

Oranges and Lemons

Rules Version December 2023

*Oranges and lemons
Say the bells of St Clement's
You owe me five farthings
Say the bells of St Martin's...*

Oranges and Lemons is a worker placement game. Starting with just two workers, limited storage capacity and only able to transport what one person can carry the players must make the best they can of early 18th Century London, expanding their transport by acquiring first a hand cart, then a horse and cart and ultimately a ship and by visiting locations mentioned in and activities inspired by the Oranges and Lemons nursery rhyme. Here they can buy and sell goods such as lemons, pancakes, bricks and pans, get involved in the money lending business, fulfil export contracts at the docks, try their hand at politics, invest in the early stock market or back risky but possibly lucrative expeditions to the East Indies. There are multiple routes to obtaining wealth and prestige. The winner will be the player who can best combine the available strategies to emerge as a Master of Commerce, with the city at their feet.

Section A - Contents

1. Main Board.
2. 5 sets of player pieces (one in each of five colours). Each set comprises:
 - a. 1 player board
 - b. 4 x Storage Upgrade tiles
 - c. 5 Bells (3 x level I, 1 x level II and 1 x level III)
 - d. 5 worker pawns
 - e. 1 market transaction marker; and
 - f. 1 shares marker.
3. 50 Coins (25 x1 gold, 15 x5 gold and 10 x10 gold).
4. 100 Resource cubes: Yellow (Oranges and Lemons), Red (Brickbats and Tiles), Brown (Pancakes and Fritters), Black (Kettles and Pans).
5. 15 Victory Point (VP) tokens.
6. 18 Loan tiles (10 x level I, 5 x level II and 3 x level III).
7. Share price marker (grey)
8. Customs inspector (grey)
9. Bag for East India Company Ship tiles.
10. 48 East Indian Company Ship tiles (12 x type I, 12 x type II, 12 x type IIIa and 12 x type IIIb).
11. 1 change ships tile.
12. 1 ship price tile.
13. 44 Cargo tiles. (8 x level I, 15 x level II and 21 x level III).
14. 20 Vote tiles (5 x 1 vote, 5 x 2 votes, 5 x 3 votes and 5 x 4 votes).
15. 5x Summary card
16. Score pad
17. 6 Career Tiles

Section B - Game Setup



1. Place the Main Board in the middle of the table.
2. Determine who is first player – the person who has most recently eaten an orange or a lemon. The player to their left will be 2nd player etc. Alternatively determine this randomly.
3. Give each player a set of player pieces, returning any unused sets to the box as they will not be required in the game.
4. The first player places 1 of their worker pawns on the order track (near the centre of the Main Board surrounding the Cathedral) in the first white spot next to the blue spot. 2nd player places 1 worker pawn in the next white spot, with each of the remaining players placing a worker pawn in the succeeding white spots. Last player then places a 2nd worker pawn on the next available white spot, with the remaining players each placing a 2nd worker pawn on the order track in reverse player order. Place the remaining 3 worker pawns for each player near location 15 of the Main Board (St Paul's) as a reserve.
5. Place each player's market transaction marker near the St Katherine's market tracker (along the bottom of the Main Board), and their cube near the share price track in Jonathon's Coffee House (on the right-hand side of the Main Board).
6. Each player should place their bells and their Storage Upgrade tiles on the matching spaces on their player boards.
7. Place the coins next to the Main Board then give 1st player coins to the value of 5 gold, 2nd player coins to the value of 6 gold, any 3rd player 7 gold, any 4th player 8 gold and any 5th player 9 gold.
8. Place the resource cubes in the warehouse. Fill the resource spaces on location 1 with yellow cubes, location 3 with red cubes, location 5 with brown cubes and location 9 with black cubes. Fill all the spaces on the Shoreditch market (at the top of the Main Board on the left-hand side) with resource cubes of matching colours.
9. Place the Loan tiles on the Loans Office near space 4 on the Main Board (St Martins).
10. Place the grey share price marker on the 1 gold space at the bottom left of the share price track.
11. Sort the East India Company Ship tiles into type I, type II, type IIIa and type IIIb. Return the type IIIb tiles to the box as they are not needed for the base game. Put the 12 type I tiles into the bag, shuffle the 12 type IIIa tiles, add 6 to the bag and place the remainder together with the 12 type II tiles near to the East India Company Docks (at the top of the Main Board on the right hand side) as they will be needed later in the game.
12. On location 12 of the Main Board (Old Bailey) place the ship price tile so as to overlay the 8 and 12 numbers and place the customs inspector on the circle.

