

# *The guilds of* **Advyria**

**Book of  
Rules**



# 1 Game material

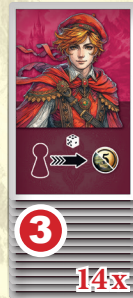


Game board

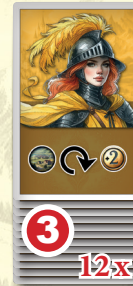


14x Quest tile: Gold

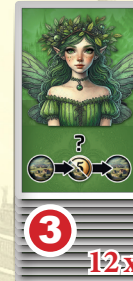
12x Quest tile: Adventure



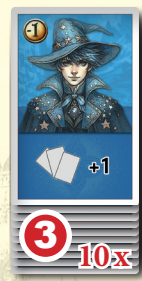
Adventurer



Warrior



Fairy



Wizard



Joker



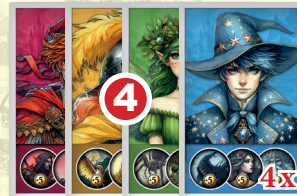
Adventurer



Pawns



Dice



Hero cards



Counter for the hand card level / losses

## 2 Game preparation

All 26 *adventure 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 face down (this is only revealed at the end of the game!).

All players choose a *pawn* ⑥ and place it on a free *guild space* ④ on the game board.

Everyone gets a *counter for the hand card level and losses* ⑤.

The hand card level is set to three and the losses are set to zero. Both are the lowest values.

The *playing cards* ③ are shuffled and form the draw pile. All players are dealt three cards face down into their hand.

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

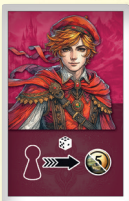
### 3.1 Drawing three cards

The active player draws three new cards from the draw pile at the beginning of their turn. If the draw pile is empty, the discard pile is shuffled and becomes the new draw pile. However, in a 2-player game, this only happens once, in a 3-player game twice, and in a 4-player game three times. In a solo game, there is no reshuffling. If the draw pile is exhausted and no reshuffling is allowed, the player in question may have to take their turn with fewer cards. The game continues after this turn with the 'Grand Finale' in any case.

### 3.2 Playing cards

There are six different types of cards. The adventure cards play a special role, as they are not played, but are instead discarded in appropriate game situations.

With the exception of the *wizard*, the other cards that can be played are subject to a limitation: only two to four identical cards may be played at once and the effects of the card 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 two only once.



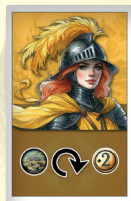
3.1.1 The adventurer

If a *adventurer* is used, the player's own pawn may be moved up to 6 spaces. The exact number is determined by a dice roll. However, you may also move fewer and fewer spaces or not move at all.

*Note:*

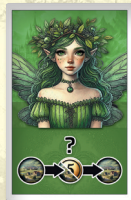
When moving, please note that it may not end on a space where another player is already standing. Moving over other players, however, is allowed.

Following the movement, any *quest tile* located there is revealed. If this is an adventure and the corresponding player has the corresponding adventure card, the player may place this card in front of them and place the tile on it. However, 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 over to the (worthless) village side.



3.1.2 The warrior

The *warrior* can be used to turn over a *quest tile* that has already been recovered. This is then worth 2 gold at the end of the game. However, *quest tiles* with the village side facing up count for nothing, and the same rules apply as for the *adventurer* and the *fairy*, i.e. with two *warriors* 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.



3.1.3 The fairy

The *fairy* makes it possible to look into any *quest tiles* that are still flipped over. This is not done publicly and the tile is then turned back over. The play rules described above also apply here.



### 3.1.4 The wizard

For each *wizard* you discard, your own hand card level increases by one. There is therefore no play limit for the *wizard*. However, the use also increases the losses by one gold. Both are noted on the corresponding counter. Played *wizards*, like other played cards, are placed on the discard pile. In the “*grand finale*”, the *wizard* is given an additional function and helps to create new playing cards.



### 3.1.5 The joker

*Jokers* can take on the role of a *adventurer*, a *warrior*, a *fairy* or a *wizard*. However, if they are used as *wizards*, the losses do not increase!

## 3.4 Unfriendly manoeuvre

If a player's pawn is in the immediate vicinity of another player during their card playing phase, they may draw two random cards from the corresponding player at any time. If he does so, he then sends the opponent's pawn back to an empty guild space. Further cards may then be played. If a player has fewer than two cards in hand, the unfriendly manoeuvre is not an option. It is possible to use the *unfriendly manoeuvre* several times in one turn, but never twice against the same player.

## 3.5 Checking the hand card limit

At the end of the turn, the hand card limit must be checked. If this is exceeded, the corresponding player reduces the number of cards in their hand by discarding them.

If a *fairy* is discarded, a dice roll determines whether an additional cost of one gold is incurred. This is the case with a 6. Losses can never exceed the maximum value of 12.

### 3 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.

### 4 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.

### 5 Solo game

The solo game is basically no different from the multiplayer game. The only difference is that there is no option for *unfriendly manoeuvres*. The following table can be used to determine the success of your own mission:

Level	Gold	Rating
1	to 39	poor
2	40-59	little praiseworthy
3	60-74	adventurous
4	75-89	remarkable
5	90-99	grandiose
6	100 and more	godlike





## 6 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 desired:

- omit the grand finale
- play without *unfriendly manoeuvres*
- do without the *hero cards*
- simplified final scoring: Only the completed adventures count. In the event of a tie, the gold coins come into play.
- If holding a lot of cards in your 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.

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**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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# *The guilds of* **Advyria**



**„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?*

