The Guild 3

THE CARD GAME

MANUAL

Short Summary

- **PLAYERS**: 3-6 (may also be played by 2 players)
- **DURATION**: 45 - 120 min. depending on the luck of the draw
- **OBJECTIVE OF THE GAME**: To be elected Mayor or earn the title "Count"
- **MATERIALS**: Pen and paper to write down coins and experience points

The Guild - The Card Game

The Guild - The Card Game is for 3-6 players playing against each other; while the game can also be played by just 2 players, it is advised to have at least 3 players. Depending on the number of players and the luck of the draw, a game may take 45 to 120 minutes or more. The goal is to build a powerful family dynasty through skillful management, scheming, intrigue, a little luck and then, finally, to either be elected **MAYOR** of the city or - as an alternate objective - be the first to attain the title of **COUNT**.

Preparing to Play

Each player needs a pen and paper to write down experience points and coins (p.8). Glass stones, poker chips or coins are particularly well suited to use as coins.

The game cards are shuffled and placed face down at the center of the table. Space must be left beside the pile for the discard pile and other special cards.

Each player chooses one of the 6 professions and places the corresponding card on the table in front of him. Each player then receives 12 coins of starting money and the title of **COMMONER**, as well as a **HOUSE** as Residence.

Title	Experience	Standing	Business	Residence Level	Mayoral Election
Commoner	0	Commoner	2	1	X
Resident	15	Commoner	4	1	X
Citizen	30	Citizen	6	2	✓
Patrician	50	Citizen	8	2	✓
Baron	80	Noble	10	3	✓
Count	120	Noble	∞	3	✓

Residence	Residence Level	Possible Improvements	Construction
Citizen House	1	2	-
Town House	2	3	4 ◯
Mansion	3	4	8 ◯

The Residence is home to the members of your dynasty. Residences cannot be directly targeted by acts of sabotage.

Finally, 8 hand cards are drawn. Important: if a player fails to draw a Business Card amongst these 8 cards, the player may then draw 8 new hand cards. The player lays the hand cards face up on the table so that the other players may see them and then draws the 8 new hand cards. Then the 8 cards on the table are reshuffled into the pack.

If someone has the Town Hall card in their hand at the start, the card is reshuffled into the deck and a new card is drawn.

Play

Each player has its turn during each round of play. This always runs according to the following pattern:

Short:

1.   Economy (collect income +2 and pay maintenance costs)

2.   Unblock (if possible)

3.   Draw a card

4.   Perform actions (maximum 1 district or 1 person)

5.   Discard & draw (maximum of 5 hand cards)

1. Economy

The player calculates how many coins his businesses and other sources of income have earned and adds **2 coins**. The maintenance costs (bribes, etc.) are then deducted from that income. If the player does not have enough money, he must either sell some possessions, ask his opponents for money or sit out the round and wait until the start of the next turn (p.11).

2. Unblocking

In this phase any blocked (turned 90° clockwise) cards are unblocked again (turned back). Some cards are blocked for more than one round. In these, the counter (for example, a counter or a dice) is reduced by one.

3. Draw a Card

The player now draws a new card from the pile.

4. Perform Actions

During the Actions phase, players can play as many cards as they desire, but only one district or one person per turn. Many cards have certain prerequisites and most cost coins.

5. Discard & Draw

Players may discard a card at the end of their turn - although this is not a must - after which cards are redrawn until the maximum of 5 hand cards is once again reached (certain cards can increase that maximum). If a player has too many cards in his hand at the end of his turn, however, he must then discard the extra cards and may not draw any new ones.

End of Play

Players collect **VOTES FOR THE MAYORAL ELECTION** from districts, people and other cards. As soon as the Town Hall is in play (as soon as it has been built), any player who has at least **CITIZEN** status can decline to play any cards in the action phase and instead call for a mayoral election. When his turn comes up in the next round, the player counts all the votes together, draws a card and adds half the card value (rounded down) to the total.

Example: if the card value is 5, the player then adds 2 to his votes.

Now all other players with at least **CITIZEN** status do the same. The person with the highest number of votes wins the mayoral election and thereby the game. When two or more players have the same number of votes, each of those players draws one more card and adds the value to their total to determine the winner.

The second way to win is for a player to attain the title **COUNT** by collecting 120 experience points through playing out cards (p.10).

