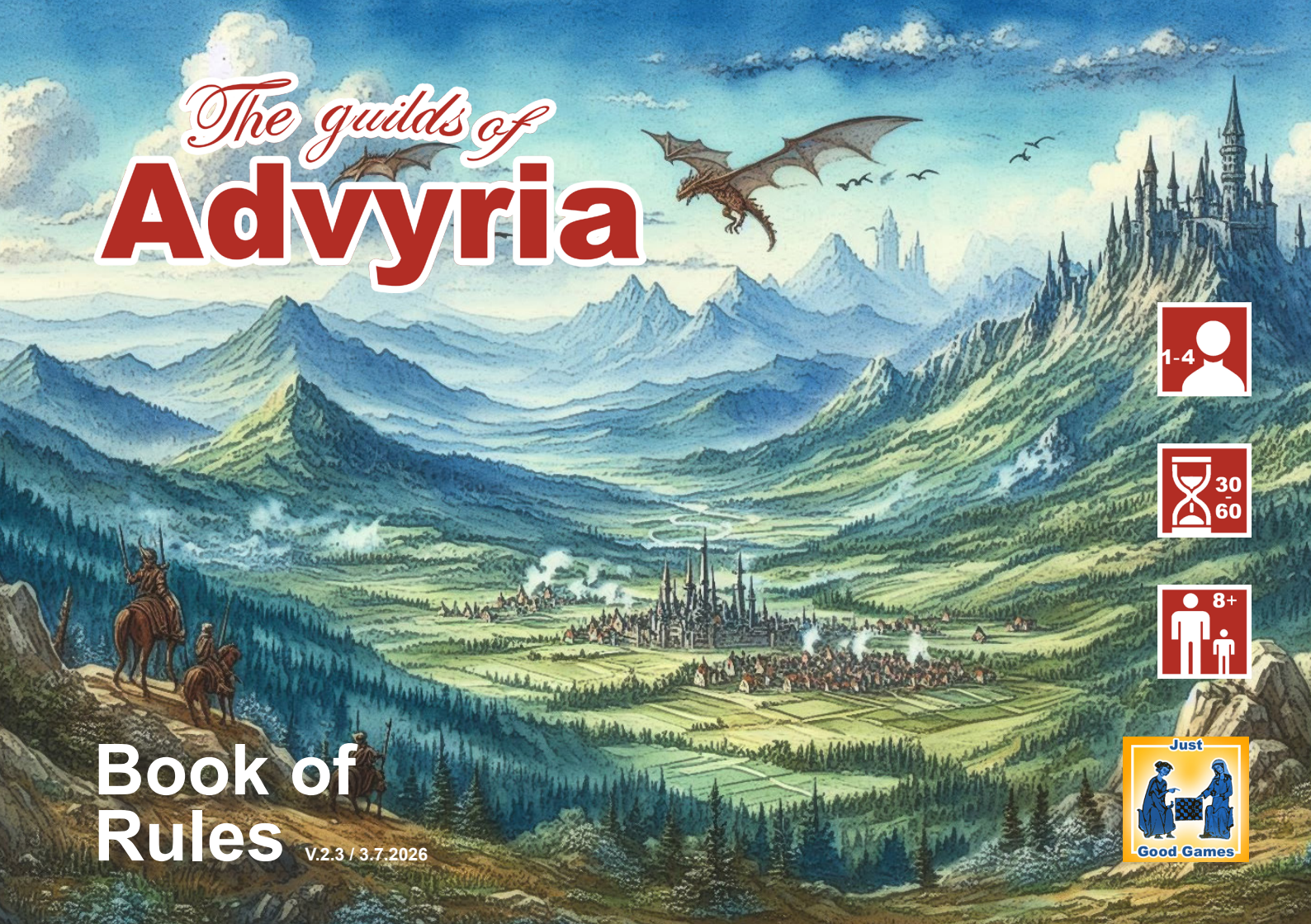
The guilds of Advyria



Book of Rules

V.2.3 / 3.7.2026

Just Good Games

1 Game material



Game board



14 x *Quest tile: Gold*

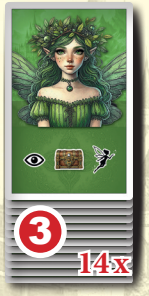
12 x *Quest tile: Adventure*



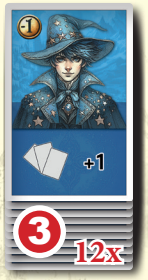
Knight of Fortune



Mercenary



Fairy



Wizard



Joker



Adventure



Pawns



Dice



Hero cards



Counter for the hand card level / losses

2 Game preparation

All 26 *quest tiles* (2) are turned to the village side and randomly distributed to the corresponding spaces on the *game board* (1).
The four *hero cards* (4) are shuffled and each player is dealt one of them. Each player may look at their *hero card*, but the cards are only revealed to everyone at the end of the game.
All players choose a *pawn* (6) and place it on a free *guild space* (1.1) on the game board.
Everyone gets a *counter for the hand card level and losses* (5).
The maximum cards are set according to the following table:

player	max. cards
1	3
2	4

players	max. cards
3	5
4	6

The starting losses (red) are zero.
The *playing cards* (3) are shuffled and form the draw pile.
Players start with no cards in their hands.The *dice* (7) is placed ready.