13. Sort the Cargo tiles by level into three separate piles. Shuffle the level I tiles and deal out 5 face up on the ship spaces in Stepney Docs (along the left-hand side of the Main Board) starting with the lowest ship space. Return the remaining level I tiles to the box as they are not needed in the game. Shuffle the level III tiles, deal out 12 (if there are between 2 and 4 players) or 8 (if there are 5 players) and place them in a stack face down on the top, white-coloured ship space. Return the remaining level III tiles to the box as they are not needed in the game. Place the change ships tile, face up, on top of the stack of level III tiles. Then shuffle the level II tiles, deal out 10 and place them face down on top of the change ships tile. Return the remaining level II tiles to the box as they are not needed in the game.
14. Shuffle the Vote tiles and place face down on location 16 of the Main Board (Bow).
15. Place the bonus VP tokens in the storage area in the bottom right-hand corner of the Main Board.
16. Give each player a summary card.
17. Place the career tiles back in the box as these are used in the advanced game.

You are now ready to play.

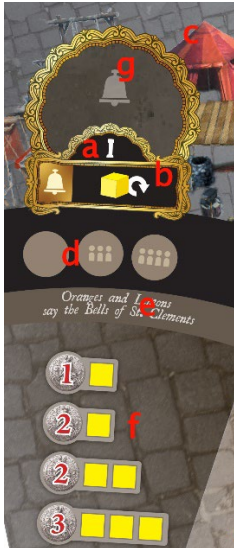
Section C - Outline of Play

1. In Oranges and Lemons players take turns placing their workers on of the 16 locations on the board inspired by the longer version of the Rhyme (see history of the Rhyme at the end of the rules.) The spaces are then activated in number order around the board. Some actions are modified by players placing bells on the locations. Finally, there is a turn end administration phase before a new turn is started. The game ends when the pile of cargoes at Stepney Docks is exhausted – this will typically be 12 turns (less if playing the shorter game or if there are five players). Players then calculate their score to determine who has obtained the highest number of victory points ("VPs") and so is the winner.
2. In order to advance in the game, the player will need to acquire both money and resource cubes. There is no limit on the amount of money that can be held, but a player cannot have more resource cubes than they have storage space (unless the resources arrive on East India Company ships when they may be stored on board till the end of the turn). At the start of the game each player has only one available transport / storage space open on their player board which can hold one resource cube (you may think of this as just what they can carry in their hands) and two available workers. During the game each player can obtain up to three more workers and may upgrade their storage by acquiring a warehouse (which gives one additional space) or by visiting location 10 (Aldgate) to acquire first a hand-cart, then a horse and cart and then a ship, removing the relevant Storage Upgrade tile from the player board to reveal the additional storage. The maximum storage any player may obtain is eight spaces.
3. There is no single strategy that will lead to obtaining a winning total of VPs, however the nature of the scoring system is such that concentrating on one or two activities to the virtual exclusion of the others is unlikely to be successful.

Section D - Two important concepts: Locations and Bells

1. Locations

- 1.1 There are 16 named locations around the board where actions in the game occur. Some have associated tracks and activity areas near to them.
- 1.2 Locations vary in appearance but share common elements:



- a. The location number.
- b. The benefit gained by placing a bell here (see below section 2 Bells).
- c. A representation of the location.
- d. The spots available for worker placement.
- e. The section of the Rhyme for this location.
- f. The action workers take here (see actions later).
- g. The Bell space where bells are placed.

2. Bells

2.1 The nursery rhyme Oranges and Lemons references the bells of many churches in the City of London and the activities which went on in their surrounding parishes. In the game, a player can choose to act as a benefactor paying to put a bell in a church, in return for which they gain both VPs and other advantages which vary depending on the location.

2.2 Players start the game with three small level I bells worth 3 points each, a medium level II bell worth 7 pts and a large level III bell worth 12 points. By visiting location 6 (Whitechapel) a player may buy a bell and place it on any available location (other than Whitechapel itself), removing the bell tile from their player card and moving it to the bell space on their chosen location. A player cannot buy and place a level II bell unless they have already placed at least one level I bell and cannot place a level III bell unless they have already placed a level II bell.

2.3 Placing a bell gives the player access to the Bell Power for that location – please see section G – Locations and their Actions – for details of the bonuses for each location.

