GUILD ACADEMIES™

OF VALERIA

You've waged war and tended crops; killed for coin and received visions from the holy martyr, Aquila; you've mastered the principals of every guild and devoted your life to Valeria. But time grinds onward and you must plan to foster the next generation of hard working citizens and skilled protégés. Now is the moment to cement your legacy with your own guild academy.

This task will not be the work of a single day. You must choose the right students, hire the most learned professors, and create the best environment where students can learn from real world environments. To succeed, you must gain influence over the ministers in the town council, acquire their favors and earn their support for the time when your academy will be judged.

Just imagine the pride you'll feel as you watch your graduates go out in the world to complete dangerous but rewarding quests, showing everyone that yours is, indeed, the greatest of the Guild Academies of Valeria!

Components

component sizes are not shown to scale

Player score tokens near the 00 space.

Shuffle the purple-backed Prestige tiles and place the stack face-up as a draftable draw deck on the top spot of the purple draft line. Use tiles from the deck to fill the other three draft spaces.

Shuffle the Favor chits and place them face-up as a draftable draw deck on the top spot of the rectangle spaces draft line. Use tiles from the deck to fill the other four draft spaces.

Sort the Quest cards by guild then arrange each stack from lowest to highest VP. Place each stack face-up on its matching-color card space.

Shuffle the gray-backed Town Classroom tiles and place the stack face-up as a draftable draw deck on the top spot of the gray draft line. Use tiles from the deck to fill the other three draft spaces.

STUDENTS STEP 1

Fill the dice draw bag with a number of Student dice of each color based on the player count.

2 players = 9 dice per color.
3 players = 11 dice per color.
4 players = 13 dice per color.

Return the unneeded dice to the box.

Random
then pla
f

Game Board Setup

Unfold the game board and place it in the middle of the play area.

Place the Rounds marker on the 1st round indicator.

Add or remove the 3-player green-backed Guild Classroom tiles, as needed. Shuffle the remaining tiles and place them face-up as a draftable draw deck on the top spot of the green draft line. Use tiles from the deck to fill the other five draft spaces.

Shuffle the Monument chits and place them face- up as a draftable draw deck on the top spot of the round spaces draft line. Use tiles from the deck to fill the other four draft spaces.

Place each player's Questing Tracker on the far-left shaded space on the track near the middle of the game board.

PROFESSORS STEP 1

Fill the tokens draw bag with a number of Professor tokens of each color based on the player count.

2 players = 5 tokens per color.
3 players = 7 tokens per color.
4 players = 9 tokens per color.

Return the unneeded tokens to the box.

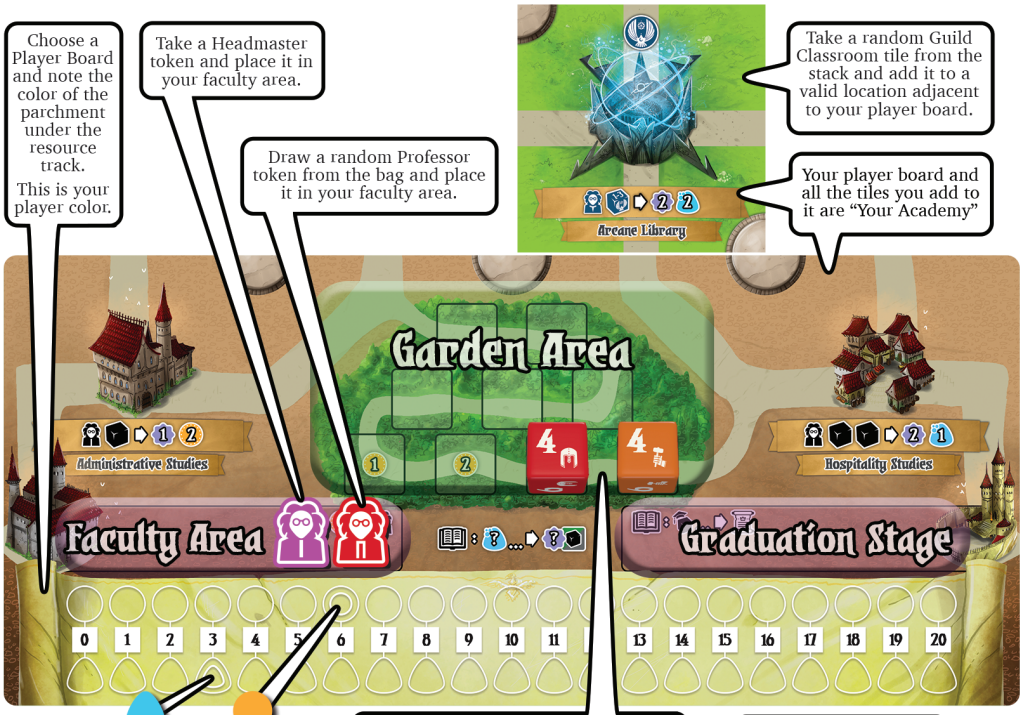
PROFESSORS STEP 2

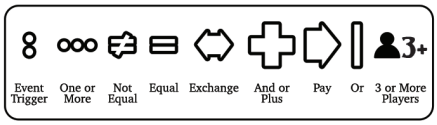
Fill the draft line with tokens drawn from the tokens bag, then place the draw bag nearby.

