Guilds of Cadwallon

A game by
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Guilds of Cadwallon

While the Duke holds titular power over the Free City of Cadwallon, it is an ill-kept secret that the city's true power is wielded by the many guilds that control commerce, trade, and even crime. The struggles between these organizations are often bitter and fierce, requiring all of the Duke's political talents and the arms of the city militia to keep the violent confrontations to a minimum.

As the head of one of the wealthiest families in Cadwallon, you seek to expand your prestige and influence so you can become the power behind the throne. To achieve this goal you must play the Guilds against one another, by sending your agents into the boulevards of the city to recruit important members of the powerful guilds. When the time is right, you can use your influence to manipulate the political landscape of the city, and edge out your rivals.

Clever use of your agents, along with a healthy dose of subterfuge and intrigue, will clear your path to triumph!

THE GUILDS OF CADWALLON

The guilds of the city were formed to oversee and support the many industries that operate within Cadwallon. Each guild establishes its own rules and traditions, and jealously guards its privileges and the power it has over its members.

THE GUILD OF USURERS

Moneychangers and pawnbrokers, this shady guild also controls the city's underground, and dominates all criminal activity not controlled by the Guild of Thieves. The Guild of Usurers forms a secret opposition to the Duke and the peerage of the city.

OVERVIEW

You will dispatch your agents to the boulevards of the city to manipulate the members of Cadwallon's guilds for your own benefit. Each guild member you control gives you more influence over that guild, represented in the game by "Guild Points".

OBJECT OF THE GAME

The player with the most Guild Points at the end of the game wins!

COMPONENT LIST

• 24 Agent figures (in 4 colors)

• 1 First Player card

• 39 District cards including:

    -16 Guild cards

    -14 Action cards

    - 5 Militia cards

    - 4 Personality cards

• 12 Condition cards

• 12 Contract cards

• This rulebook

THE PLAYING PIECES

This section describes the components of Guilds of Cadwallon in detail:
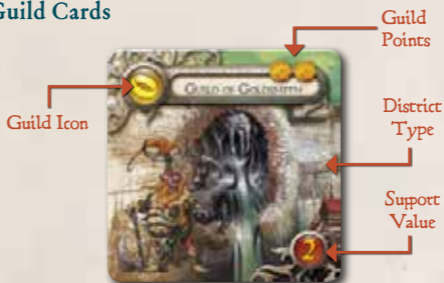
Agent Figures

These plastic figures represent the players' agents.

District Cards:

Each District card has a District Type, which can be identified by the artwork in the background.

District cards come in three types:

Guild Cards

These cards represent members of the various guilds that control the affairs of Cadwallon, who might be influenced by an up-and-coming nobleman. All Guild cards show the icon of one of the Guilds, 1 or more yellow Guild Points, and a Support Value of 1 to 3.

Militia Cards

These cards represent the lawkeepers of Cadwallon, and they are intent on keeping the rival guilds of Cadwallon at bay. Militia cards show the Militia Icon, 1 or more black Penalty Points, and a Support Value of 1 or 2.

Playing Hint: The **yellow** Guild Points on the District cards **add to** a player's score. The **black** Penalty Points on the Militia cards **subtract from** a player's score.

Personality Cards

These cards represent important independent persons in Cadwallon. They are not bound to any guild, but they often assist a guild whose goals best suit their current agenda. Personality cards have no Guild Points and no Support Value.

Action Cards

Each Action card describes a special action that a player may take when he plays that card. Action cards are always worth 2 Guild Points and have a Support Value of 2.

Guild Points

District Type

Support Value

Action Icon

NEW MARKETS

Exchange 2 cards that share the same district type.

Condition Cards

These cards slightly alter the rules of the game and are only used with the "Condition Cards" optional rule (see page 18).

Condition Icon

LIMITED PARTNERSHIPS

At the end of the game, you must choose 1 guild that you collected cards for and discard all cards you have from that guild.

Condition Description

THE GUILD OF BLADES

Formed from the very mercenaries who founded the city of Cadwallon, this guild oversees all swords-for-hire. Only workshops that are members of the Guild of Blades have the right to sell arms within the city.

SETUP

To set up a game of *Guilds of Cadwallon*, follow the steps below:

1. Prepare the District Deck:

- Return the Condition cards to the box, unless you are playing with the Condition Cards optional rule (see "Condition Cards" on page 18).

- Set aside the First Player card.

- Randomly select six Action cards and return them to the box.

- Shuffle the 33 remaining District cards. Place the cards facedown to make a draw deck.

2. Take Agent Figures:

Each player chooses a color and takes all the Agent figures of that color.