2.4 Only 1 bell may ever be present in a Bell space on a given location. However, it is possible to place a bell of a higher level on a location which already has a bell. In this case the lower level bell is removed, and the player whose bell has been supplanted may place it in any other location where they can legally do so, gaining the benefits of that space but losing the benefits of the former location (though if a player has gained a warehouse by placing a bell on location 10 the warehouse remains even if the bell has to be removed). If there is no available location to which the bell can be moved, the bell is returned to Whitechapel which can house any number of bells. The bell foundry will pay the player 3 gold as the bell can now be melted down and the metal reused.

Section E – Turns and Phases

1. Turn Overview

Each turn has three phases:

- Worker Placement Phase
- Action Phase.
- End of Turn Phase

2. Worker Placement Phase.

2.1 Players take it in turn to place worker pawns onto worker placement spots on the various locations. The order depends on the arrangement of worker pawns on the order track. If a pawn is on the orange spot it will be placed first, followed by the pawn (if any) on the blue spot, then the pawn on the white spot nearest to the blue spot, then the next pawn to that and so on.

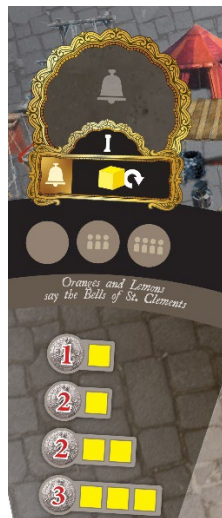


Example

There are no worker pawns on either the orange or the blue spot. Therefore, green will place their first worker, as it is next to the blue spot. After this the neighbouring brown worker will be placed, followed by pink then blue. Then blue will place their second worker, then pink, then brown and finally green.

2.2 Only 1 worker may be placed in each worker placement spot.

2.3 Dependant on the number of players in the game some locations will have reduced numbers of worker placement spots available.



Example

Look at location 1 (St Clements). It has three worker placement spots.

The second spot shows 3 player pieces in the circle. This means this space is only available if there are at least 3 players so cannot be used in a 2 player game. The third space is only available for 4 or 5 player games.

2.4 Location 7 (St Katherine's) does not have any worker placement spots. Players place their workers directly onto the market spots they wish to use (see Location 7 – St Katherines in Section G for a more detailed explanation.)

Cost of placing workers

2.5 Placing workers in most locations, such as in the example of location 1 above, costs nothing. Some worker placement spots have silver coin symbols on them- either a single coin (cost 1 gold) or a coin with numbers indicating the cost is that many gold. When you place a worker in these spots you must pay the cost immediately.



In

Example

In Location 15 (St Paul's) placing a worker in the worker placement spot to the left costs 3 gold, but placing a worker in the spot to the right costs 5 gold.

The cost must be paid at the time of placement.

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2.6 Players continue placing workers until all the workers on the turn order track have been placed.

3. Action Phase

3.1 Once all the workers in the turn order track have been placed each Location is activated in turn starting at Location 1 and proceeding around the board in number order. If there are any workers in a location resolve that location. In most cases there are 2 or 3 worker placement spots in a location. The player whose worker is in the first (left most) spot goes first, followed by the worker placed next to that worker etc. **NB Location 12 must always be activated even if there are no worker pawns (see section G – Location 12 for more information).**

3.2 There are four different possible actions at Location 7 (St Katherine's) selling yellow, red, brown and black resource cubes. Each different resource has a higher price spot and a lower price slot. Resolve the yellow spots first, followed by red, then brown, and finally black, in each case resolving the higher price spot before the lower price spot.

3.3 See section G Locations and Actions for more detail on the actions at each location.

3.4 As each action is resolved move the worker back to the order track starting with the white spot next to the blue spot and then continuing anticlockwise around the track. This means the order will in most cases change each turn.

4. End of the Turn Phase

4.1. This phase involves various administrative tasks as set out below and begins once all of the worker pawns in play have been returned to the order track.

4.2 Actions

4.2.1 Refill any empty resource cube spaces in locations 1 (St. Clement's), 3 (St. Giles), 5 St. Peter's) and 9 (St Anne's). **Do not refill the market at location 13 (Shoreditch).**

4.2.2 Receive end of turn bonuses from Bell Powers: If you have a Bell on location 1 (St. Clement's) take a lemon. If you have a bell in location 3 (St. Giles) receive a brick. If you have a bell in location 13 (Shoreditch) take 2 gold.

4.2.3 Receive 1 VP if you have the Ship Transport Upgrade.

4.2.4 Receive interest on loans you have issued. Take 1 gold for each level I loan you have, 2 gold for each level II loan and 3 gold for each level III loan. You also gain 1 extra coin per loan if you have a bell in location 4.

