

hope S. hwang

# Guildhall

## Job Faire™



A Game for 2-4 Players

# INTRODUCTION

*Business is booming! Ever since you opened up a guildhall, all kinds of professionals have flocked from all over Europe. In your guildhall, they share information and build their trades. And you're the mastermind who put it all together!*

*Well, you and one to three other rivals... but those pretenders are just jealous. You and your professionals will show them the true way to victory: work hard, work together, and lure away the best people from the opposition. This plan can't fail! You'll own this town when this is over.*

## OBJECT

Collect complete color sets of professions (all 5 colors of Peddler, for instance), which you use to buy victory points (VP). The first player to gain 20 VP on his or her turn wins.

## COMPONENTS

- 120 Profession cards (4 sets of 6 professions, each in 5 colors)
- 30 VP cards
- 52 VP tokens
- This rulebook

## SETUP

1. Shuffle the 120 profession cards together to create a deck. Set the deck face down where everyone can reach it. Leave some space for a discard pile.
2. Shuffle all of the VP cards, and deal 5 out in a line, face up, in the center of the table. This is called the **center row**. Set the rest of the deck face down nearby.
3. Place the VP tokens in a pile where everyone can reach them.

4. Deal 9 profession cards to each player. Choose a player to go first. Starting with the first player, discard as many cards as you like to the discard pile (in any order) and draw back up to 9 cards. Then, place 3 cards from your hand face up onto the table to your right. This is your **guildhall**. No cards here can be duplicates (with the same color and profession). Group cards of the same profession together. These groups are called **chapters**. All cards in a guildhall must be visible to all players.
5. After the first player, setup proceeds in clockwise order. Each player in turn discards any number of cards, draws up to 9, and places 3 cards. This completes setup.

Keep the area to your left open. This is your **action area**, where cards are played and held before you move them to the guildhall.

## HOW TO PLAY

Each turn you get 2 actions. For each action, you can do one of the following:

- **Play 1 Card** into your action area and resolve it.
- **Discard** any number of cards from your hand and draw up to 6.
- **Buy 1 VP card** from the center row.

### Play 1 Card

Play one profession card into your action area face up, and use its ability.

Each card has abilities based on its profession and the number of cards of that profession's chapter already in your guildhall. If the number of cards in your chapter is below the lowest number listed, you gain no benefit from that professional's ability.

You do not have to use a card's highest effect when you play it. You may choose to use its effect at a lower level (as if you had fewer professionals in your chapter), or you may choose not to use the effect at all. However, you may not choose to use only part of a card's effect.

*Example: You already have two Tax Collectors in your guildhall. You play a third into your action area. This allows you to gain 2 VP and you must place one of your cards from your hand into another player's guildhall. If you cannot place a card into any other player's guildhall, or do not want to, you may still play the Tax Collector and use none of its effects. However, you cannot get VP without giving away a card.*

You cannot play a card of a given profession and color if that same card is already in your guildhall.

*Example: If you have a blue Robber in your guildhall, you cannot play a blue Robber with the Play 1 Card action.*

You cannot play more than one card of a given profession during a single turn.

*Example: If you played a Peddler for your first action, you cannot play another Peddler for your second action that turn.*

## Discard

Discard any number of cards from your hand, placing them on the discard pile in any order. Then draw cards from the top of the deck until you have six cards in your hand. Although this always results in a hand of six cards, there is no hand limit if you gain cards some other way.

If you need to draw a card from the deck and it is empty, shuffle the discard pile and place it face down to form a new deck. Draw the remaining cards from the new deck.

## Buy 1 VP Card

Discard completed chapters (see below) in any order from your guildhall to buy one VP card from the center row.

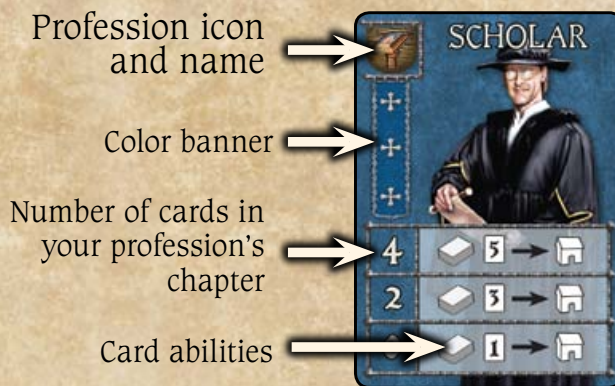
The big number on the VP card is the number of VP it is worth at the end of the game. The number of chapter icons shown on the top of the card is the number of your completed chapters you must discard to buy that VP card.

Place the VP card into your action area face up. Some VP cards have abilities that take place immediately when they are bought. As with abilities on profession cards, you may choose not to use them.