3. Determine First Player:

The youngest player receives the First Player card. He takes the first turn during the first game round.

A GAME ROUND

Guilds of Cadwallon is played over a series of rounds. Each round is split into three phases:

1. Reveal Phase

2. Dispatch Phase

3. Control Phase

The phases must be played in order. All players must finish each phase before the next phase can begin.

Reveal Phase

During this phase, the First Player will reveal District cards from the draw deck until there are nine cards face up on the table.

In the first round of the game, turn over nine cards from the deck, arranging them into three rows of three cards each. All nine cards must be face up. Be sure to leave enough space between the cards to place an Agent figure. These twelve gaps are called "boulevards" and are the spaces where the Agent figures are played.

Space for Agent Figure

Boulevard

Boulevard

THE GOLDSMITHS GUILD

In Cadwallon, "goldsmith" is synonymous with "merchant." Originally composed of those who traded in precious stones and metals, the Guild of Goldsmiths now controls all those who sell goods not made by their own hand.

As the game progresses, some District cards may remain in play from round to round. Starting with the second round, the First Player turns over only enough cards to fill the empty spaces in all three rows.

Once there are nine District cards in play, the Reveal Phase ends.

Dispatch Phase

During this phase, the players take turns placing Agent figures and playing Action cards. Starting with the First Player and proceeding clockwise, each player takes his turn by following these steps in order:

1. Place **one** Agent figure (mandatory)

2. Play **one** Action card (optional)

After the player completes these steps, the player to his left takes his turn.

Players continue taking turns until Agents occupy all 12 boulevards or until all Agents have been placed. Then the Dispatch Phase ends.

Note: Players do not begin the game with any Action cards, so they cannot play Action cards during the first round of the game.
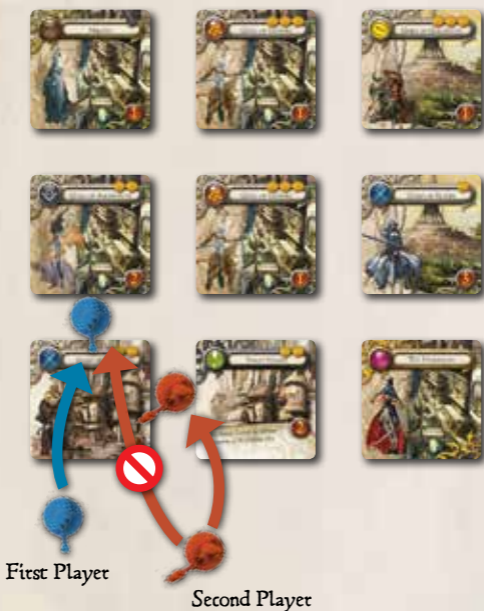
Boulevards

Agents are always placed in one of the boulevards (the space between two District cards). Each boulevard can only have one Agent figure at a time, so a player may not place an Agent in a boulevard that is already occupied. Agents can never be placed in an intersection between boulevards.

On a player's turn, he must place one Agent figure in an empty boulevard. He cannot "pass".

Example: The red player places his Agent between the Guild of Blades *member and the* Tarot Mages *action card. He would rather have placed it between the* Guild of Blades *and the* Guild of Architects *above it, but there can only be one Agent in each boulevard, so that placement is blocked.*

First Player

Second Player

Action Cards

After placing one agent figure, the player may play one Action card from his hand. Action cards allow a player to do something special, such as swapping District cards or placing an Agent in an occupied boulevard.

To play an Action card, the player places it faceup on the table and follows the instructions on the card. The Action card is left on the table, face up. Each Action card can be used only once, but any Guild Points the card awards are still counted.

Example: The blue player plays a New Markets *Action card, which allows her to swap two District cards that have the same District Type. She swaps the* Militia *card and the* Guild of Architects *card, then places the* New Markets *card face up in front of herself.*

Note: When a player plays an Action card that switches two District cards, only those two District cards move. Other District cards and all Agent figures remain where they are.

Control Phase

During this phase, the players determine who gets control of each District card in play. The player who has the **most Support** next to a District card wins that card. He takes the card and places it face up in front of him (players can overlap their cards to save space). If a player wins an Action card, he adds that card to his hand until he plays it during a later turn.

If two or more players tie for the most Support next to a District card, no player wins that card. It remains in its current position for the next round of play.

Counting Support

Each Agent gives its player Support towards control of **both** District cards adjacent to the boulevard the Agent occupies. The amount of Support an Agent provides is equal to the Support Value showing on the District card on the **other side** of the boulevard the Agent occupies. This means that an Agent may provide a different amount of Support towards the two cards it is next to.