- 4.2.5 Move any resource cubes remaining on East India Company ships into storage. Any player who does not have sufficient storage space must sell off the surplus resource cubes into available spots on the Shoreditch market (if any), receiving the value shown above and below the space on which the cube is placed. If any cubes remain, they are discarded, although the player may elect to throw away cubes already in storage instead, so as to make space for the surplus cubes.
- 4.2.6 Look at the 5 ship spaces in Stepney Docks. Remove sufficient Cargo tiles (starting with the space containing a tile nearest to the discard pile and working backwards towards the draw deck) so that there are at least two empty spaces. If there are two or more empty spaces, slide the remaining Cargo tiles down so that the lowest spaces are full, then refill the empty spaces from the stack of Cargo tiles.
- 4.2.7 Once in the game, when you refill the Cargo tiles the change ships tile will be revealed. When this occurs remove the ship price tile from location 12 so that the higher prices are revealed. Empty the East India Company bag returning the unused ship tiles to the box. Now take the Class II and remaining class IIIa ship tiles placing all 18 in the bag.
- 4.3 Begin the next turn.

Section F - End of Game

- 1.1 Players continue taking turns until the turn in which there are no Cargo tile when they are completing the end of turn phase they are no Cargo tiles left in the deck (if there is at least 1 cargo tile left then you play one more turn). The game typically ends at the end of turn 12, though it might be earlier depending on how often more than 2 cargos are completed on a given turn.
- 1.2 Once the final turn is completed, and before scoring, players must decide whether to sell their shares or keep them. This is done on the basis that the player with a worker pawn at the front of the order track will choose first, with each succeeding player having the chance to act in player order as per the track. The choices are whether to keep all the shares a player holds, sell some shares receiving gold of an amount equal to the current share price for each share sold, or sell all the shares. The player then adjusts the position of their share marker to reflect the number of shares they retain.

2. End Game Scoring

- 2.1 Use the score pad to record VPs gained There are two elements to the end game scoring. Each player scores those VPs that they have accumulated through the game (see section 2.2 below). There are also additional VPs available for the player with the highest total and second highest total for certain categories (see section 2.3 below).

2.2 Individual Scores

Each player scores for the following categories:

- 2.2.1 Number of votes – add together the VPs on each Vote tile (ranging from 1VP to 4VPs).
- 2.2.2 Value of loans – add up the points on the loans issued – 2VPs for each level I loan, 4VPs for each level II loan and 8 VPs for each level III loan.
- 2.2.3 Money – Score 1 VP for every 5 gold rounded down.
- 2.2.4 Shares held – Score 1 VP for each share held with additional VPs as shown on the right side of the share track i.e. 1 additional VP if a Player has between 4 and 6 shares, 2VP s if a player have at least 7 shares, and 3VPs if have 10 shares.

- 2.2.5 Exports – add up the VPs on any completed Cargo tiles held by each player.
- 2.2.6 Storage and Transportation – add up the VPs on those transport upgrades revealed on each player board.
- 2.2.7 Resource Cubes – Score 1VP for each yellow or red cube and 2VPs for each brown or black cube in storage.
- 2.2.8 Points in placed Bells- add up the points for bells placed– 3VPS for each level I bell placed, 7 VPs for placing a level II bell and 12VPs for a level III bell.
- 2.2.9 Transaction Track and miscellaneous – each player scores VPs depending on how far their transaction marker has progressed along the St Katherine’s transaction track, as well as any additional miscellaneous Victory Point tokens they have acquired during the game.

2.3 **Endgame Bonuses**

The endgame bonuses provide additional VPs to the 1st and 2nd placed player in certain categories (see the scoring information in section 2.4 below). The categories are:

- 2.3.1 has the most VPs from Votes tiles
- 2.3.2 has the most Ships tiles
- 2.3.3 has the most points in loans
- 2.3.4 has the most gold
- 2.3.5 Has the most points in placed bells.
- 2.3.6 has the most Cargo tiles
- 2.3.7 has the most shares
- 2.3.8 has made the most transactions

2.4 For each of the categories in section 2.3 above the person with the highest amount scores 5 VPs, and the next placed person scores 3 VPs. If there is a tie for first place then all tied players score 4 VPs (with no VPs for any other players). If there is a tie for second place each tied player receives 3 VPs.

NB In a 2-player game the person with the most in each category scores 5 VPs with no VPs available for second place or if the players are tied.

And the winner is...