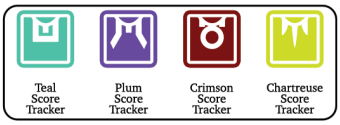
STUDENTS STEP 2

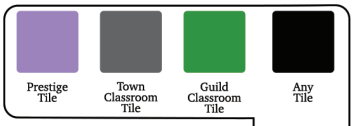
ly draw a number of dice equal to the player count plus one, roll them, ce them in the far left Dock area on the game board. Repeat this process or each of the other Dock areas, then place the draw bag nearby.

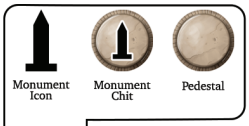
Player Board Setup & Iconography Reference Chart

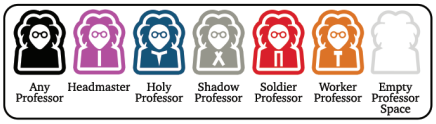


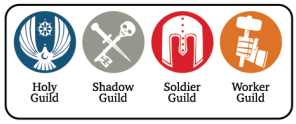


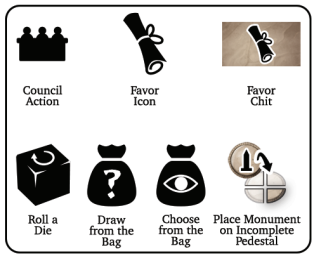


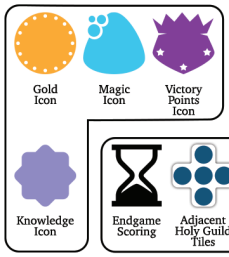


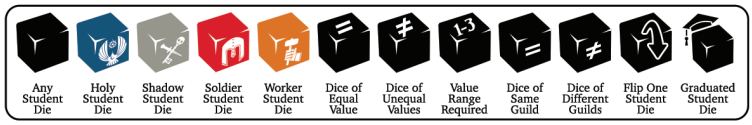


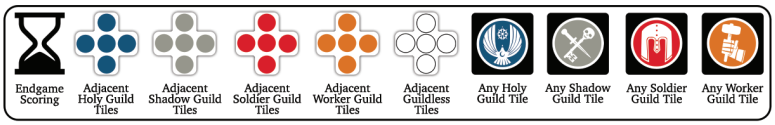


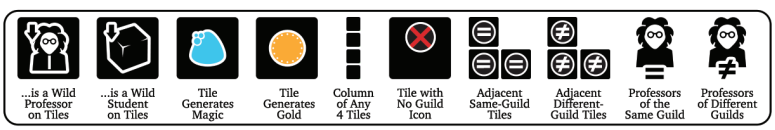












Game Flow Overview

Guild Academies of Valeria takes place over four rounds with each round consisting of four phases: Recruitment, Education, Questing, and Restoration.

On each turn in the **Recruitment Phase**, you will send a Steward token to a dock on the game board to draft a Student die and trigger an action based on that die's value.

Each die face has an education value that must be raised above 6 for the die to graduate. Each die is a specific guild color and shows the guild icon. To play a die, its color and icon must match the color and icon on the classroom tile or quest card where you play it. A die of any guild can be used if the wild die icon is shown.

During the **Education Phase**, all players will simultaneously assign their Student dice and Professors tokens to classrooms in their Academy to increase the education value of the dice and gain benefits. Dice graduate when their value rises above 6.

Each Professor is from a guild denoted by its color and the decoration on its robe. It can only be used in a classroom that shows a matching Professor icon or a wild Professor icon. Your Headmaster token is considered wild and can be used as a Professor of any guild.

In the **Questing Phase**, each player takes a turn to send their graduates on quests to earn rewards, victory points, and periodic bonus actions.

Earning Prestige tile draft opportunities by completing quests is one of the best ways to earn endgame victory points (VP) by leveraging the tiles in your Academy.

During the **Restoration Phase**, players will remove certain components from the draft lines on the game board and refresh the board for the next round.

Whenever you gain VP during the game, those points are immediately scored by advancing your score token on the score track. After tallying endgame VP from your Prestige tiles and Upper Council locations, the player with the most points will be the winner.

Recruitment Phase

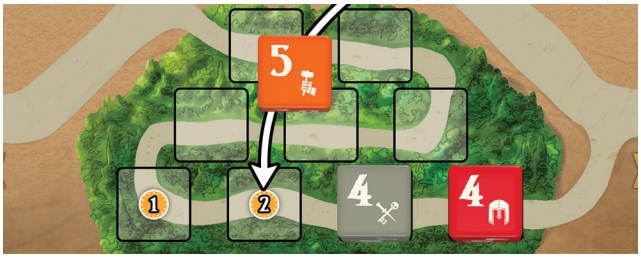
The Recruitment Phase takes place over several turns starting with the player holding the first player token and continuing clockwise.

On your turn, move one of your Steward tokens from your player board to an unoccupied Steward space at one of the four docks (Castellan, Ministry, Fountain, or Benefactor) at the bottom of the game board.

Your Steward may not be placed on a dock where you already have a Steward.

Draft (choose) one Student from that dock and place it into the garden area on your player board.

Place the newly drafted die on the next open space, starting at the bottom right and working back along the garden path.



You may not have more than 9 Students in your Academy. If your garden area does not have an open space for a Student die, you must first expel one Student die from your garden area (return to the dice bag) to make room for your newly drafted Student die.

