

Quick Start Guide

GUILD MASTER

Designed by Chris ANTONY



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Quick Start Guide

You may use this Quick Start Guide to understand how a representative first Round of **Guild Master** works. If you have 4 players you may play this as a first guided Round, let it walk you through various aspects of the game, and then continue playing from the end of Round 1.

Visit www.guildmastergame.com for other guides, tips and information.

Game Overview


As the master of a new Adventurer's Guild, you compete with rival Guilds to earn the most Fame in a fantasy world of intrigue and rising threats.

Over 9 Rounds, you secretly and simultaneously order teams of Adventurers to complete a limited number of objectives on the main Board. Combine Adventurer's skills (representing dice they may roll) and abilities to complete increasingly difficult Contracts, which gain you Gold and Fame. You also recruit more powerful Adventurers, and hire Builders to Upgrade your Guild's ability to do more Orders, with bigger teams.

But resources are limited, and your rival Guilds plot to get what they need too. Your teams may have to conflict, or negotiate and cooperate with rivals to share in the spoils. You may also miss out on some objectives entirely. So plan your orders carefully, weigh up risks and rewards, and work with and against your rivals as you compete to become the most famous Guild in the land.

Setup





Ensure the game is setup as follows for this tutorial.

Follow the instructions for setup as detailed on page 4 of the  Rule Book, with the following modifications:

Once Setup Step 1 is complete each player should have a matching Order Board, Upgrade Board, Screen, Ribbon, Order cards, and 7 Gold. Then do the following in place of setup steps 2 - 4.





Starting Adventurers


Players take the following team of 4 Novice Adventurers, depending on their Guild:

-  Phoenix Flight: Gwala, Lihn, Tarni, and Pablé.
-  Goliath Guard: Gilthor, Embla, Cyrus, and Uwe.
-  Serpent Soul: Fang, Aiko, Raiden, and Qira.
-  Tempest Tide: Odion, Efren, Yazmin, and Jariya.

Initial Skills

Each Guild also begins with a double-sided Skill Upgrade in their main Skill. Place this Skill Upgrade on their Upgrade board on the side shown below:

-  Phoenix Flight: Theatre (On the re-roll side).
-  Goliath Guard: Armory (On the re-roll side).
-  Serpent Soul: Hideout (On the dice fixer side).
-  Tempest Tide: Library (On the dice fixer side).


In this way, each Guild starts with **4 Adventurers** covering a variety of **Skills** representing the number of dice they may roll in matching Skill Checks (see  Rule Book - Adventurers page 7). They start with 4 dice in their primary Skill with the ability to mitigate those dice rolls through their Skill Upgrade.





Their Upgrade board's built-in Stables I Upgrade allows them to order up to 2 teams of Adventurers per round, and it's Mess Hall I Upgrade allows up to 2 Adventurers per team. Finally their Bar I Upgrade earns them 2 Gold in the Reset Phase each Round.

Skills



Starting Private Contracts

Guilds each start with 2 Private Contracts. These are Common Contracts which they can attempt if they miss out on some of their Orders. Each Guild takes the following 2 Private Contracts and places them face down slightly under their Upgrade board. These Private Contracts are normally chosen by players during Setup step 3.4 (see  Rule Book: page 5).

-  Phoenix Flight: Remove Curse, Confront Blasphemers.
-  Goliath Guard: Rats in the Basement, Disarm Mechanical Trap.
-  Serpent Soul: Fence Goods, Host Celebration.
-  Tempest Tide: Track the Blighted Boar, Remove Sacred Artifact.

