



Image 2.2: A detailed view of the circular resource wheel, showing various resource icons and numerical tracks, with wooden tokens placed on it.

3. SETUP

Follow these steps to set up your game of Ora & Labora:

1. **Prepare the Main Game Boards:** Place the two main game boards in the center of the playing area, connecting them as indicated in the rule book.
2. **Assemble Resource Wheels:** Each player takes a resource wheel and places it within easy reach. Distribute the initial resource tokens as per the starting player count.
3. **Sort Cards:** Separate the building cards, action cards, and other card types. Shuffle each deck individually and place them in designated areas on the main board or nearby.
4. **Distribute Landscape Boards:** Each player receives a starting set of landscape boards to form their personal monastery area.
5. **Place Tokens:** Organize the various game tokens (e.g., wood, clay, grain, wine) into accessible piles. Place worker tokens and other player-specific markers near each player's area.
6. **Initial Resources and Workers:** Players receive their starting resources and workers as specified for the chosen scenario or

player count.

7. **Determine First Player:** Use a method agreed upon by players to determine the first player.



Image 3.1: A close-up showing individual landscape boards with building cards placed on them, along with various resource tokens and player pawns, illustrating a typical game setup.

4. OPERATING (GAMEPLAY)

Ora & Labora is played over a series of rounds, with each round consisting of multiple turns. Players take actions to gather resources, construct buildings, and produce goods to earn victory points.

4.1 Turn Structure

On a player's turn, they typically perform two main actions:

- **Place a Worker:** A player places one of their available workers on an action space on the main board or on one of their constructed buildings. This action space allows them to gain resources, construct new buildings, or convert resources into more valuable goods.

- **Collect Resources/Perform Production:** After placing a worker, the player collects the resources or performs the production action associated with that space. This often involves moving tokens on the resource wheel or exchanging raw materials for finished products.

4.2 Resource Management

The resource wheel is a crucial element for tracking resource availability. As resources are used or produced, their positions on the wheel change, affecting their value and accessibility. Players must strategically manage their resources to ensure they have the necessary components for construction and production.

4.3 Building and Expansion

Constructing buildings is central to expanding your monastery's capabilities. Each building provides unique actions or production benefits. Players can also expand their land by acquiring new landscape boards, creating more space for future constructions.

4.4 End of Game and Scoring

The game concludes after a set number of rounds or when a specific condition is met. Victory points are then tallied based on constructed buildings, produced goods, remaining resources, and other scoring criteria outlined in the rule book. The player with the most victory points wins.



Image 4.1: A close-up of a player's monastery area during gameplay, showing red player pawns placed on various building cards to activate their effects, surrounded by resource tokens.

5. MAINTENANCE

Proper care and storage will ensure the longevity of your Ora & Labora game components.

- **Component Care:** Handle cards and tokens with clean, dry hands to prevent damage and wear. Avoid exposing components to direct sunlight or extreme temperatures, which can cause warping or fading.
- **Cleaning:** If components become dirty, gently wipe them with a soft, dry cloth. Do not use abrasive cleaners or excessive moisture.
- **Storage:** Store all game components in their original box or a suitable storage solution. Keep the box in a cool, dry place away from humidity to prevent mold or material degradation. Organizing components into separate bags or trays can help protect them and simplify future setups.

6. TROUBLESHOOTING

This section addresses common questions or issues that may arise during gameplay.

6.1 Missing Components

If you find any components missing upon opening the game, please refer to the manufacturer’s support information, typically found in the rule book or on their official website, for assistance with replacements.

6.2 Rule Clarifications

For specific rule clarifications, consult the detailed rule book provided with the game. Many board game communities online also offer forums and FAQs that can help resolve complex rule interactions.

6.3 Game Balance Issues

If the game feels unbalanced, ensure all setup rules and player counts are correctly applied. Some games offer variant rules or expansions that can adjust balance for different player preferences.

7. SPECIFICATIONS

Attribute	Detail
Product Dimensions	12.4 x 8.86 x 2.76 inches
Item Weight	4.72 pounds
ASIN	B0834BXGLF
Item Model Number	LK0044
Manufacturer Recommended Age	12 years and up
Release Date	August 1, 2020
Manufacturer	Asmodee


8. WARRANTY AND SUPPORT

For information regarding product warranty, replacement parts, or technical support, please refer to the official website of the manufacturer, Lookout Games, or the distributor, Asmodee. Contact details and warranty policies are typically provided in the game's rule book or on their respective customer service pages.


Visit the [Lookout Games Store on Amazon](#) for more information about their products.



Related Documents

	<p>LOOKOUT Marine AI Vision System: Installation and Owner's Guide</p> <p>Comprehensive guide to installing and operating the LOOKOUT AI-powered marine vision system. Learn about setup, features like SuperSight, night vision, navigation aids, and system integration for enhanced boating safety.</p>
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