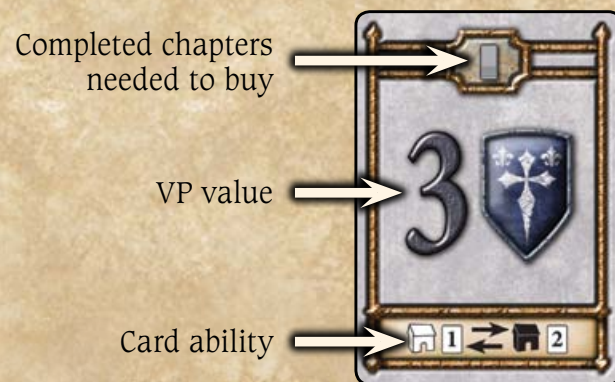
When you buy a VP card, immediately place the top card of the VP card deck into the center row. There are always five VP cards available to buy in the center row.

# Card Anatomy

## Profession Card



## VP Card



## Completed Chapters

When all five colors of a single profession are in your guildhall, you have completed the chapter. Immediately turn them all face down in a stack (even if it's not your turn). They now exist only as a completed chapter. They no longer affect or are affected by other cards. You may use completed chapters only to buy VP cards. You may look at your completed chapters and spend them as you choose.

You can have a maximum of 3 completed chapters in your guildhall at once. If you ever have 4 or more completed chapters, you must discard chapters until you have only 3.

*Example: You have a red, blue, yellow, and green Bricklayer in your guildhall, and a red Bricklayer in your hand. Since you have a red Bricklayer in your guildhall already, you cannot play another one. However, if you play a blue Hunter and take a purple Bricklayer from the discard pile and place it into your guildhall, you immediately complete the Bricklayer chapter, and turn them face down. With no Bricklayers in your guildhall, you may play the red Bricklayer on your next action (even if it's on the same turn) to start a new Bricklayer chapter.*

## End of Turn

When all of your actions and card abilities are resolved, move all cards from the action area to your guildhall. If this would move a duplicate card (i.e., same color and profession) into your guildhall, discard the duplicate card instead. Then arrange your cards into chapters by profession.

Score your points. All players must be able to see your total VP. If you have fewer than 20 VP, play passes clockwise. If you have 20 VP or more, the game ends.

## END OF GAME

If you have 20 VP or more at the end of your turn, you win the game! You can only win on your turn.

# Duplicate Dos and Don'ts

Two profession cards of the same color can never be in a single guildhall at the same time. You cannot play or place cards that duplicate a card already in your guildhall, and cannot place a duplicate card in another player's guildhall. If an ability lets you move an entire chapter to your guildhall, but one card in that chapter duplicates a card you already have in your guildhall, you cannot move the chapter.



However, you can swap two identical cards (such as two red Scholars) between your hand and guildhall or between your guildhall and another player's guildhall. You can place a given profession and color in your guildhall if that same card is already in your action area.

If for some reason you find a duplicate card in a guildhall, discard duplicates until only one of the card remains.

# OTHER RULES

## VP Tokens

These tokens can be gained by card abilities. Each token is equal to 1 VP. The number of tokens is not limited to those provided in this set. If you need more, use some other counter to keep track.



*VP Token*

## Public Knowledge

The following items are public knowledge:

- Quantity of cards in hand (but not names)
- Names and colors of all cards in a player's guildhall
- Quantity (but not profession) of completed chapters
- A player's total VP
- The top card of the discard pile

## Discard Pile

Only the top card of the discard pile is public knowledge. You can only look through the discard pile if a card's ability allows it. You cannot rearrange the discard pile when searching it.

## Smaller Games

If you have 2 or 3 players, remove two 5-point VP cards and one of each other VP card. This will help the game move a little more smoothly.

## Timing

If you complete a chapter during your turn, you may play a card of the profession you just completed, since there are no longer any duplicate cards in your guildhall.

## Guildhall the First

The first Guildhall set, Old World Economy, has six more professions to add to your game. You can store them all together in this box—just keep each profession in its own slot.

With both games, you can play a different setup every time. Choose six professions randomly, or set up your own custom game of six professions. You can even combine both sets to

play a mega-game with 12 professions! (Although that will probably take a long game.) Do **not** shuffle the VP cards together from both sets: only use the VP cards from one set.

## CREDITS

**Design:** Hope S. Hwang

**Development:** Jeff Quick

**Art Direction:** Todd Rowland

**Game Art:** Mike Perry

**Graphic Design:** Joseph Camacho, John Goodenough

**Writing:** Jeff Quick

**Editing:** Edward Bolme

**Layout and Typesetting:** John Goodenough

**Production:** David Lepore

**American Playtesters:** Doug Bellew, Paul Bort, Mike Cermak, Jason Crognale, Shelly DiGiacinto, Todd DiGiacinto, Luke Glitzer, Andrea Goodenough, Chris Harshman, Ryan Harshman, Rob Herman, Andrew Littlefield, Josh Loomis, Erik Noble, Jeff Plummer, Courtney Shelton, Lee Shelton, Mystery Shopper, Richard Tatge, Thorin Tatge, Jay Treat, Meredith Quick, Phil Walton

**Wednesday Games Testplay Team:** Dong-hoon Lee, Gun-hee Kim, Won-tae Baik

**Special Thanks:** Mark Wootton and John Zinser for scouting this game and bringing it back for us to make.

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Keep away from small children!