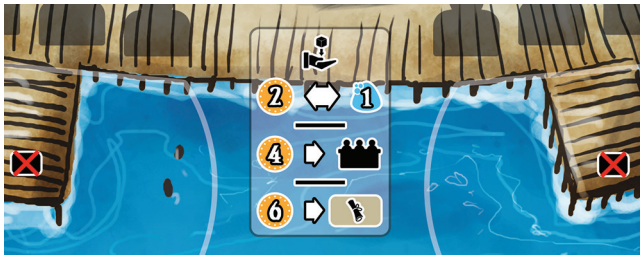
Perform the dock's dedicated action or the banking action.

Not performing a primary action is not an option.

You must take either the action for the dock where you placed your Steward or the banking action.

Perform one optional extra action, if you like.

There are three different optional extra actions and you may choose to do one of them each time you draft a die (see Extra Action).



You can choose to perform the primary action first and the optional action second, as shown above, or you can do the optional action first and the primary action afterward. The choice is your and often depends on what you want to accomplish with your turn.

The dock actions, banking action, and optional extra actions are all described in detail, below.

Castellan Dock Action

- **Draft and Place a Town Classroom Tile**

Pay gold equal to the value of the drafted die to draft one face-up Town Classroom tile from the four face-up tiles along the bottom-left edge of the game board.

Place the tile in an allowable position above your player board, as shown in the info box below. At the end of your turn, slide the remaining tiles down the draft line to fill the gaps, leaving four face-up tiles on display.

When you gain any new tile *you must add it to your Academy immediately. The tile must be placed along the top edge of your player board OR be horizontally or vertically adjacent to at least one other tile already in your Academy, so that the roads on the tiles and the player board all connect.*

A tile can never be placed beyond the left or right edges of your player board. Once a tile is added you may not arbitrarily move it, so choose its location carefully.

- **Pedestals and Monuments**

If the tile placement completes a pedestal where the tiles intersect, you immediately gain a Monument chit from the draft line and place it face-up on the completed pedestal. At the end of your turn, slide the remaining chits down the draft line to fill the gaps then draw new chits face-up to the empty spaces to refill the draft line. If the Monuments stack is exhausted, shuffle any discarded chits from previous rounds to make a new draw stack. With four players, it is common for the Monument chits draw stack to be completely exhausted by game's end.

Monuments provide a one-time reward or an endgame scoring opportunity.

- : During your turn in any phase, you may gain the reward shown on the chit by flipping the chit face-down on your Academy to show the reward has been received.
- : During endgame scoring, these chits count to boost the Prestige tiles in your Academy. These chits do not contribute to Upper Council scoring.

Details for each Monument are found in the Appendix.

Ministry Dock Action

- **Move a Council Banner + Gain a Favor**

Pay gold equal to the value of the drafted die to move one of your three Council Banner tokens to a seat in the Upper or Lower Council and gain the benefit provided by that seat.

Any number of Banners may be on a Council seat, but only one of your Banners can be on a specific seat. If the seat is already occupied when your Banner arrives, each player already at that seat immediately gains 2 .

Your Banner token may move from your player board to a Lower Council seat (the 11 green-robed Ministers) or from a Lower Council seat to an Upper Council seat (the 9 purple-robed Ministers); or it may move to a different seat within the same Council zone. But, a Banner on your player board may never move directly to the Upper Council.

- **Lower Council Ministers**

The eleven green-robed Ministers are the Lower Council. While your Banner occupies a seat in the Lower Council you may use that seat's power in every Recruitment, Education, or Questing Phase, as appropriate. When you move your Banner off that seat you lose that power and gain the power of the Banner's new seat.

Details for each Council seat are found in the Appendix.

- **Upper Council Ministers**

The nine purple-robed Ministers are the Upper Council. Each seat in the Upper Council grants an endgame scoring opportunity. At some point during the game, you'll need to begin leaving the Lower Council benefits behind to position your Banners in the Upper Council for end-game scoring. The more Banners you get into useful seats in the Upper Council, the better your endgame score.

Details for each Council seat are found in the Appendix.

- **Favor Chit**

Draft a Favor chit of your choice from the draft line on the game board. At the end of your turn, slide the remaining chits down the draft line to fill the gaps, leaving five face-up chits on display. If the Favors stack is exhausted, shuffle the used and discarded Favor chits to make a new face-up draftable stack.

You may use a Favor chit immediately when you claim it or keep it near your player board and use it during your turn in any phase of the game. Once used, discard the Favor chit. An unused Favor chit is worth nothing at the end of the game.

Details for each Favor are found in the Appendix.

Fountain Dock Action

- **Draft a Professor + Gain 2 Knowledge**

Pay gold equal to the value of the drafted die to draft one Professor token from the draft line just above the Fountain Dock and place the token in the faculty area of your player board. At the end of your turn, slide the remaining tokens on the draft line to the right and draw new Professor tokens from the bag to refill the draft line.

Gain 2 when you draft a Professor. You may apply the whole amount to any one die (including the die just drafted) or split it between two dice.

Benefactor Dock Action

- **Draft and Place a Guild Classroom Tile**

Pay gold equal to the value of the drafted die to draft one face-up Guild Classroom tile from the draft line on the right side of the game board and place the tile in an allowable position above your player board as described in the **Castellan Dock Action** rules. At the end of your turn, slide the remaining tiles down the draft line to fill the gaps, leaving six face-up tiles on display.

Recruitment Phase

Pay attention to the pedestal segments in the corners whenever you add any tile to your Academy.

If your tile placement completes a pedestal – all four segments combine to form a circle – you immediately gain a Monument chit from the draft line.

Banking Action

- **Gain Gold**

If you do not wish to take the action associated with the dock where you placed your Steward and drafted a die, you must take the Banking Action, instead. Gain 8 minus the value of the die you drafted .

