



Guildhall FANTASY™



The Rulebook

A CARD GAME FOR 2 TO 4 ADVENTURERS BY HOPE S HWANG





A game by Hope S Wang for
2 to 4 adventurers, ages 14 and up.

INTRODUCTION

"Adventurers, assemble!" After the earthquakes and the realignment of the sky, the dungeons of Kireland have breached the surface, promising fortune and glory to the brave. Relic hunters and fortune seekers from across the land gather in the taverns and guildhalls of nearby villages and form parties to aid in the quest for riches.

The horrors of the deep are more than one adventurer can handle. To succeed and survive, you must recruit the best of the best to your party by any means necessary, even if that means luring them away from your competition. Be quick! Take everything, and leave nothing behind! After all, fortune favors the bold.

OBJECT

Collect complete color sets of professions (all 5 colors of the Monk, for instance), which you use to buy victory points (VP). The first player to reach 20 VP on his or her turn wins.

COMPONENTS

- 120 profession cards (4 sets of 6 professions, each in 5 colors)
- 30 VP cards
- 7 Reference cards
- 25 VP tokens
- This rulebook



CARD ANATOMY

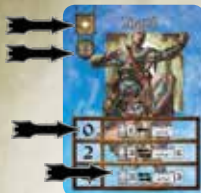
PROFESSION CARD

Archetype icon
and profession name

Color banner

Number of cards in your
profession's chapter

Card abilities



VP CARD

Completed chapters
needed to buy

VP value

Card ability



REFERENCE CARD

Archetype icon

Name and sets

Ability Text



SETUP

1. Shuffle the 120 profession cards together to create a deck. Set the deck face down where everyone can reach it. Leave some space for a discard pile.

2. Shuffle all of the VP cards, and deal 5 out in a line, face up, in the center of the table. This is called the center row. Set the rest of the deck face down nearby.

3. Place the VP tokens in a pile where everyone can reach them.

4. Deal 9 profession cards to each player. Choose a player to go first. Starting with the first player, discard as many cards as you like to the discard pile (in any order) and draw back up to 9 cards. Then, place 3 cards from your hand face up onto the table to your right. This is your guildhall. No cards here can be duplicates (with the same color and profession). Group cards of the same profession together. These groups are called chapters. All cards in a guildhall must be visible to all players.

5. After the first player, setup proceeds in clockwise order. Each player in turn discards any number of cards, draws up to 9, and places 3 cards. This completes setup. Keep the area to your left open. This is your action area, where cards are played and held before you move them to the guildhall.

HOW TO PLAY

Each turn you get 2 actions. For each action, you can do one of the following:

- . Play 1 card into your action area and resolve it.
- . Discard any number of cards from your hand and draw up to 6.
- . Buy 1 VP card from the center row.

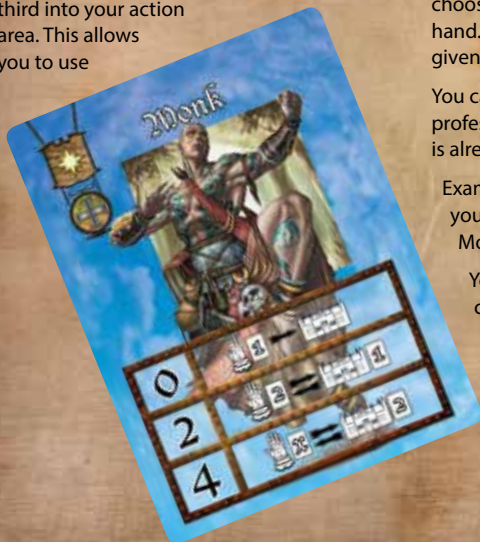
PLAY 1 CARD

Play one profession card into your action area face up, and use its ability.

Each card has abilities based on its profession and the number of cards of that profession's chapter already in your guildhall. If the number of cards in your chapter is below the lowest number listed, you gain no benefit from that professional's ability.

You do not have to use a card's highest effect when you play it. You may choose to use its effect at a lower level (as if you had fewer professionals in your chapter), or you may choose not to use the effect at all. However, you may not choose to use only part of a card's effect.

Example: You already have two Monks in your guildhall. You play a third into your action area. This allows you to use



the "2" ability on the Monk: Place two cards from your hand into your guildhall, and take one card from your guildhall and put it into your hand. If you do not have two cards you want to place into your guildhall, you may use the "0" ability and place only one card from your hand, or place no cards at all. However, you cannot place two cards into your guildhall and then choose not to put a card into your hand. You must do all of an ability at a given level or none of it.

You cannot play a card of a given profession and color if that same card is already in your guildhall.

Example: If you have a blue Monk in your guildhall, you cannot play a blue Monk with the Play 1 Card action.

You cannot play more than one card of a given profession during a single turn.

Example: If you played a Monk for your first action, you cannot play another Monk for your second action that turn.