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[www.alderac.com/forum](http://www.alderac.com/forum)

**Questions?**

Email [CustomerService@alderac.com](mailto:CustomerService@alderac.com)



# Profession Card Reference



## Bricklayer

**Draw cards from the deck, then place cards from your hand back on top of the deck.** You may put back any cards in your hand, not just the ones you drew. You may place them in any order.

**0:** Draw 3 cards from the deck. Place 1 card from your hand on top of the deck.

**2:** Draw 5 cards from the deck. Place 2 cards from your hand on top of the deck.

**4:** Draw 7 cards from the deck. Place 3 cards from your hand on top of the deck.



## Hunter

**Look through the discard pile and swap cards from there with cards in your guildhall.** Place cards from your guildhall on top of the discard pile. You cannot place a duplicate of a card that is already in your guildhall.

**0:** Look through the discard pile and swap 1 card between the discard and your guildhall.

**2:** Look at the discard pile and swap 2 cards between the discard and your guildhall.

**4:** Look through the discard pile. Swap 3 cards from the discard with a chapter from your guildhall. (A chapter must have at least 1 card in it.)



## Peddler

**Swap cards in your hand with cards in one other player's guildhall. Place the cards from the other player's guildhall into your hand. Then take another action.**

**0:** Swap 1 card. Take another action.

**2:** Swap 2 cards. Take another action.

**4:** Swap 2 cards in your hand with a chapter from one other player's guildhall. Take another action.



## Robber

**Take cards from one other player's hand into your guildhall.** If all of the player's cards duplicate cards in your guildhall, discard the chosen card(s) instead.

**0:** Take 1 random card from another player's hand and place it into your guildhall. If it matches a card you already have, discard it instead.

**2:** Look at another player's hand and place 1 card from there into your guildhall.

**4:** Look at another player's hand and place 2 cards from there into your guildhall.



## Scholar

**Draw cards from the deck and put them directly into your guildhall.** Discard drawn cards that duplicate any already in your guildhall.

**0:** Place the top card of the deck into your guildhall.

**2:** Place the top 3 cards from the deck into your guildhall.

**4:** Place the top 5 cards from the deck into your guildhall.



## Tax Collector

**Gain VP equal to the number of Tax Collectors in your guildhall. Place 1 card from your guildhall in one other player's guildhall.** Take your VP before you give away the card. If you cannot place a card into another player's guildhall, you gain no VP.

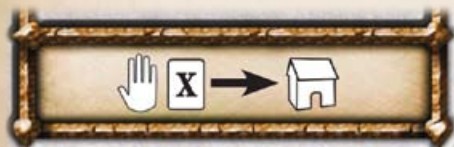
# VP Card Reference



Place 1 chapter from one other player's guildhall into your guildhall.



Swap 1 card from your guildhall with any 2 cards from one other player's guildhall.



Place any number of cards from your hand into your guildhall.



Draw 5 cards.



Place 1 card from another player's guildhall into your guildhall.



Take another action.



Take 2 more actions.

## Help Wanted

*Progress! That's what these Dark Ages need. You've been a serf in this one-pig town long enough. You've opened a guildhall for likeminded professionals from all over Europe to work together, build their trades, and get some economic stability.*



Looking for more professions? We've got you covered. The first Guildhall release, **Old World Economy**, is available now!

Six more professions double your labor pool. Mix them together to play a different game each time!

Ask your retailer for **Guildhall: Old World Economy** today!

# Game Overview

## SETUP

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2. Shuffle all of the VP cards, and deal 5 out in a line, face up, in the center of the table. This is called the **center row**. Set the rest of the deck face down nearby.
3. Place the VP tokens in a pile where everyone can reach them.
4. Deal 9 profession cards to each player. Choose a player to go first. Starting with the first player, discard as many cards as you like to the discard pile (in any order) and draw back up to 9 cards. Then, place 3 cards from your hand face up onto the table to your right. No cards can be duplicates here (with the same color and profession). This is your **guildhall**. Group cards of the same profession together. These groups are called **chapters**. All cards in a guildhall must be visible to all players.
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## OBJECT

Collect complete color sets of professions (all 5 colors of Trader, for instance), which you use to buy victory points (VP). The first player to gain 20 VP on his or her turn wins.

## Icons



Your guildhall



Other player's guildhall



Your hand



Other player's hand



VP token



Look through or inspect



Draw deck



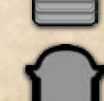
Card



Chapter



Completed chapter



Discard pile



Action