If you placed a Steward on the Fountain Dock and drafted a 5 die, the Banking Action would provide you with 3 gold (8 - 5 = 3).

No Action

- **Not Allowed**

You must take either the Dock Action or the Banking Action each time you place a Steward and draft a Student die.

Extra Action

- **Take One Optional Extra Action**

Each time you draft a Student die, you may choose to take ONE Extra Action from the three shown at the center of the docks area of the game board.

- Exchange: You may spend 2 to receive 1 or spend 1 to receive 2. Log the exchange on your resource track.
- Council: You may spend 4 from your resource track to move one of your Banners as described in the **Ministry Dock Action** rules.
- Favor: You may spend 6 from your resource track to take one Favor chit from the draft line as described in the **Ministry Dock Action** rules.

Early Graduation

A Student die becomes a graduate when its value rises above 6. Usually this happens in the Education Phase and the Questing Phase, however, certain game processes could allow you to graduate a die in the Recruitment Phase. We call this ***Early Graduation***. If that happens, turn the die to its 1 face and move it to the graduation stage on your player board. You will leave the die on the stage during the Education Phase and then use that die, along with other dice you may have graduated, to complete quests in the Questing Phase.

End of the Recruitment Phase

Once all players have completed the actions allowed by the placement of their third Steward, the Recruitment Phase ends and you move into the Education Phase.

Education Phase

The Education Phase consists of a number of different steps which all players carry out simultaneously.

There's a lot going on in this phase. The first time you play, we suggest each player complete this phase fully, in turn order, before moving on to the next player. This will give everyone several opportunities to observe the complete process and become comfortable enough to allow simultaneous play.

Report to Class

- **Send your Students and Professors to Class**

The dice on your player board are your Students, the Professor tokens are your faculty, and the tiles are your classrooms. The formula iconography on each classroom describes the Professor and Student types required to receive the classroom's benefits.

The Professor token you place on a classroom must match the color of the Professor icon noted on that classroom's formula. Your Headmaster token is wild and can be used to fill any Professor requirement.

The dice you place on a classroom must match the colors and education values, of the dice icons noted on that classroom's formula.

In this example, the classroom requires a Worker Professor, a Worker Student, and a Holy Student.

You assign a Worker Professor, a Holy 2 Student and a Worker 4 Student to the classroom to gain the benefits.

A wild Professor icon indicates that any Professor or Headmaster token may be used on that classroom.

A wild die icon indicates that any color Student die may be used on that classroom.

Wild dice and guild-color dice may be restricted by the values noted on the top face of the dice icons.

means the two dice must be the same value.

means the two dice must be different values.

A number range or a specific number means the die value must be within that range or equal to that value.

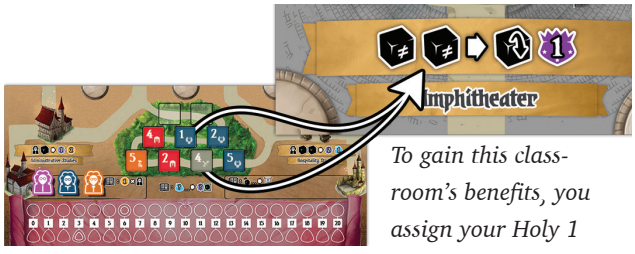
No number range means the die may be any value.

In this example, the classroom requires a Shadow Professor, and any Student with an education value of 2, 3. or 4.

You do not have a Shadow Professor, but your Headmaster is wild so you assign it to the classroom. You also assign your Soldier 2 Student to receive this classroom's benefits.

The wild die icons can also be restricted by an icon on the front die face indicating that the dice must be from the same guild or from different guilds .

In this example, the classroom does not require a Professor token, but it does require two Students from different guilds.



To gain this classroom's benefits, you assign your Holy 1 Student and your Shadow 4 Student to this classroom.

If you cannot COMPLETELY populate a classroom's required faculty and Students, you cannot place any dice or tokens on that classroom; <u>it's everything or nothing</u>.

Unplaceable dice must remain on spaces in the garden area of your player board, starting from the lowest right space in the garden area and working back along the

garden path. The first four unused dice will, therefore, block the available attendance bonuses (see next column).

Any unused Professor and Headmaster tokens remain in the faculty area of your player board.

Teaching Students

• Gain Player Board Bonuses + Process Occupied Classrooms in Your Academy

Once you've assigned all possible Students and Professors, you can begin the teaching process.

First, look at your player board for bonuses gained in the faculty and garden areas.

• Each unused Professor or Headmaster token in your faculty area earns you 1.

• Each unoccupied die position on the lowest row of your garden area earns you an attendance bonus of 1, 2, 1, *or* 1 as noted on that space. If a space is covered by an unused die, you do not earn the bonus.

Next, process all of the occupied classrooms in your Academy, applying the benefits noted on each classroom formula to the dice on the classroom, your resource track, and your score marker as appropriate. The two classrooms on your player board are also processed at this time.

Here's how to handle each of the possible benefits from a processed classroom:

• Each die flip in a classroom must be applied to one die in that classroom, even if it decreases the die's education value.

• Each point of knowledge earned in a classroom raises the value of one die in that classroom by 1 point, which you mark by changing the die to show the new value. Knowledge must be applied to dice in that same classroom. You may apply the value in full to one die or split it among multiple dice on that classroom. Knowledge benefits received in one classroom MAY NOT be applied to dice in a different classroom or to dice in your garden area.