The last player to spot a dragon starts the game. In case of doubt, the youngest member of the round starts.
The game is played in a clockwise direction.

3 The game turn

3.1 Drawing three cards

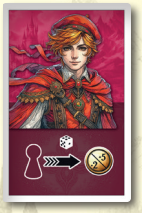
At the beginning of their turn, the active player draws three new cards from the draw pile.
If the draw pile is exhausted, the game continues with the "*Grand Finale*" after this turn.

3.2 Playing cards

There are six types of playing cards: the basic cards (*Knight of Fortune*, *Wizard*, *Mercenary* and *Fairy*), then the *Joker* card, which can be played as one of the basic cards, and the *Adventure cards*.

Although any number of cards can be played from the hand, there is a restriction on the basic cards *Knight of Fortune*, *Mercenary* and *Fairy*): these must be played as a set of 2, 3 or 4. The effects of the cards then occur once less than the number of cards played would suggest. So if the card is played four times, the effect is applied three times, in the case of three cards the effect is double and in the case of a set of two only once.

3.2.1 The knight of Fortune



Knight of Fortune cards play a central role in the game. They can be used to retrieve the quest tiles that determine victory or defeat:
With the help of the *knight of fortune*, you can move your pawn up to 6 spaces. The exact number is decided by a dice roll - although it is always possible to move fewer spaces or not move at all.

Note:

When moving, please note that it may not end on a space where another player is already standing. Moving over other players, however, is allowed.

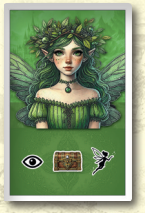
Following the movement, any *quest tile* located there is revealed. If this is an *adventure* and the corresponding player has the matching *adventure card*, the player may place this card in front of them and place the tile on it. If they do not have the *adventure card*, the *quest tile* remains face up from now on. If the *quest tile* is gold, the player receives it in any case and places it in front of them. However, they must first turn it back to the (worthless) village side.

3.2.2 The mercenary



The *mercenary* can be used to turn over a *village quest tile* that has already been recovered. This is then worth 2 gold. *Quest tiles* with the village side facing up count for nothing.
The same rules apply as for the *adventurer* and the *fairy*, i.e. with two *mercenarys* you can turn over one of your own *quest tiles*, with three you can turn over two and with four you can turn over the maximum number of three. The *quest tiles* with the adventures do not have to be turned over.

3.2.3 The fairy



The *fairy* makes it possible to look into any *quest tiles* that has not yet been turned over. This is not done in public and the tile is then turned back over. The play rules described above also apply here.
If you manage to play a set of 4 *fairies*, you may also reduce the loss indicator by one. The cost cannot fall below zero.

3.2.4 The wizard



For every *wizard* you discard, your own hand card level increases by one. However, the use also increases the losses by one gold each time. Both must be noted on the corresponding counter. The maximum hand card level is 14. losses do not exceed 11.

It is therefore not necessary to bundle several cards when playing them to increase their efficiency (as is the case with the *knight of fortune*, *mercenary* or *fairy*). In the '*Grand Finale*', the *wizard* is given a further function and helps to obtain new playing cards.

3.2.5 The joker



Jokers can take on the role of a *knight of fortune*, a *mercenary*, a *fairy* or a *wizard*. Sets with *jokers* are also limited to a maximum of four cards and only trigger the corresponding effect a maximum of three times. Pure *joker* sets can also be played, in which case they represent a specific basic card type.

If *jokers* are used as *magicians*, the losses do not increase!

3.2.6 Adventure cards



As described in section 3.2.1, *adventure cards* are played as part of an adventure conclusion. However, they can also be played as a special action card. The decisive factor here is the colour of the card:

A *red adventure card* works like a *knight of fortune card*, although here you do not have to roll the dice, but can reach any field on the game board.

All *blue adventure cards* correspond to the power of two *wizards*, i.e. they increase the hand card level by 2. No losses are incurred.

The *yellow cards* allow up to three villages that have already been salvaged to be turned to the gold side.

The green adventure cards allow you to view up to four quest tokens of your choice on the game board that have not yet been turned over. You may make one fairy leap. In addition, the costs incurred so far are reduced by 2.