Phoenix Flight

Gwala The Charlatan 3 Action Phase When this Adventurer completes a Contract alone, gain 2 Gold.	Lihn The Priestess 2 Plot Phase You may discard a Common or Heroic Contract on the Board and replace it. Flip the new Contract face up.	Tarni The Pathfinder 2 1 1	Pablé The Scribe 2 1
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Guild Upgrades

Stables I 2 Orders per round	Theatre Charm 2x
Remove Curse 12 BONUS: You may discard a Novice from your Guild to reveal the bottom card from an Adept deck. Recruit that Adept for free, but do not gain their Fame.	Confront Blasphemers 6 10 BONUS: Gain 1 Gold, or choose another Guild to lose 1 Fame. <i>"Their fabled deity is nothing before the majesty of our God, but silence them. They are disturbing my flock."</i>

Goliath Guard

Gilthor The Ruffian 3 Action Phase When this Adventurer completes a Contract alone, gain 2 Gold.	Embla The Mystic 2 Plot Phase Draw 3 Common Contracts. Keep one as a Private Contract and place the rest back on top of their deck.	Cyrus The Scholar 1 2	Uwe The Wildling 1 2
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Guild Upgrades

Stables I 2 Orders per round	Armory Might 2x
Rats in the Basement 9 BONUS: You may choose another Guild to gain 2 Fame. If you do, gain 1 Fame. Otherwise, choose a Guild to lose 1 Fame. <i>"You will need your weapons. Why? You haven't seen the size of these rats..."</i>	Disarm Mechanical Trap 9 9 BONUS: Take 1 Gold from another Guild's Treasury. <i>"We need an engineer or safecracker. The mark is protected by mystical traps of deadly intent."</i>

Serpent Soul

Fang The Criminal 3 Action Phase When this Adventurer completes a Contract alone, gain 2 Gold.	Aiko The Beauty 2 Action Phase Your Guild may resolve a Recruit Adventurer Order from its 2nd or 3rd Order Space in its 1st Order Space.	Raiden The Seer 1 2	Qira The Initiate 2 1
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Guild Upgrades

Stables I 2 Orders per round	Hideout Guile
Fence Goods 7 BONUS: Roll 1 dice and place it on this card. BOON: You may discard this Contract to add its dice to one Guile Skill Check.	Host Celebration 9 9 BONUS: Take 1 Gold from another Guild's Treasury. <i>"There is the buzz of revelry in the air. Can't you feel it?"</i>

Tempest Tide

Odion The Tracker 3 Action Phase When this Adventurer completes a Contract alone, gain 2 Gold.	Efren The Apprentice 2 Action Phase Your Guild may pay for Builders with Gold from your Treasury. The first you hire each Round is free.	Yazmin The Acolyte 1 2	Jariya The Student 1 2
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Guild Upgrades

Stables I 2 Orders per round	Library Logic
Track the Blighted Boar 9 BONUS: You may choose another Guild to gain 2 Fame. If you do, gain 1 Fame. Otherwise, choose a Guild to lose 1 Fame. <i>"Find that fell beast. The King of Glass looks ill upon nature befouled."</i>	Remove Sacred Artifact 10 6 BONUS: Gain 1 Gold, or choose another Guild to lose 1 Fame. <i>"Oh, and when you procure the artifact, ensure you wear these glasses."</i>

Board Setup

Take the following Adventurer and Common Contract cards and place them on the Board as show in the diagram below.

ADVENTURERS

- **Magda (A)**, **Aylin (B)**, and **Devdan (C)** from the **Adept** Adventurer deck.
- **Vatsana (D)** and **Scarlett (E)** from the **Hero** Adventurer deck.
- **Zula (F)** from the **Legend** Adventurer deck.

CONTRACTS

1. Ambush Poachers
2. Identify Rebels
3. Ward Estate
4. Observe Excavation
5. Expose Imposters
6. Mediate Argument

Players are now ready to begin.



Builder cost track.
Hire Builders to build Upgrades.

Your teams may initially attempt to recruit
Adept level Adventurers (objectives A-C)
to strengthen your Guild.

The 6 Contracts (objectives 1-6) your teams
may attempt to gain various rewards.

Fame track

Round track with
Half/Full Moon marker.