• Magic gained is immediately added to your resource track, up to a maximum of 20 total Magic.

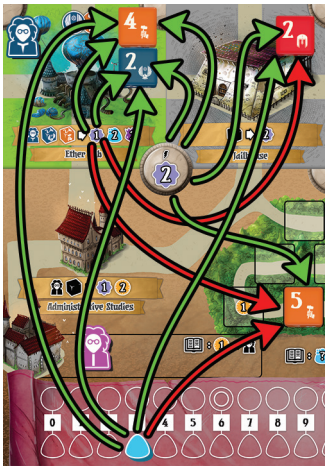
• Gold gained is immediately added to your resource track, up to a maximum of 20 total Gold.

• Victory Points gained are immediately added to your score on the track surrounding the game board.

You can process the classrooms in any order you like and the benefits gained are immediately available for you to use as you wish. Be careful not to miss any occupied classrooms or to process any classroom twice. Try marking each classroom as you finish it by twisting a Professor or die on the classroom.

After you've finished processing the classrooms, you may spend to further educate the Students you have assigned to classrooms. You may spend 1 to receive 1 that you may apply to one die in a classroom. You may do this as often as your magic supply allows. However, you may NOT spend to educate Student dice in your garden area.

You may flip Monument chits 1 face down to use their knowledge or die flip power on any dice in your Academy. You may also discard Favor chits and apply any appropriate die effects to any dice in your Academy.



Knowledge on a classroom tile can only be applied to dice on that tile.

Magic may only be used to give knowledge to dice in a classroom.

Knowledge or die flips from Monument or Favor chits may be applied to any die.

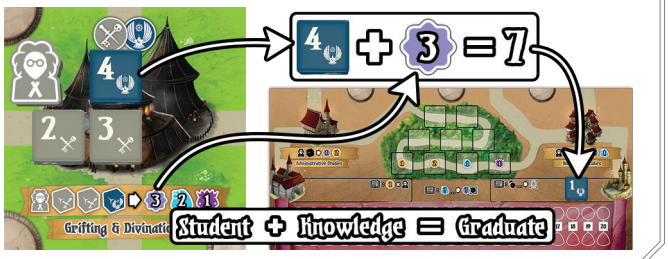
Education Phase

Graduation

- **A Die's Value Rises Above 6**

Under the right circumstances, dice can graduate in any phase, but it most frequently occurs during the Education Phase. When any game process raises a die's value above 6, it becomes a graduate. Turn the die to the 1 face and move the die onto the graduation stage on the right side of your player board, just above the resource track.

Your graduated dice will be used in the Questing Phase.



Late Graduation

- **Sometimes Risky, Sometimes Desirable**

There are strategies and situations where you may wish to hold off on graduating dice in the Education Phase, preferring to decide if graduation is actually desirable at all until the Questing Phase. We call this ***Late Graduation***. There are certain cautions to be aware of, though.

- Every classroom assigned its required Students and Professors MUST be fully processed during the Education Phase. You cannot delay classroom processing until the Questing Phase. You cannot assign Students or Professors to classrooms in the Questing Phase.

- The only way to graduate Students in the Questing Phase is to apply magic to Student dice already in classrooms, apply knowledge from Monuments or Favors to any Student die, or apply knowledge from completed quests to any Student die.

When all players have completed processing their classrooms and graduating Student dice, the player with the first player token begins the Questing Phase.

Questing Phase

In this phase, players will act in turn order to assign their graduates to fulfill available quests, earn rewards and, as their total number of completed quests grow, players will earn Prestige tiles and influence Ministers.

Starting with the player holding the first player token, each player takes the following steps:

- **Assign Graduates to Quests**

Each quest card on the game board shows a set of two or three dice you will need to provide from your graduates to fulfill the quest. Your assigned graduates must match all of the die icons on the card. When a wild die icon is shown, a graduated die of any guild-color can be used to meet that requirement. Each graduate can only be applied to one quest card. If you cannot complete a quest card fully, then you cannot assign any dice to that card.

- **Place Torches on Completed Quests**

Place one of your Torch tokens on each quest card that you complete. A quest card may accumulate a Torch token from every player during this phase, but you cannot have more than one of your Torches on any single quest card.

- **Gain Benefits and Victory Points**

You gain the benefit shown on the completed quest card, unless doing so is impossible (*gold or magic higher than 20, for example*).

- Knowledge gained from a completed quest may be applied to any die in a classroom or in your garden area during this phase.

- Magic may be added to your resource track, up to a maximum of 20 total Magic.

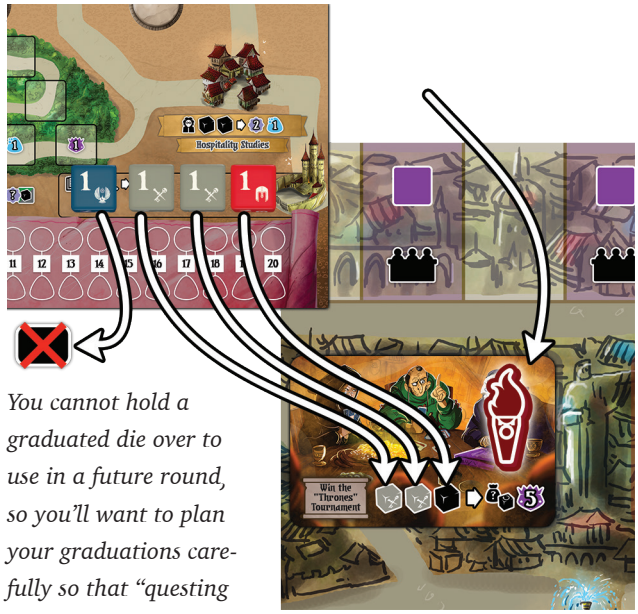
- Gold may be added to your resource track, up to a maximum of 20 total Gold.