3.4 Unfriendly manoeuvre

If, after playing a complete set of *Knight of Fortune* cards, a player lands their playing piece next to another player's, they may draw two random cards from that player's hand. However, this is only permitted if the other player holds more cards in their hand than the player themselves. If such an *unfriendly manoeuvre* occurs, he then sends the opponent's pawn back to an empty guild space. The active player may then play further cards, including the cards they have just captured. The *unfriendly manoeuvre* may only be used once during the entire turn.

3.5 Checking the hand card limit

At the end of the turn, the hand card limit is checked. If it is exceeded, the player in question reduces the number of cards by discarding them. If a *fairy* is discarded, a dice roll determines whether additional costs of one gold are incurred. This is the case with a 6. Losses can never exceed the maximum value of 12.



4 The grand finale

As soon as there are no more draw cards for the first time, *the grand finale* begins. The difference to the previous game is that the standard drawing of the three new cards is no longer possible. However, you can still get the usual three new cards by discarding exactly one *wizard card* (*jokers* are not allowed here) before the start of your turn - provided you still have the required *wizard* in your hand! The game ends as soon as neither player draws any more cards and all turns have ended.

5 End of the game and final scoring

The winner is the guild that has brought home the most gold from their adventures.
According to the printed values, the respective gold from the *quest tiles* (only those actually turned over count) is added to 2 points each and the completed adventures to 5 points each. Subtract the



losses noted on the corresponding counter from this total.
Finally, the *hero cards* are turned over. Three adventures are depicted on each *hero card*, which, if you have mastered them accordingly, give you 5 additional points each.

6 Solo game

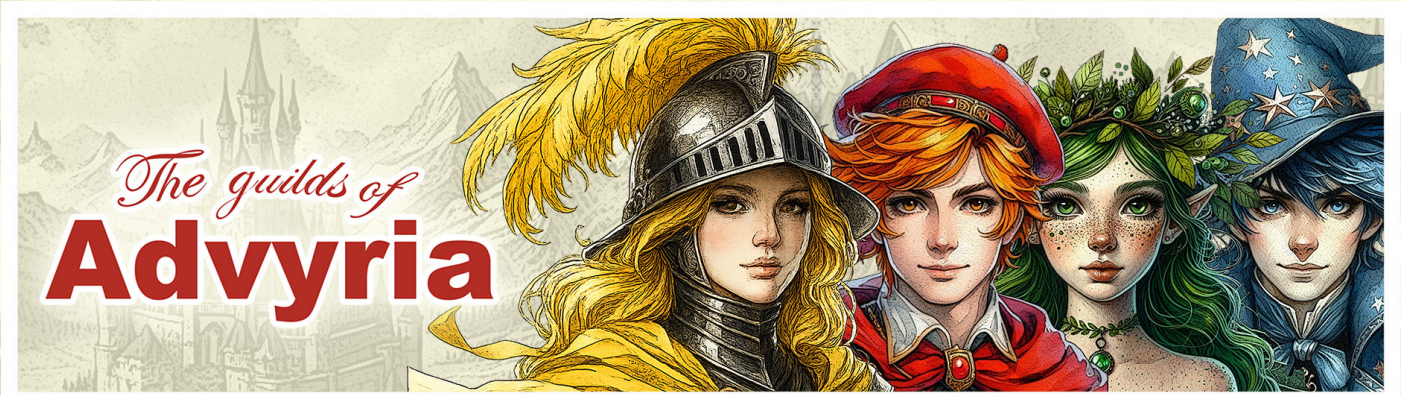
In cooperative play, players may discuss their hand cards, but they may not show them openly. The *unfriendly manoeuvre* is the only way to transfer cards to other players. At the end of the game, all players add up their victory points. As in solo play, success is determined by the following table:

Level	Gold	Rating
1	to 24	poor
2	25-54	little praiseworthy
3	55-74	adventurous
4	75-89	remarkable
5	90-99	grandiose
6	100 and more	godlike

7 Simplified game

The game can be simplified at certain points, for example to make it easier for younger children to play along or to get started. Here are a few suggestions that can be combined as desire:

- Adventure cards cannot be played as special actions.
- The *Grand Finale* is not played.
- There are no *unfriendly manoeuvres.*
- The *hero cards are* omitted.
- Simplified final scoring: Only the completed adventures count. In the event of a tie, the gold coins decide.
- If holding a lot of cards in hand is a problem, you can also play with open cards. In the case of an *unfriendly manoeuvre*, the cards are then turned over and shuffled for a short time.



„The guilds of Advyria"

have got into a dispute. Which of them has the best heroes in their ranks?

The members of the various guilds must now prove themselves in a wild adventure journey.

Which guild will have collected the most gold and come out on top in the end?

Author, graphics and concept:: *Stefan Wenz*

Note:
Many thanks to Katja Jakusch, who contributed the graphics for the original 'Kasper!' game.
AI image generators were used to support the creation of the graphics for this version, without the direct use of AI-generated images.

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