



*A game by John D Clair
for 1-4 players, ages 14+*

COMPONENTS

Your Guilds Power Pack for *Edge of Darkness* should include the following. If it does not, contact customerservice@alderac.com for assistance.

- 4 double sided
Guild Headquarters Location boards
- 16 Card advancements
- 1 *Edge of Darkness* Bag
- 56 Influence/Goodwill tokens
- 56 Plastic Influence/
Goodwill tokens
- 1 Rulesheet

PLAYING WITH GUILD HEADQUARTERS

The Guild Headquarters is an optional module that can be used or not used in any of your games of *Edge of Darkness*. Using the module means you replace each player's starting 3 Citizens and 1 Patrician with alternate versions included in this box, and each player is given a Guild Headquarter Location board which only they can send Agents to. Combined, these two changes give players asymmetric powers, resulting in players having different advantages and disadvantages at the start and throughout the game.

Setup

First, remove all the original starting Citizens and Patricians from the game and replace them with the ones included in this box. Next players select their Guild. There are several ways for players to select which Guild they will be, and we recommend players decide together which approach to use; none of these is the one-and-only "correct" way to do it.




- **Casual:** Just decide among yourselves. After each player has a Guild, and the 10 locations for the game have been determined, each player chooses which side of their Guild Headquarter Location board to use for this game.



- **Random:** Simply randomly assign a Guild to each player. Same as above, after each player has a guild, and the 10 locations for the game have been determined, each player chooses which side of their Guild Headquarter Location board to use for this game.
- **Competitive:** This method is recommended if there are stakes on the game, bragging-rights or otherwise.
 - First, determine your starting 10 locations, and randomly determine a start player.
 - Next, place the Guild Headquarters Location boards on the table, each with a randomly determined side facing up. The face-up sides will be the ones used this game; players do not get to choose the side once they have a Guild.
 - Then, players use their player aid tokens to secretly bid; each player secretly puts between 0 and 10 tokens in their hand. When all players are ready, they simultaneously reveal their bid. The player who bid the most selects a Guild, then the next highest bidder, etc. until each player has a Guild. If 2 or more players bid the same amount, when it is their turn to select, the player earlier in turn order beginning with the start player, must increase their bid by 1, but then they win the tie and select a Guild. The remaining tied players then choose next, breaking any remaining tie in the same way if necessary.
 - Finally, mark on the Score pad negative VP for each player equal to their bid.

Once each player has their Guild (1) selected, they place it next to their Player board. Rather than gaining the normal starting tokens, trained Agents, and Defense track position, each player's starting Influence (2), Coin (3), Reputation tokens (5), trained Agents (4), and Defense track position (6) is indicated on the top left edge of their Guild board. Note, if your starting defense track position says "17+", then it starts on the topmost spot; if it says "17-" then it starts on one spot down on your Defense track. All other setup rules are the same. You are ready to begin.





Using the New Citizens and Patrician










Each player's new starting Patrician has a unique effect, as described on the card. Also, one of each player's new starting Citizens has a unique effect as described on the card. The other two starting Citizens of each guild are the same, giving 1  and the option to  1 trained or untrained  to their respective Guild Headquarter Location board.

Note, only your own Citizens can place  at your Guild Headquarter; other players' Citizens cannot be used to dispatch your  there, or at their Guild Headquarter. You can of course use the other effects on the Citizen as normal.

Using the Guild Headquarters Location board

Your Guild Headquarter Location board has a passive ability that only applies to you. It will also have one or more agent activated abilities. Using your Citizen cards is the primary way to dispatch  to your Guild Headquarter; however, effects that let you move or "dispatch agents anywhere" may be used to move/dispatch  there.

When you dispatch an untrained  there, keep the following in mind:

- If the untrained  is removed from the Guild Headquarter for any reason, it goes back to your Untrained Agents pool. This includes if you use effects that can "move"  from one location to another (i.e. you could select one of your untrained  at your Guild Headquarter with such an effect, however, rather than moving the  to a different location, it would just go back with your other untrained  off your board.
- Untrained  at your Guild Headquarter can become trained with a  action, in which case they stay on the Guild Headquarter.
- Untrained  at your Guild Headquarter do not count as trained  for the purpose of scoring at the end of the game.

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