- Victory Points are added to your score on the track surrounding the game board.

- Gain a Professor, drawn randomly from the Professors bag.

- Gain A Die, drawn randomly from the dice bag, roll the die, and add it to your garden area.

In this example, you assign two Shadow graduates and one Soldier graduate to fill the "two Shadows and 1 wild" requirement noted on the quest card. You add your torch token to the card and receive 5 *and a benefit of one free die* ?. *After applying those rewards. You are left with a single Holy graduate that cannot complete any of the face up quest cards by itself. Sadly, this graduate earns you no bonuses.*



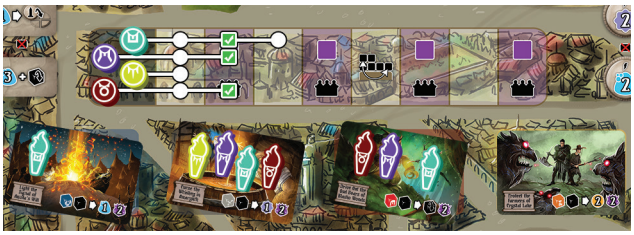
You cannot hold a graduated die over to use in a future round, so you'll want to plan your graduations carefully so that "questing parties" can graduate at the same time to earn you the most victory points and benefits with the least waste.

- **Advance Your Questing Tracker**

Count the number of Torch tokens you added to the quest cards this round and advance your questing tracker that number of spaces on the track just above the row of quest cards. If your tracker lands on or passes over a purple-shaded space on the track, draft a Prestige tile from the top left edge of the game board. Immediately add this tile to your Academy. If that tile's placement completes a pedestal, draft a Monument chit in the normal manner and add it to your Academy. You may also move one of your Council Banners as described in the Ministry Dock Action rules.

In rare situations, a player can trigger two shaded areas on the questing track, earning two Prestige tiles and two Council Banner actions in a single round.

In this example, the Teal player's three Torch tokens advances their tracker three spaces, hitting a shaded space and going one space beyond. This earns them one Prestige tile draft and one Banner movement/placement among the Ministers.



The Plum and Crimson Torches earn those players the same bonuses. The Chartreuse player's single Torch moves their token one space, but doesn't trigger the bonuses.

At the center of the questing track is a tile swap space. When your questing tracker lands on or passes over this space you may swap the locations of two tiles in your Academy. Monuments already in place when the swap occurs are not affected. If the swap completes a new pedestal you draft a Monument chit as usual. This one-time opportunity could allow you to better align tiles to earn more endgame VP from your Prestige tiles or from your Banner positions in the Upper Council.

Late Graduation

You can graduate dice in the Questing Phase; we call this ***Late Graduation***. Just keep these restrictions in mind:

- The only way to graduate Students in the Questing Phase is to...
  - Apply magic to Student dice already in classrooms.
  - Apply knowledge from Monuments to any Student die.
  - Apply knowledge from completed quests to any Student die.

Fourth Round?

If this is the fourth round, skip ahead to Endgame Prestige. Otherwise, continue to the Restoration Phase.

Restoration Phase

This phase will reset the game for the next round. If you just completed round four, skip this phase and go directly to Endgame Scoring.

- Discard the bottom Favor and Monument chits and slide the remaining chits down in their respective lines. Draw new chits from the stacks to refill each draft line.
- Discard the two rightmost Professor tokens to the draw bag and slide the remaining tokens right. Draw new tokens from the bag to refill the draft line.
- Return all of the Steward tokens on the game board to their players.
- Discard all dice remaining in the dock areas, all dice from completed quests, and all unused graduated dice to the dice bag. Refill the docks with dice as described in the game setup.
- Discard the bottom Prestige tile along the top left side of the game board and slide the remaining tiles down to fill empty spaces. Use the top tile on the stack to refill openings in the draft line.
- Discard the bottom Town Classroom tile along the bottom left side of the game board and slide the remaining tiles down to fill empty spaces. Use the top tile on the stack to refill openings in the draft line.
- Discard the bottom two Guild Classroom tiles along the right side of the game board and slide the remaining tiles down to fill empty spaces. Use the top tiles on the stack to refill openings in the draft line.
- Discard any quest cards that have one or more Torch tokens on them, revealing a new quest for the next round. Quest cards with no Torches are left as-is. Then return all the Torch tokens to their players.

Reset The Player Boards

- Move all of your Student dice from the classrooms in your Academy back to the die spaces in your garden area. Do not change the dice values.
- Move your Headmaster and all of your Professors back to your faculty area.
- Be sure you have reclaimed all of your Steward and Torch tokens from the game board.

Ready For The Next Round

Advance the round tracker token to the next round space, pass the first player token to the next clockwise player, and begin the new round with the Recruitment Phase.

Endgame Scoring

Tally up your endgame scoring ⧗ from the Prestige tiles ■ in your Academy and from the positions of your Banners ⚑ in the Upper Council chamber.

Prestige Tiles

All of the Prestige tiles ■ have the endgame ⧗ icon, indicating that those tiles earn victory points at the end of the game. There are three types of Prestige tiles.

- **Position Tiles** earn VP based on the tiles that are orthogonally adjacent to the Prestige tile and the Prestige tile itself.