DISCARD

Discard any number of cards from your hand, placing them on the discard pile in any order. Then draw cards from the top of the deck until you have six cards in your hand. Although this always results in a hand of six cards, there is no hand limit if you gain cards some other way.

If you need to draw a card from the deck and it is empty, shuffle the discard pile and place it face down to form a new deck. Draw the remaining cards from the new deck.

BUY 1 VP CARD

Discard completed chapters (see below) in any order from your guildhall to buy one VP card from the center row.

The big number on the VP card is the number of VP it is worth at the end of the game. The number of chapter icons shown on the top of the card is the number of your completed chapters you must discard to buy that VP card.

Place the VP card into your action area face up. Some VP cards have abilities that take place immediately when they are bought. As with abilities on profession cards, you may choose not to use them.

When you buy a VP card, immediately place the top card of the VP card deck into the center row. There are always five VP cards available to buy in the center row.

COMPLETED CHAPTERS

When all five colors of a single profession are in your guildhall, you have completed the chapter. Immediately turn them all face down in a stack (even if it's not your turn). They now exist only as a completed chapter. They no longer affect or are affected by other cards. You may use completed chapters only to buy VP cards. You may look at your completed chapters and spend them as you choose.

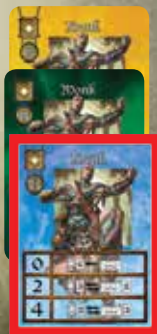
You can have a maximum of 3 completed chapters in your guildhall at once. If you ever have 4 or more completed chapters, you must discard chapters until you have only 3.

DUPLICATE DOS AND DON'TS

Two profession cards of the same color can never be in a single guildhall at the same time. You cannot play or place cards that duplicate a card already in your guildhall, and cannot place a duplicate card in another player's guildhall. If an ability lets you move an entire chapter to your guildhall, but one card in that chapter duplicates a card you already have in your guildhall, you cannot move the chapter.

However, you can swap two identical cards (such as two red Monks) between your hand and guildhall or between your guildhall and another player's guildhall. You can place a given profession and color in your guildhall if that same card is already in your action area.

If for some reason you find a duplicate card in a guildhall, discard duplicates until only one of the card remains.



TIMING

If you complete a chapter during your turn, you may play a card of the profession you just completed, since there are no longer any duplicate cards in your guildhall.

Example: You have a red, blue, yellow, and green Monk in your guildhall, and a red Monk in your hand. Since you have a red Monk in your guildhall already, you cannot play another one. However, if you play a blue Bard and take a purple Monk from the discard pile and place it into your guildhall, you immediately complete the Monk chapter, and turn them face down. With no Monk in your guildhall, you may play the red Monk on your next action (even if it's on the same turn) to start a new Monk chapter.

END OF TURN

When all of your actions and card abilities are resolved, move all cards from the action area to your guildhall. If this would move a duplicate card

(i.e., same color and profession) into your guildhall, discard the duplicate card instead.

Then arrange your cards into chapters by profession.

Score your points. All players must be able to see your total VP. If you have fewer than 20 VP, play passes clockwise. If you have 20 VP or

more, the game ends.

END OF GAME

If you reach 20 VP or more at the end of your turn, you win the game! You can only win on your turn.



OTHER RULES

VP TOKENS



These tokens can be gained by card abilities. There are 1 VP tokens and 5 VP tokens. Trade in your 1 VP tokens for 5 VP tokens when you can. The number of tokens is not limited to those provided in this set. If you need more, use some other counter to keep track. Place VP tokens in your guildhall.

PUBLIC KNOWLEDGE

The following items are public knowledge:

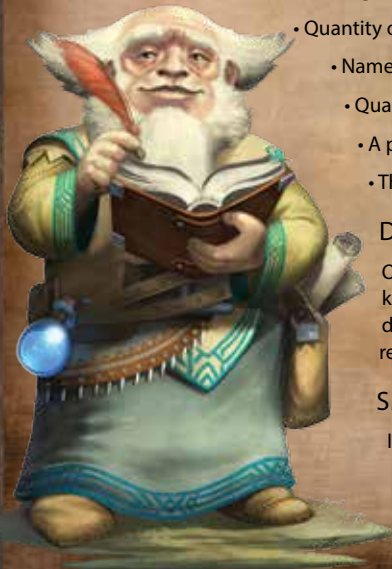
- Quantity of cards in hand (but not names)
- Names and colors of all cards in a player's guildhall
- Quantity (but not profession) of completed chapters
- A player's total VP
- The top card of the discard pile

DISCARD PILE

Only the top card of the discard pile is public knowledge. You can only look through the discard pile if a card's ability allows it. You cannot rearrange the discard pile when searching it.

SMALLER GAMES

If you have 2 or 3 players, remove two 5-point VP cards and one of each other VP card. This will help the game move a little more smoothly.



CREATING YOUR OWN CUSTOM GUILDHALL EXPERIENCE

Guildhall had two previous releases, Old Worlde Economy and Job Faire. Players that collect up all three sets of Guildhall Fantasy can recreate those sets as well as an all new set comprised of the new cards added

to Guildhall. In addition we have provided some guidelines to creating your own Profession and VP decks and an alternate mode where all three sets can be combined.