2.5 The winner is the player with the most VPs. If there is a tie, then between the tied players the winner is the player who has placed the most points in of bells. If there is still a tie then the winner is the person with the most gold, and if there is still a tie the winner is the player with the least worker pawns on the order track at the end of the final turn of the game.

Section G - Locations and their Actions



Location 1 St Clements

Oranges and Lemons say the Bells of St Clements.

Action: Buy lemons

Players can buy 1 Lemon for 1 gold, 1 lemon for 2 gold, 2 lemons for 2 gold or 3 lemons for 3 gold. In any turn when resource cubes are removed from any part of the location they are not replaced until turn end. Each player can choose from any available set of lemons.

Bell Power: Gain 1 lemon at turn end.



Location 2 St Margarets

Bulls eyes and targets say the bells of St Margarets.

Action: Enter an archery competition

The player with a worker pawn in the first space gains 4 gold. The player with a worker pawn in the second space gains 2 gold.

Bell Power: Take 2 extra gold when gaining gold from an action at this Location.



Location 3 St Giles

Brickbats and Tiles say the Bells of St Giles

Action: Buy Bricks

Players can buy 1 Brick for 2 gold, 2 bricks for 3 gold or 3 bricks for 4 gold. In any turn when resource cubes are removed from any part of the location they are not replaced until turn end. A player can choose from any available set of bricks.

Bell Power: Gain 1 brick at turn end.



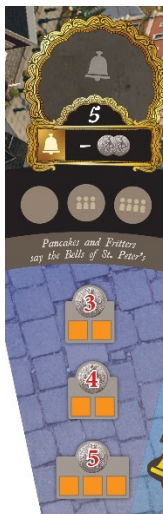
Location 4 St Martins

Halfpence and farthings say the bells of St Martins

Action: Make a Loan

Players can pay 5 gold to issue a Level I Loan, 10 gold to issue a Level II loan or 15 gold to issue a Level III loans. A player may only issue a level II loan if they already have at least one level I loan and may only issue a level III loan when they already have at least one level I loan and at least one level II loan. (NB – a player may obtain a level II loan by fulfilling the relevant export cargo (See Location 14 – Stepney) even if they do not then hold a level I loan). At the end of each turn the player receives interest on each loan held by them (1 gold per level I loan, 2 gold per level II loan and 3 gold per level III loan) which is paid as part of the turn end phase resolution.

Bell Power: Collect additional interest of 1 gold per loan at turn end.



Location 5 St Peters

Pancakes and fritters say the bells of St Peters

Action: Buy Pancakes

Players can buy 1 pancake for 3 gold, 2 pancakes for 4 gold or 3 pancakes for 5 gold. In any turn when resource cubes are removed from any part of the location they are not replaced until turn end. A player can choose from any available set of pancakes.

Bell Power: Buy pancakes with a 2 gold discount per transaction (so per group of pancakes, not per pancake).



Location 6 White Chapel

Two sticks and an apple says the bells of Whitechapel

Action: Place a Bell

Players can place a Level I bell for the cost of 5 gold, a Level II bell for the cost of 10 gold, or a Level III bell for the cost of 15 gold. A player must already have placed at least one Level I bell before placing the Level II bell and must have placed the Level II bell before being able to place a Level III bell.

Bell Power: Any number of bells can be placed in Whitechapel if all other spaces are occupied. When placing a bell here (whether it is being placed for the first time, or it has been removed from another location) receive 3 coins.



Location 7 St Katherine's

Maids in White Aprons say the bells at St Katherine's

Action: Sell Resources

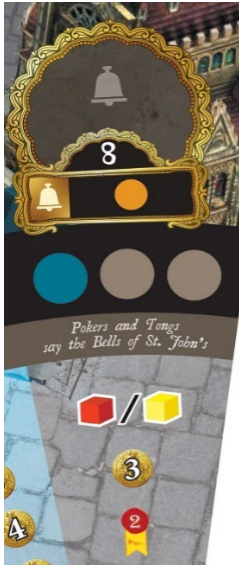
See section E para 3.2 above for details of placing worker pawns and taking actions here.

A player may sell as many cubes of a particular resource as they possess at the price shown on the relevant spot.

Example – a player selling lemons may do so either at 3 gold per lemon if the player's worker pawn is occupying the left-hand spot or 2 gold per lemon from the right-hand spot. Only two players may sell the same resource in a turn.

Bell Power: Gain 1 additional gold for each cube sold here.

NB: For each type of goods sold advance the market transactions tracker in the relevant player's colour one space along the St Katherine's Market Track.