In this example, the Master Artisan's Studio tile (yellow arrow) earns you 2vp for the Prestige tile, for each orthogonally adjacent tile with the Worker Guild icon, and each Worker Guild Monument attached to the Prestige tile, itself (yellow pointers) for a total of 10vp.

- Professor Prestige Tiles earn VP based on the matching Professor tokens you've hired during the game.

In this example, the Shadows Guild Hall tile (pink arrow) earns you ½vp for every Professor, Headmaster, and Guild Monument (rounded down) plus 1vp for each Shadow Professor, Shadow Guild Monument, and your wild Headmaster token (pink pointers) for a total of 8vp.

5 Professors, 1 Headmaster, and 2 Guild Monument=4vp
4 matching Shadow items = 4vp. 4vp+4vp=8vp.

- **Guild Prestige Tiles** earn VP for each matching guild icon at the top of a tile in your Academy.

In this example, the Hammer & Helm Society tile (blue arrows) earns you 1vp for each Worker and Soldier Guild icon and Monument in your Academy, for a total of 10vp.

If you have multiple guild icon Prestige tiles, each one is resolved separately.

Endgame Scoring

The two classrooms on your player board never count toward any scoring situation shown on the Prestige tiles.

Upper Council Chamber

The Ministers located in the Upper Council will earn you VP if your Banner is on their seat at the end of the game AND you meet the conditions noted for that seat.

The two classrooms on your player board never count toward any scoring situation shown in the Upper Council.

Details and examples for scoring each Upper Council seat are found in the Appendix.

Total Your Score

Advance your score token along the score track as you determine your endgame VPs for each Prestige tile and Upper Council seat.

If your score token reaches the 00 space again, count it as 100 and continue scoring as usual. Your final score is the position your score token ends up on, plus 100.

The player with the highest score is the winner.

Tie-Breaker

If there is a tie for high score, the tied player with the most Monument chits on their Academy is the winner.

If the tie persists, a school rivalry is born.

Appendix: Monument Chits

The 24-chit Monuments stack includes multiple copies of the Monument chits described below.

These chits count as both a Professor and a tile ■ of the noted guild when tallying the VP for the Prestige tiles in your Academy during **Endgame Scoring**. These chits do count as Monuments for Upper Council scoring but they do not count for Upper Council scoring based on Professors, guild icons, or tile placement.

Upper Council scoring is covered in another appendix.

Gain 2 when you flip this chit face-down in your Academy. You may apply the whole amount to one die or split it between two dice.

Gain 4 when you flip this chit face-down in your Academy. Log the gain on your resource track. Gold may not go higher than 20.

Flip any one of your Student dice when you flip this chit face-down in your Academy.

Gain a token from the draft line when you flip this chit face-down in your Academy.

Gain 2 when you flip this chit face-down in your Academy. Log the gain on your resource track. Magic may not go higher than 20.

When you acquire a Monument chit, add it face-up to a completed pedestal in your Academy.

- *Each Monument is inactive until you flip it face-down to gain the Monument's reward during your turn in any phase of the game.*
- *Each Monument is inactive until you tally your Prestige tiles ■ during endgame scoring.*

Appendix: Favor Chits

The 16-chit Favors stack includes multiple copies of the Favor chits described below.

Pay 2 to take a Student die of your choice from the bag, set it to value of 4, and place it on a space in your garden area.

Pay 1 to take a Student die of your choice from the bag, set it to value of 4, and place it on a space in your garden area.

Draw a random Student die from the bag, roll it, and add it to your garden area. Also, add 1 to any one of your dice.

Add 6 to your resource track, up to a maximum of 20 total Gold. Also, flip any one of your dice to its opposite face.

Add 3 to your resource track, up to a maximum of 20 total Magic. Also, flip any one of your dice to its opposite face.

Draw a random Professor from the bag and add it to your faculty area. Also, add 2 to any one of your dice or 1 each to any two of your dice.

Pay 1 to draft a Monument and place it on an intersection of four tiles that does not form a complete pedestal. All four tiles and at least one pedestal wedge must be present when you place the Monument.

When you acquire a Favor chit, you can use it right away or you can hold it and use it later on your turn in any phase of the game. You may use multiple Favors on your turn if you have them.

APPENDIX: LOWER COUNCIL

Your Banner on a Minister in a Lower Council seat (green robes) grants you a rule-breaking power that is in effect during the Recruitment, Education, and Questing Phases as appropriate. If your Banner moves off the seat you lose access to that power.

Minister of Tuition

You receive a 2 discount when purchasing a Town Classroom tile from the draft line on the bottom-left side of the game board during a Castellan Dock action.

Minister of Apprentices

All of your Holy Professors and Students are wild for classroom placement during the Education Phase. This has no effect on the dice values and does not apply to quest fulfillment.

Minister of Aquila's Will

Any number of your graduated Holy dice are wild when fulfilling ONE quest card during the Questing Phase.

Minister of Secrets

All of your Shadow Professors and Students are wild for classroom placement during the Education Phase. This has no effect on the dice values and does not apply to quest fulfillment.

Minister of Espionage

Any number of your graduated Shadow dice are wild when fulfilling ONE quest card during the Questing Phase.

Minister of Defense

All of your Soldier Professors and Students are wild for classroom placement during the Education Phase. This has no effect on the dice values and does not apply to quest fulfillment.

Minister of Exploration

Any number of your graduated Soldier dice are wild when fulfilling ONE quest card during the Questing Phase.