OLDWORLDEECONOMYANDJOBFAIRE


Fans of the original version of Guildhall can recreate those decks by combining the following cards (see page 11) and using the VP deck from the Fellowship set.


THE SUPER-SIZED-SAGA


You could shuffle two or three editions of Guildhall together to create a Super-Sized-Saga using a double- or triple-sized VP deck and a double- or triple-sized Professions Deck (though the game will take much longer).





OLD WORLDE ECONOMY


Cleric, A.K.A. the Dancer 

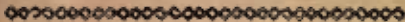
Fighter, A.K.A. the Assassin 

Marshal, A.K.A. the Farmer 


Monk, A.K.A. the Weaver 


Rogue, A.K.A. the Trader 


Wizard, A.K.A. the Historian 





JOB FAIRE


Artificer, A.K.A. the Scholar 

Bard, A.K.A. the Hunter 


Spellblade, A.K.A. the Peddler 


Ranger, A.K.A. the Tax Collector 

Shaman, A.K.A. the Bricklayer 


Warlock, A.K.A. the Robber 

NEW EMPIRE


Assassin 

Barbarian 

Druid 


Paladin 

Psion 


Sorcerer 


Note: The New Empire set plays a little differently than other sets and is previously unreleased.


GUILDHALL SET SYMBOLS


 Fellowship

 Alliance

 Coalition


 Old World Economy


 Job Faire

 New Empire

THE MEGA-SAGA

If you wish to play a Guildhall game using one or more decks without increasing the play time, we have placed Archetype symbols on the Professions that represent the thematic roles that the Profession play within a party.

When playing a Mega-Saga, treat all cards with a given symbol as the same profession. So, when triggering an ability, you would count all Clerics, Druids, and Shamans in your guildhall as members of the same profession and place them in the same chapter. Further you may only play one of a Archetype, such a Priest  per turn.

Example: the Cleric reads: "Draw a number of cards equal to the number of Clerics in your guildhall. Then take another action." When playing a Cleric, draw a number of cards equal to the number of Clerics plus Druids plus Shamans in your Priest  chapter and draw a number of cards equal to that total. All three of those professions are placed in the same chapter.

Please note: Super-Sized-Sagas and Mega-Sagas can be a little challenging to get used to. As such, we recommend only attempting them when you have truly mastered all 3 editions of Guildhall.

THE ARCHETYPES



Acrobats are light-footed agile adventurers.



Leaders are the adventurers that coordinate the party.



Mages are adventurers who have mastered the arcane arts.



Mystics are introspective and specialized adventurers.



Priests are your religious and divinely powered adventurers.



Warriors are your hard hitting physical adventurers.

BUILDING YOUR OWN PROFESSIONS DECK

There are a total of 3 sets of Guildhall and 18 professions that can be played. While you should feel free to combine any decks you want, we have found that a few guidelines are helpful.

Games which include at least 1 of each Archetype will prove more well-rounded, while games that eliminate a Archetype or stack up on a Archetype will provide a more focused experience. If you are using cards with abilities that take cards from the discard pile, we do recommend that you include one or more professions with abilities that add cards to the discard pile.

BUILDING YOUR OWN VP DECK

While you can mix up the cards however you like, as all cards are generally balanced against one another and of an equal play value, the following VP cards are universal to all of the sets and make a good foundation for a VP deck.

- Three copies of the 3-point card

which allows you to place any number of cards from your hand into your Guildhall.

- Three copies of the 4-point card which grants an extra action.
- Three copies of the 4-point card which allows you to draw 5 cards.
- Six copies of the 5-point card.
- Three copies of the 7-point card which grants two extra actions.
- Three copies of the 9-point card.

Also include 3 copies of a 2-point, 3-point, and 4-point card. Remember to remove cards for smaller games (see Smaller Games, page 9).

If you include a VP card that interacts with the discard pile, we recommend your Profession deck include a Profession card with an ability that places cards in the discard pile. If you include a VP card that steals VP points, we suggest your Profession deck include a Profession in your Profession deck with an ability that generates Victory Point tokens.

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Special Thanks: Mark Wootton and John Zinser for scouting this game and bringing it back for us to make.

Big thanks to Thomas Kohler for the graphics help

This one is for the CRT, the unsung heroes of AEG:

Tobias "T-Bone" Loc,
Andrew "Spark-Plug" Narzynski,
Kevin "Headshot" Garcia,
Mark "Red-Rum" Harbison and
Kevin "Graveyard" Will.
You guys rock!

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TM



15

THE ABILITY ICONS



Your Guildhall



Other Player's
Guildhall



Your Hand



Other Player's
Hand



Victory Point Token



Look Through or
Inspect



The Draw Deck



Card



Chapter



Completed
Chapter



The Discard Pile



Another Action



From one location
to another



Swap between
locations



and then