Note: Personality cards have no Support Value, and Agents next to them provide zero Support towards the card on the other side of the boulevard.

Example: The yellow Agent provides support to both the Guild of Usurers *card and the* Guild of Blades *card. It gives 3 Support towards the* Guild of Usurers, *because the Support Value of the card on the opposite side of the boulevard is 3. But, it only gives 1 Support towards the* Guild of Blades.

The End of the Round

After determining who wins all nine District cards, each player takes back all of his Agent figures. The First Player passes the First Player card to the player on his left. This new First Player will take the first turn in the next round.

The next round now begins with the Reveal Phase.

THE GUILD OF ARCHITECTS

Composed of skilled architects, sculptors, and metalworkers, this guild carefully protects the secrets of the construction trade. The secretive nature of the Guild of Architects makes it the natural home for engineers and those who delve into technical mysteries.

WINNING THE GAME

The game ends **immediately** if there are not enough District cards in the deck to refill all of the empty spaces in all three rows.

When the game is over, all players add up their Guild Points (see "Endgame Scoring").

The player with the most influence over Cadwallon (i.e., the most Guild Points) wins the game. In case of a tie, the tied player who has cards with the greatest number of **different Guild Crests** wins the game.

ENDGAME SCORING

To calculate his final Guild Points, each player follows these steps:

Sort District Cards: First, the player sorts his District cards by the icon in the upper left corner.

Assign Personality Cards to a Guild: Personality cards do not belong to any guild. They are essentially "wild" cards. At the end of the game, the player assigns any Personality cards he has collected to any guild(s) of his choice, but only to a guild that has **less than four** cards. The maximum number of cards a player can have for each guild is four.

Calculate Each Guild's Points: The player adds up the Guild Points for **each guild separately**. First, he adds together the Guild Points from each card in that guild. Then he multiplies that total by the number of cards he has from that guild (including any Personality cards he assigned to the guild).

Add Guild Influence: The player adds each of his guilds' Guild Points together to establish his base score.

Add Action Cards: The player adds Guild Points from any Action cards he has (whether he played them or not) to his score. Guild Points from Action cards **are not** multiplied by the number of Action cards held.

Subtract Militia Penalties: The player adds up the PenaltyPoints of each militia card he has, then multiplies the total by the number of militia cards held. He **subtracts** these Penalty Points from his score.

Scoring Example: At the end of the game, the red player has these cards:

He has one Personality card, which he could assign to either the Guild of Usurers or the Goldsmiths Guild. He assigns it to the Usurers, where it will earn him more points:
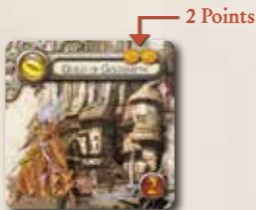
For the Guild of Usurers: 12 points

— 1 Point

— 3 Points

— 0 Point

4 Guild Points (1 + 3 + 0) x 3 cards (2 Guild cards + 1 Personality card) = 12 points

For the Goldsmith's Guild: 2 points

2 Guild Points (2) x 1 card (1 Guild card) = 2 points

2 Points

His only Action card is worth 2 Guild Points.

2 Points

For the Militia: negative 4 points

2 Penalty Points (1 +1) x 2 cards (2 Militia cards) = - 4 points

-2 Points (-1 x 2 cards)

-2 Points (-1 x 2 cards)

His final score is:

12 (Usurers) + 2 (Goldsmiths) + 2 (Action card) – 4 (Militia) = 12 points.

OPTIONAL RULES

This section explains several optional rules that add more variety to the game. Before starting the game, players must all agree on which optional rules (if any) they wish to use.

Condition Cards

Condition cards represent the effect of city politics on the player's schemes. These cards make small changes to how the game works or scores are counted, creating new strategic options and challenges. Before the game begins, shuffle the Condition cards and reveal the top card from the deck. The revealed Condition card describes a change to the rules, which is in effect for the *entire* game.

If a series of games is being played, a new Condition card should be drawn before each game in the series.

Special Action Cards

This optional rule gives each player a secret Action card at the beginning of the game. Shuffle the six Action cards removed from the District card deck and deal one to each player. This card is kept secret until played. When using this optional rule, players may play their special Action cards during the first round of the game.

The Militia

Loyal only to the Duke, the Militia is charged not only with defending the independence of this unique free city, but also with maintaining law and order within its walls. When conflict between the guilds becomes too unpleasant, the Militia has the unenviable task of restoring the peace.