Round 1 Walkthrough

At the beginning of the game each Guild starts with 7 Gold, 4 Novice Adventurers, a Skill Upgrade to mitigate dice rolls in their primary Skill, 2 Private Contracts, an income of 2 Gold per Round. They have the ability to send 2 teams of up to 2 Adventurers each out to one of the 10 (later 13) objective spaces on the Board per Round.

Each turn players will want to recruit new Adventurers to their Guild, complete Contracts to earn Gold and Fame, and upgrade their Guild in various ways. But they can't do everything they want to initially so need to carefully prioritise their 2 Orders. We have done that for you here.

The Round marker alternates between half and full moons and determines which Adventurer Abilities can be used in different phases, and the minimum bid required to recruit Adventurers from the Board. The game starts as a Half Moon Round.


Players conduct each of the 9 Rounds in Guild Master according to the **Sequence of Play** detailed in the **Rule Book** (page 11). Keep that page handy for easy reference. We will walk through the 5 phases of Round 1 below.

1. Start of Round

In the Start of Round phase Guilds check for and announce any Contract Event Effects that might affect play this Round. Contract Events only show up in the Heroic and Legendary Contract cards later in the game so this step can be ignored in Round 1.

Rounds 3, 6 and 9 are also Blood Moon Rounds. In these Rounds players each gain a new Private Contract during the Start of Round phase after any Events are announced. There is no effect in Round 1 so we can ignore this now.

2. Plot Phase

Guilds may be able to use some of their Adventurers' Abilities to get an advantage over their rivals in the Plot Phase. In Round 1 it's a  Half Moon and no Guilds have any Half Moon Plot Phase abilities they may trigger. In later Rounds this may change.



Example: None of Goliath Guard's 4 starting adventurers have a **Half Moon** plot ability. However, Embla has a **Full Moon** plot ability which may be used next Round. And each Guild starts with an Adventurer with an **Every Round** ability they may use in each Round's Action phase (eg Gilthor here).

Play now proceeds to the Order Phase.

3. Order Phase

In the Order Phase Guilds will assign Orders to their Adventurers to attempt certain objectives on the Board.

At the beginning of the Order phase, each Guild will place their screen upright around their Order Board. The back of each screen contains a summary of game icons, each Round's 5 Phases, summaries of how to assign and resolve each type of Order, and what the various Guild Upgrades do.

Guilds will then secretly assign Orders to their Adventurers. In Round 1, Guilds may secretly order 2 teams (as limited by their Stables 1) to each attempt an objective on the Board. They each order their teams, placing the following components in each of their first and second Order Spaces:

- Up to 2 Adventurers (as limited by their Mess Hall I),
- Order Cards matching the intended objectives they want them to attempt on the Board,
- Any Gold required on top (for Recruiting Adventurers or Hiring Builders)

Example: Tempest Tide has assigned Jariya and Efren to Hire Builders with 7 Gold in Order Space 1

Rather than deciding your own Orders, for this introductory game each Guild sets up their Order Boards as shown to the right.

Play now proceeds to the Action phase.





4. Action phase

Now Guilds will put their plans to the test!

Firstly, Guilds set aside their screens to reveal and check the validity of their Orders, then resolve all of their Orders in the following **Order Resolution Sequence**.

All Guilds will **resolve their first Orders from left to right** through the objective spaces across the Board (lettered and numbered) as follows:

1. Hire Builders, (see Rule Book: page 15).
2. Recruit Adventurer (Shields: A-F), (see Rule Book: page 16).
3. Attempt Contract (Seals: 1-6), (see Rule Book: page 18).
4. Attempt a Private Contract or Wander, (see Rule Book: page 21).

Then Guilds will do the same for their second Orders and so on. This is the **Order Resolution Sequence**, as seen above.

If a player's Order is **not** the same as any other Guild's in the same Order Space, they resolve the Order alone as normal (see Rule Book: Orders In Depth page 15). If multiple Guilds have the **same Order in the same Order Space**, those Guilds are **Contesting** that objective (see below).

We will now walk you through the resolution of Guilds' first Orders in the correct sequence, including dice roll results and any decisions players make.