Location 8 St Johns

Pokers and Tongues say the bells of St Johns

Action: Seek Royal Favour

Each player may choose to take 2 gold, gain a 2 VP token or take either a Lemon or Brick

The first worker (the one placed on the blue spot) is moved to the turn order track blue space after completing its action.

Bell Power: At the end of the turn just before starting a new turn move the last placed worker of a player to the orange spot on the order track and adjust the track.



Location 9 St Annes

Kettles and Pans say the Bells of St Annes

Action: Buy Pans

Players can buy 2 pans for 4 gold, 2 pans for 5 gold or 3 pans for 6 gold. In any turn when resource cubes are removed from any part of the location they are not replaced until turn end.

Bell Power: Get a 2 gold discount when buying pans here.



Location 10 Aldgate

Old father baldpate say the slow bells at Aldgate.

Action: Upgrade Transport

Players can upgrade storage/transport by adding a hand cart for the cost of 3 gold, then later a horse and cart for the cost of 7 gold and finally by adding a ship for the cost of 10 gold. Each upgrade may only be performed if the player already possess the cheaper upgrades.

Having a ship also gives the player 1 VP per turn at turn end.

Bell Power: Gain access to the warehouse by removing the warehouse tile from the player board. This provides one additional space.



Location 11 St Helens

You owe me ten shillings say the bells of St Helens

Action: Buy or Sell Shares

For each worker pawn placed here a player may either:

a) Buy either 1 or 2 shares at the price shown by the share price marker on the Jonathon's Coffee House share track. The share marker in the player's colour should be advanced along the right-hand side of the share track to reflect the number owned.

b) Sell any number of shares at the price shown by the share price marker on the left side of the share track (taking gold from the bank). The share marker in the player's colour should be advanced along the right side of the share track to reflect the number retained.

Bell Power:

Buy for one gold less per share and sell for one gold more per share than the amount shown on the share price track.



Location 12 Old Bailey

When will you pay me say the bells of old Bailey.

Action: Invest in the East India Company

Take part in speculative trading by financing a ship. This type of investment was risky, but with substantial rewards. To reflect this, the cost of the ship (either 4 or 6 gold in the early rounds of the game increasing to 8 or 12 gold in later rounds) must be paid at the time a worker pawn is placed.

Bell Power:

Draw an additional East India Company ship tile and choose out of three which one to put back in bag.

NB: - Always take the following Customs Inspector Actions even if no worker pawn has been placed on Location 12

The arrival of East India Company ships had a significant impact on the early stock market with the traders employing runners to bring them news from the docks. In the same way, in Oranges and Lemons the Ship tiles drawn out of the bag whenever Location 12 is activated affect the share price as shown on the share track in Location 11. Therefore, the process of drawing Ship tiles out of the bag and altering the share price (see paragraphs (a) to (c) below) must be followed every game turn regardless of whether there are any worker pawns here. The large customs inspector meeple placed in the dashed circle is to remind players to do this. However, the Choosing Ships phase (as described in paragraph (d) below) only occurs if there is at least one worker pawn on location 12.

Drawing Ship Tiles

- (a) Draw one Ship tile out of the bag and place it face up on the left most of the three available spaces in the East India Company docks (which run across the top edge of the Main Board). Draw another Ship tile and place it face up on the middle space. If there is a bell on Location 12 draw a third Ship tile and place it face up on the right most space.
- (b) If there is a bell in this location the player who placed the bell chooses which of the three Ship tiles is returned to the bag.

Altering the Share Price

- (c) Starting with the Ship tile in the left most of the three East India Docks spaces, resolve the impact of the East India Company ships on the share price. In the basic game each Ship tile will show one of the following:



Adjust the share price by moving the share price tracker to reflect the icon. A number in red shows the amount by which the share price is to be reduced, whilst a number in green shows the amount by which the share price is to be increased. A sunken ship will cause the share price to be reduced by 50% rounded up to the nearest whole number.

Choosing Ship Tiles

- (d) The player who placed a worker pawn in the lower priced spot (costing either 4 gold or 8 gold) chooses a Ship tile first, followed by the player (if any) with a worker in the higher priced spot (costing either 6 gold or 12 gold). Ship tiles provide resource cubes, gold, or a choice between the two. The resource cubes must match the colour of the icons on the relevant Ship tile, though grey cube icons can be any colour(s).

Some Ship tiles give an instant once only return which the player takes immediately.

Ship tiles with a circle arrow symbol are recurring benefits which provide resource cubes or gold now and on each subsequent turn when Location 12 is activated.