So there are two ways to win the game - and therefore at least two strategies.

Card Types

Profession
This is a profession or a professional class. Each profession has its own particular businesses, although these businesses may also be built and run by anyone.

Improvements (& Residence)
A given number of improvements can be made to the residence. At the beginning of the game, each player owns a House. Once the player has the corresponding title, he can first be upgraded to a Town House and then to a Manor House without losing any existing improvements. Players may now own more than one residence, which means that anyone who builds himself a Town House automatically loses their House and that anyone who builds himself a Manor House automatically loses their Town House too.

Districts & Persons
These two types of cards grant the player votes in the mayoral election. Some have maintenance costs per round (such as a bribe, for example) and some allow certain cards to be played.

Businesses

Businesses generate coins each round, if they are not blocked for some reason. A freshly built business will first start bringing in coins at the beginning of the next turn.

Additional Buildings

Additional buildings are used to improve a player's businesses. As with businesses, additional buildings have no effects until the beginning of the player's next turn.

Municipal Buildings

As soon as a municipal building (Town Hall) is drawn - no matter what the circumstances - it is placed blocked (rotated 90 degrees) beside the deck, in the middle of the table, and the player draws a new card. From this point on, any player is free to build the municipal building either on his own or together with other players. The card value is converted into experience points and, where applicable, divided amongst all the builders.

Measures & Instant Measures

While measures can only be carried out (played) during the player's action phase, emergency measures can be taken (played) at any time, even during another player's turn.

Some actions contain the words: "If there is an active (Name of business) in play, the cost is paid to its owner". This means that the owner of said business receives the costs to be paid as payment. Of course, whoever owns the building in question doesn't have to pay anything.

Artifacts

Some artifacts can be played immediately, the same as measures or emergency measures, while others have a permanent effect. Each artifact must always be laid out before it can be used. It automatically takes up one inventory slot in the process. A new artifact may first be played when another free inventory slot becomes available.

Additional Rules

Experience Points (& Titles)

Players receive experience points each time they play a card (in the upper left corner of each card). Once a given number of experience points has been collected, the player's title increases (p.7). The title reflects the player's social standing and determines how many businesses and which type of residence the player may own.

1

Action
Destroy Artifact

This action can be performed against one of an opponent's active artifacts.

Draw a random number +1 against your opponent's burglary protection. If your opponent loses, the artifact in question is placed upon the discard pile.

Favor, Sabotage Protection, Burglary Protection & Inventory Slots

Favor is needed to impress districts and people. Sabotage and Burglary Protection are used against acts of sabotage and burglary. The inventory slots determine the maximum number of artifacts allowed (to be laid out).

Random Number

Each card bears a card value in the upper left corner. Whenever a "random number" is mentioned the player draws a card from the deck, reads the value and then places the card on the discard pile.

In tests against a given value, the player must have at least one point more. For example, "Draw a random number against 3" means that the random number must be a 4 or higher.

Selling Possessions, Trading Amongst Players

Players can sell their unblocked possessions at any time for half the original costs (rounded down).

Another way for a player to raise funds is to sell an unblocked card (artifact, improvement or building), which must be lying on the table in front of him to another player for a maximum of double the original costs shown on the card being sold.

Finally, each player is free to ask his fellow players for coins. This may take the form of a private loan, some sort of protection money, or compensation for a favor.

It's The Debtors' Prison For Them!

Anyone who cannot raise sufficient coins to pay their costs at any point in the game automatically lands in debtors' prison. This means that the player must sit out the game until the start of the next turn - and cannot take part in the gameplay until then!

In the Economy Phase of his next turn, the player must first pay off their debts. If he succeeds in paying off all his debts, he may continue playing. If not, they must once again sit out the round.

Shuffling

Once the deck has been exhausted, the discard pile is thoroughly shuffled and reused.

Credits

Game Idea & Design: Heinrich Meyer
Graphics: GolemLabs
Layout & Producing: Ernst "The Doctor" Satzinger
                    Peter "Humpti" Hambsch
Lectors: Stephanie "Lecteress" Harman
         Philipp "The Aunt" Brock
         Jessika "J-La" Langlais

Special thanks to your mum.

Website: theguildgame.com
Facebook: www.facebook.com/theguildgame

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