First Orders

TEMPEST TIDE - ORDER 1: HIRE BUILDERS (UNCONTESTED)

You can see detailed rules for how to resolve Hire Builders orders and contests on page 15 - 16 of the Rule Book.

Tempest Tide have sent Jariya and Efen to **Hire Builders**. No other Guilds have ordered a team to Hire Builders in their first Order Space, making this Order uncontested.

Tempest Tide (i) hires one Builder, pays 2 Gold, and slides the Builder Cost marker on the Board up 1 space to indicate the next Builder costs 3 Gold. Then (ii) they hire another Builder, for 3 Gold, and slide the cost marker up once again. The third Builder also costs 3 Gold, but Tempest Tide only has 2 Gold left on their first Order Space so cannot afford to hire them. They return that 2 Gold to their Treasury.



Then they use the 2 Builders they have just hired to build a Bar II Upgrade, increasing their income from 2 to 4 Gold per Round. They also immediately gain 3 Fame from their upgraded Bar.




- ← Fame reward
- ← Ability
- ← Builder requirement

The cost to Hire Builders is only reset in the Reset Phase, so Tempest Tide have also made any later Hire Builder Orders more expensive for their rivals for the remainder of the Round.

PHOENIX FLIGHT & GOLIATH GUARD - ORDER 1:

RECRUIT ADVENTURER C (CONTESTED)

 You can see detailed rules for how to resolve Recruit Adventurer orders and contests on page 16 - 17 of the Rule Book.

Both Guilds are attempting a Recruit Adventurer Order for Devdan (objective C) in their first Order Space. This makes it a **contested Recruit Adventurer Order**. When resolving this contested Order, Goliath Guard has bid 7 Gold while Phoenix Flight has only bid 6. Goliath Guard outbids Phoenix Flight, pays the 7 Gold they placed on their first Order Space, adds Devdan to their Guild, and gains 3 Fame **A**






7 Gold vs 6 Gold – Goliath Guard wins the contest and recruits Devdan.

Phoenix Flight **misses out** on recruiting, and moves all Gold on their first Order Space back to their Treasury.



Phoenix Flight may now use the team that missed out on the Order to either **Attempt a Private Contract**, or **Wander**.


 You can see detailed rules for how to resolve Private Contracts and Wandering on page 21 of the Rule Book.

Phoenix Flight checks their **2 Private Contracts** and sees their team unfortunately doesn't have the matching Skills required to attempt either of them, so they make a **Wander roll** instead (See  Rule Book page 21). They choose their team's best Skill (Gwala and Tarni combine for a total of 4 Charm) and roll 4 dice, with a Skill Check Result of 17. As per the Wandering rewards table (See  Rule Book page 21 or the back of your guild screen) they gain 1 Gold and 1 Fame.



Phoenix Flight's team doesn't have either the Might or Spirit Skills required to complete either Private Contract.

SERPENT SOUL - ATTEMPT CONTRACT 1 (UNCONTESTED)

 You can see detailed rules for how to resolve Attempt Contract orders and contests on page 18 - 20 of the Rule Book.

Serpent Soul attempts Contract 1; **Ambush Poachers**, with Fang alone. The Contract has a Skill Check Target of 11 in Might, Arcane, or Guile. They use Fang's matching Guile Skill (3) to roll 3 Guile dice, with a result of 1, 1, and 6; a total Skill Check Result of 8 vs Skill Check Target of 11. This is not enough to succeed, but fortunately this is Serpent Soul's main Skill and they started the game with a **Hideout** - a Guile Skill Upgrade, set to its 'fix one dice to a 5' side. They change one of the 1's they just rolled to a 5, giving a new Skill Check Result of 5 + 1 + 6 = 12. Having now **matched or exceeded** one of the Contract's 3 required Skill Check Targets (11 Guile) they complete the Contract.