Any resource cubes can be moved to the player’s transportation/storage spaces on their player card. If a player does not have enough space, surplus cubes may remain on the Ship tile to be sold in Location 13 (Shoreditch), used in Location 14 (Stepney) to fulfil a cargo, used in Location 15 (St Pauls) to gain extra workers or else if the Player does not have a worker pawn in any of those Locations or is otherwise unable to make use of the Resource cubes in those Locations, they must instead be sold in the end turn phase.

Ship tiles granting recurring benefits remain face up next to the player’s card, whilst Ship tiles granting once only returns are stored face down (but must still be retained by the player as they count towards Endgame Bonuses (see para 2.3 of section F).

Taking recurring benefits

- e) Now players who have previously acquired Ship tiles with a recurring benefit take the gold or resource cubes due (with any resource cubes being moved to storage, immediately or else at turn end, or utilised in Locations 13 to 15 (see paragraph (d) above).

| | | | | |
|-------------------|--------------------|---------------------|------------------|-----------------------------|
| | | | | |
| Recurring 3 coins | Recurring red cube | One off 4 red cubes | One off 12 Coins | One off 15 coins or 4 cubes |



Location 13 Shoreditch

When I grow rich say the bells at Shoreditch

Action: Trade Goods

Each worker may buy any number of resource cubes of any type and in any combination of types at the price per resource cube visible above and below the cube to be bought.

Each worker may also sell resource cubes of any type at the price above and below the empty space where they place the cube.

Bell Power: Earn 2 gold at each turn end phase.



Location 14 Stepney

Pray when will that be say the bells of Stepney.

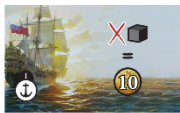
Action: Export cargo

Place a worker here in order to fulfil one of the contracts shown on the five face up Cargo tiles by handing over the numbers and colours of resource cubes shown on that Cargo tile as required. Grey cubes can be any colour.

The player then takes the reward shown on the Cargo tile which may be coins, resource cubes or other items, or VPs (see the Cargo Tile Rewards Summary below). The Cargo tile itself should be stored face down on the player's player board as they count towards the end game scoring.

Bell Power: A players with a bell on this location may ignore the colour of a single cube of the required goods shown on the Cargo tile when making delivery of the goods and substitute another resource cube of any colour.

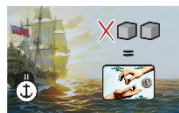
Export cargo tile rewards summary



Discard one black cube to receive 10 Coins



Discard one black cube to receive a warehouse



Discard any two cubes to issue a Level 1 Loan



Discard any three cubes to gain an extra worker



Discard two orange cubes to upgrade your transport to the next level.



Discard any three cubes to place a level 1 bell.



Discard any three cubes to issue a level 2 loan



Discard any three cubes to take a vote tile



Discard a yellow, orange and a red cube to score 5 VP.



Discard two yellow and two orange cubes to receive 18 coins.



Location 15 St Paul's

When I grow old say the bells at St Pauls

Action: Recruit Workers

Place a worker here to recruit an additional worker. In addition to paying either 3 or 5 gold in order to place a worker pawn on this location, when the location activates the player must hand in 1 resource cube of any colour for each worker they already have in play (so 2 cubes to gain their third worker, 3 for their fourth etc). Then they move the worker pawn to the order track as normal taking an additional worker pawn in their colour from the reserve and place it on the order track directly behind the other worker pawn.

Bell power: Once per turn, when a worker is about to take an action in any of the 16 locations the player may instead move that worker to another vacant action spot (paying the cost if any of worker placement). It does not matter if the new location has already been activated, as the worker pawn may be placed in a worker placement spot that has already been used that turn. Then immediately resolve the action. If the location has not yet been activated that turn the action is resolved when the location is activated in the usual manner.

Special Note: 1. If the location chosen is 12 (Bailey) the player chooses a EIC ship tile as normal but there is no step c (share price adjustment) and the powers of any bells in space 12 is ignored. 2. You may not move your worker to the Blue spot in location 8 using this bonus.



Location 16 Bow

I do not know says the great bell of Bow

Action: Buy votes.

Seek election as Mayor of London. Players with workers here take one face down vote tile, examine it and place it face down in their area.

Bell Power: Instead of taking one face down vote, the player takes two face down vote tiles, examines them, keeps one tile which is placed face down in their area and returns the other vote tile to the bottom of the stack.

Section H – Game Variants

The Shorter Game

To reduce the game length remove four Cargo Tiles marked with a III on the back during setup.

The Longer Game

To reduce the game length add four Cargo Tiles marked with a III on the back during setup.