On completing this Contract they gain the Contract's rewards of:

- 2 Gold **A**
- 3 Fame **B**
- and from its Bonus effect they choose to gain 2 Gold and give Goliath Guard 2 Gold as well **C**

They also gain an extra 2 Gold from Fang's ability, as he completed the Contract alone **D**

They then take the completed Contract and place it face down to the left of their Order Board, and replace it on the Board with a Contract from the level of their choice. In this case they choose a Common Contract taken from the top of the Common Contract deck. This new Contract will become available in Round 2.



At the end of Order 1, the Board should look like this.

Second Orders

Now that each Guild's first Orders have been resolved, they move on to resolve their second Orders, starting again with Hiring Builders, Recruiting Adventurers and finally Attempting Contracts, in that sequence.

SERPENT SOUL - HIRE BUILDERS (UNCONTESTED)

Serpent Soul has an uncontested Hire Builder Order. They hire 1 Builder for 3 Gold, slide the Builder Cost marker up one space, and then hire a second Builder for 4 Gold, and slide the Builder Cost marker up another space. That's a total of 2 Builders for 7 Gold. They then use their 2 Builders to build a Stables II so they will be able to use 3 Order Spaces in future Rounds. They immediately gain 3 Fame from their upgraded Stables.



GOLIATH GUARD - ATTEMPT CONTRACT 1 (UNCONTESTED)

Goliath Guard has ordered their team, in this case just Gilthor, to attempt Contract 1. However, it has already been completed by Serpent Soul in their first Order. Goliath Guard has **missed out** on this Order so can now have Gilthor either **Attempt a Private Contract**, or **Wander**.



One of their 2 **Private Contracts** is **Rats in the Basement**, with a Skill Check Target of 9 in Might. That looks like great odds given Gilthor's 3 Might, the 2 Might re-rolls enabled by the Armoury Skill upgrade Goliath Guard begins the game with, and the ability of their newly acquired Adventurer Devdan. They roll 3 dice with a result of 1 + 1 + 3 = a Skill Check Result of 5. This would otherwise be a fail, however Goliath Guard then uses Devdan's ability to turn one of their 1s rolled into a 4 (fi) for a total of 8. Then they use their **Armoury** and choose to re-roll the other 1, rolling... another 1! (fi) They re-roll it a final time and this time roll a 5 (fii), for a final Skill Check Result of 12 vs a Skill Check Target of 9. Success! The Contract has now been completed.



Goliath Guard gains the Contract's rewards:


- 2 Gold **A**
- 3 Fame **B**
- For its bonus effect they choose to give 2 Fame to Phoenix Flight who had a rough time in their first Order Space, which lets them gain another Fame themselves **C**

Gilthor also completed this Private Contract alone so uses his ability to gain an additional 2 Gold **D**.




The Order Resolution Sequence with each Guild's second Orders mapped out.


PHOENIX FLIGHT & TEMPEST TIDE - ATTEMPT CONTRACT 4 (CONTESTED)

 See detailed rules for how to resolve Attempt Contract contests on page 18 - 20 of the Rule Book.

Phoenix Flight and Tempest Tide have each ordered a team to attempt Contract 4: **Observe Excavation**, requiring a Skill Check Result of 10 in Logic or Spirit. As these Orders both target the same objective on the Board in their second Order Spaces, this Order is a **contested Attempt Contract Order**. Phoenix Flight has Lihn and Pablé with total of 3 Spirit and 2 Logic, and Tempest Tide has Odion with 3 Logic. They discuss the benefits of Cooperating to establish some good will and maximise their chance of victory ensuring they both share some reward, rather than risking someone getting nothing from a Conflict.



Their teams are both strong in Logic, and Phoenix Flight is also strong in Spirit. If they were to Cooperate (see  Rule Book: Attempt Contract Contest Resolution > 2. Cooperators page 20) they could either attempt a different Skill Check Target each, or combine their teams and send Pablé and Odion to attempt to complete the Contract with 5 Logic vs the Skill Check Target of 10, very good odds of success.

So, after some negotiation they agree that if they complete the Contract cooperatively, Phoenix Flight will take the Bonus effect to hire and use a Builder immediately, and Tempest Tide will take the full Gold reward as compensation, rather than splitting it between themselves. They then agree the player with the highest Skill Check Result can keep the Contract card and choose which level to replace it with. This might also help score them extra Fame from a Moon or Sun Temple Prestige Upgrade later in the game (see  Rule Book: Prestige Upgrades page 10). Cooperating Guilds always receive the full Fame reward, so Fame is not a part of the negotiations.

Now they must secretly decide whether to actually Cooperate or Conflict with each other. We decided for you here. Each player picks up their Contest tokens and secretly places the green Cooperate side face up on the table under their hand, revealing them simultaneously. As agreed, both Guilds Cooperate and attempt the Contract together in a combined team, without a Conflict penalty.



Phoenix Flight's Adventurer Pablé rolls 2 logic dice, with a result of 6. Tempest Tide's Adventurer Odion rolls 3 dice, with a result of 11. Combined their Skill Check Result is 17, easily exceeding the Skill Check Target for the Contract.



After completing the Contract;

- Tempest Tide takes the full Gold reward as agreed **A**
- Both Guilds receive the Contract's full fame reward **B**
- Phoenix Flight resolves the bonus effect as agreed, hires 1 Builder **C** (and moves the Builder Cost marker 1 space up the track)
- Phoenix Flight purchases a Spirit Skill Upgrade (Sanctum). They gain 1 Fame for it and decide to build it with the 'fix to a 5' side face up.
- Tempest Tide rolled the highest and as agreed takes the Contract. As they haven't recruited another Adventurer this Round, they choose to replace the Contract with a Common Contract.





At the end of Round 1's Action Phase the Board should look like this.

5. Reset Phase

In the Reset phase players reset the Board and gain their Income as follows:

- 1 Each Guild takes all their Adventurers and Order cards back into their hand.
- 2 Each Guild gains Income as indicated on their Bar. Tempest Tide upgraded to a level II Bar this Round so they gain 4 Gold, while each other Guild gains just 2 Gold.
- 3 Slide the Builder Cost marker back to its 4 player starting position.
- 4 Flip over the top Adventurer from the Adept deck in spot C of the Board to reveal if for the next Round.
- 5 Flip over and reveal Contracts 1 and 4.
- 6 Move the Round marker down to the Round 2 position and flip it over to its full moon side.



That concludes Round 1 of a 4 player game of Guild Master. You may continue your game from here, or start again, as you wish.

If you do continue on from here, remember to check for Adventurer Abilities in the Plot Phase of Round 2. For example Phoenix Flight's Adventurer Embla will be able to use her Plot Phase ability in the Plot phase during Round 2.



Strategy

Expand your Guild

Guild Master is an engine building game. Your Adventurers are your Guild's engine, and Upgrades support your engine.

Your 4 starting Novice Adventurers cover 4 of the 6 Skills used in the game, but you specialize at one Skill in particular. Very soon you will want to Recruit more Adventurers and build Upgrades.

Additional Adventurers are always useful for their potential Skill combinations and Abilities. Once you have more Adventurers you will want to build Stables and Mess Hall Upgrades to send more and larger teams. Early in the game the Bar provides useful income with which to Hire Builders and Recruit Adventurers. However, you can also earn income from Contracts with additional teams of Adventurers enabled by the Stables Upgrade, if you have enough Adventurers to benefit from it.

Specialising in Skills

As you expand your Guild, focusing on recruiting Adventurers with the same core 2 or 3 Skills will give you a higher chance of completing Contracts with those Skills. This focus also allows you to complete higher level Heroic and Legendary Contracts with those Skills sooner, for great rewards. However, in some Rounds there may not be any Contracts requiring those Skills on the Board, so try to keep some Gold in reserve for recruiting Adventurers or hiring Builders on such Rounds so you don't waste Order Spaces Wandering.