More Volatile Stock Market

To have greater stock market volatility with greater risks and greater rewards, during the set up phase stage 11 remove the type IIIa tiles and replace them with type IIIb tiles.

Using the Career tiles

The career tiles give player specific in game advantages or accelerated start options to add variety to the game. If using place these face up in a line near the board. In player order each player chooses one tile and places it in their player order gaining the benefits below. Return any unused tiles to the box.

The Money Lender

The player starts with a Level 1 Loan.

The Politician

The player takes and 3 Vote Tile at Game start.

The player can undertake actions in Location 16 (Bow) at 1 coin less per action.

The Merchant

The first cargo completed at Stephney docks by the player in the game requires no cubes.

The player with a bell on this location may ignore the colour of a single cube of the required goods shown on the Cargo tile when making delivery of the goods and substitute another resource cube of any colour. This power is additive with the identical Bell power.

The Speculator

The player starts with 2 shares.

The player may buy up to 3 shares per action in space 11 (St Helens).

The Trader

The player's transaction disc starts in the 2nd space of the St Katherines Track.

The player may always sell resource cubes at the higher value even if there is another player's worker there. This does not stop the worker in the higher spot also selling at the high rate and does not change player order.

The Investor

The First Investment action in the game the player undertakes in Location 12 (Old Bailey) costs nothing. All other actions in this location cost 1 coin less.

Section I - Historical Note on the Rhyme

The game is called Oranges and Lemons as those are the first words of an English nursery rhyme which refers to the bells of churches in the city of London and the trades and activities that occurred there in the medieval and early modern period. The meaning of some lines are easy to understand, others vague and confusing. The earliest printed version appeared in Tommy Thumb's Pretty Song Book (1744) although the name of the song but no words was referenced in a book of dances dating to 1665. It is undoubtedly much older. There have been a number of versions naming between them sixteen different churches although only fifteen ever appeared in one place. No doubt other versions now lost to us also existed. Out of these over the centuries the modern rhyme emerged. The Bells of St Clements Dane play the tune several times a day.

*Oranges and lemons,
Say the bells of St. Clement's.
You owe me five farthings,
Say the bells of St. Martin's.
When will you pay me?
Say the bells at Old Bailey.
When I grow rich,
Say the bells at Shoreditch.
When will that be?
Say the bells of Stepney.
I do not know,
Says the great bell at Bow.
Here comes a candle to light you to bed,
And here comes a chopper to chop off your head!
Chip chop chip chop the last man is dead.*

The rhyme is sung by children playing a very old game where they walk in lines through an arch created by a pair of children. When they reach the end of the last line they drop their arms trapping a child who is out of the game. That last section has a very different tune and its origin and meaning is lost to time although there are many theories related to brides on wedding nights and to King Henry the VIII and the fate of some of his wives.

The Churches

| Name in Rhyme | Probable Associated Location | Associated Activities |
|---------------|---|---|
| St Clements | St Clements Eastcheap OR St Clement Danes | Wharves where fruit is unloaded Near Covent Garden fruit markets |
| St Margarets | St Margarets Lothbury. | Archery butts and practice. |
| St Giles | St Giles, Cripplegate | Stone masons and builders |
| St Martins | St Martins Ongar , Eastcheap OR St Martin in the Fields | Money lending |
| Whitechapel | Whitechapel Bell Foundry | Casting bells |
| St Peters | St Peters on Cornhill | Bakeries and fast food |

| | | |
|-----------------|--------------------------------------|--|
| St Katherines's | St Katherine Cree, Leadenhall Street | Markets |
| St Johns | St John's Chapel, Tower of London | Royal palace with dungeons |
| St Anne's | St Ann and St Agnes, Gresham Street | Coppersmiths and ironmongery |
| St Botolph's | St Botolph's without Aldgate | Patron saint of transportation |
| St Helens | St Helen's Bishopgate | Financial district and money lending |
| Old Bailey | St. Sepulchre-without-Newgate | Court dealings with loans and debts |
| Shoreditch | St Leonard's Shoreditch | Very poor area of the city |
| Stepney | St Dunstan's Stepney | Docklands and dwellings of sailors |
| St Pauls | St Pauls Cathedral | A church stood on this site since 604 A.D |
| Bow | St Mary-le-Bow | To be a London cockney you must be born within the sound of Bow bells. |

Game Credits

This game is the design of Richard Denning. Artwork by Andree Schneider with design and layout by Akha Hulzebos. German Translation Stefanie D Kuschill.

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