Recruiting highly skilled Hero and Legend Adventurers can get you rolling 10 Skill dice fast, but don't underestimate the value of Adepts in large teams enabled by the Mess Hall Upgrade. There are many ways to get enough dice to tackle Legendary Contracts.

Going wide in Skills

Focusing on recruiting Adventurers with many different Skills will allow you to attempt a wider variety of Skills on Contracts but may expose you to some risk of being outmatched on certain Skills by more specialized rivals. It is worth investing in multiple Skill Upgrades early to offset having fewer dice to roll. And be prepared to negotiate your way into more cooperative relationships with Guilds that specialize in certain Skills. Some grovelling cooperation with more skilled rival teams can earn you otherwise unattainably high Fame rewards.

Observe your rivals

Guild Master is a hidden action selection game that rewards players who make educated guesses about their rivals' likely orders and priorities.

At the start of each Round, figure out which objectives you can go for, then consider which Contracts and Adventurers your rivals are able or likely to attempt, or whether they really need to upgrade their Guild. Do they have a lot or just a little Gold? Which Adventurers are they likely to want based on cost and Skills and Abilities? Do they need to upgrade their Guild, or not? Are there Contracts on the Board that are of particular value to them? Even if those details are of little interest

to you, understanding what your rivals likely want may help you plan and prioritise your Orders.

Negotiate with your rivals to get the most out of each opportunity. Use the Orders Phase to privately ask rivals to coordinate their Orders with you to cooperatively attempt high level Contracts. While contesting Contracts, balance your proposed reward split to make cooperation likely. Be careful not to push your rivals into conflict... unless that is your real plan!

Your Adventurer Abilities, Contract Effects, unused Contract Boons and Guild Upgrades can all affect your choices and chances of success. Factor them into your plans and negotiations.


Take an early look at the unique **Prestige Upgrades** (with scoring examples on their backs) and plan to get the one that boosts your Fame best as your game evolves. But keep an eye on your rivals and have a backup plan in case someone else gets it first.

Probability

Your Adventurers' Skill Dice are like probability resources divided between your Orders. They will be used most effectively to Attempt Contracts, but may also come in handy in contest for hiring Builders when you have little spare Gold, or recruiting Adventurers in tied bids.

Give your teams the best probability of success possible (ie best Skill totals and applicable dice modifiers) when attempting Contracts. You can win by playing it safe, but you should also be prepared to take risks when you really need to. Better to achieve a longshot win than to safely come last!

When rolling, multiply the number of dice rolled by 3.5 to determine the average Skill Check Result. For example, when rolling 4 dice, the average roll is 14 ($4 \times 3.5 = 14$).

However, average dice rolls against your Skill Check Target don't guarantee success. Try to attempt Contracts with **at least an 80% probability of success** where possible. Rolling 4 dice gives you a 90% probability of hitting a Skill Check Target of 10, but only a 55% chance of hitting a target of 14. So you need to significantly overshoot your average Skill Check Result to maximise your chance of success. **Check the probability table on the back of the  Rule Book** as you play and plan.

It usually pays off to have more Skill dice, and a higher probability of success than your rivals during likely contests. You can use that advantage to stare down rivals, and ask for a greater share of rewards during negotiations to cooperate while attempting a Contract. Or perhaps to conflict if the negotiations aren't to your satisfaction.

However, you still have to balance how you play your Adventurers' Skills across **all** of your orders. If you overcommit on one Order, you might struggle on others. This careful planning over the arc of the game is the true challenge of Guild Master.

There are various other ways to improve your chances of success when rolling dice. Skill Upgrades are a cheap way to manipulate your dice rolls. Some Adventurers offer additional dice manipulation. Contracts with Boon effects can add predetermined dice if and when you need them, and can even be used to shape other Guilds' decisions about whether to cooperate or conflict with you.

Rewards escalate towards the end of the game, so try to pick up some of these ways to improve your dice probability on your path to victory. And along the way utilize all of your resources to get the most from each and every Round.



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