Minister of Forge & Farm

All of your Worker Professors and Students are wild for classroom placement during the Education Phase. This has no effect on the dice values and does not apply to quest fulfillment.

Minister of Labor & Arts

Any number of your graduated Worker dice are wild when fulfilling ONE quest card during the Questing Phase.

Minister of Professors

You receive a 2 discount when hiring a Professor token from the draft line during a Fountain Dock action.

Minister of Graduates

You receive a 2 discount when purchasing a Guild Classroom tile from the draft line along the right side of the game board during a Benefactor Dock action.

APPENDIX: UPPER COUNCIL

Your Banner on a Minister in an Upper Council seat (purple robes) grants you an endgame scoring opportunity. Choose the Upper Council seats that work best with the way you've grown your Academy.

Minister of Rectitude

Earn 3 for each column of four tiles of any type in your Academy.

In this example, you will earn 6VP for the two columns of four tiles you've created in your Academy. Adjacency of the two columns is not required.

Minister of Arcane Sites

Earn 1 for each tile in your Academy that would generate magic when activated during the Education Phase. The classrooms on your player board do not count.

In this example, you will earn 3VP for the 3 tiles that would generate magic during the Education Phase. Adjacency is not required.

Appendices

Minister of Districts

Earn 1 per tile for the one largest grouping of adjacent tiles that all have the same guild icon at the top. If a tile has two guild icons, only one needs to match to be included in your grouping.

In this example, you will earn 5VP for the largest group of adjacent tiles with the same guild icon. The 6th tile with a matching guild icon is not adjacent to any of the other tiles so it does not count.

Minister of Civic Pride

Earn 1 for each Monument chit you have in your Academy. All types of Monuments (and) are included and the chits can be face-up or face-down.

In this example, you would earn 4VP for the 4 Monument chits you've added to your Academy. Adjacency is not required.

Minister of Diversity

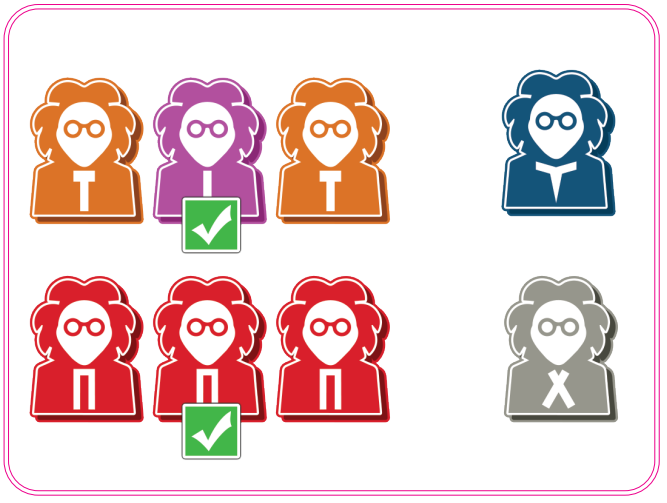
Earn 2 per tile for the one largest grouping of adjacent tiles that all have two guild icon at the top.

In this example, you will earn 4VP for the 2 adjacent double-guild tiles. The 3rd double-guild tile is not adjacent so it not part of this grouping.

Minister of Curriculum

Earn 3 for each triplet of Professor tokens of the same guild color. Each group you form may be its own color. Your Headmaster token can be any guild color when included in a group.

In this example, you will earn 6VP for the 2 triplets of same guild color Professor tokens. The Headmaster acts as a Worker Professor to complete that group.



Minister of Vocations

Earn 1 for each tile in your Academy with just 1 guild icon at the top of the tile.

In this example, you will earn 8VP for the eight tiles that have only one guild icon at the top. Adjacency is not required.

Minister of Urbanization

Earn 1 per tile for the one largest grouping of adjacent tiles that have different guild icons at the top. If a tile has two guild icons, only one needs to be different to be included in your grouping.

In this example, you will earn 6VP for the largest group where adjacent tiles have different guild icons. Two tiles are excluded from this grouping because they are adjacent to an included tile with the same guild icon.

Minister of Tax Collection

Earn 1 for each tile in your Academy that would generate gold when activated during the Education Phase. The classrooms on your player board do not count.

In this example, you will earn 5VP for the four tiles that would generate gold during the Education Phase. Adjacency is not required.

Guild Rivals!

Solo Player Rules for Guild Academies of Valeria

Developed by Daniel Sawade & David MacKenzie

Components, Setup & The Rival

Guild Rivals! is the solo rule-set for ***Guild Academies of Valeria***. You are competing against "The Rival", an autonomous player that you'll need to tend to, but we've tried to make the task as easy as possible.

Components

The solo rules add a deck of four action cards, four double-sided reference cards, and two dice.

Changes To Setup Process

Set up the components and two player boards as you would for a 2-player game.

Shuffle the four Action Cards and place them face-down near the Rival's player board.

You are the first player in round 1. Thereafter, the player with the lowest score at the beginning of each round is the first player for that round.

The Rival Cannot...

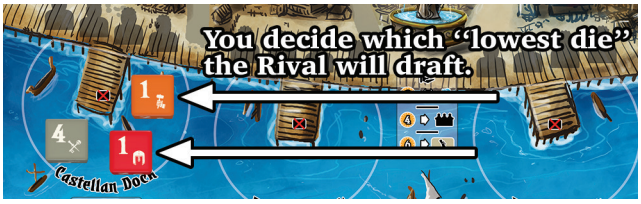
Some benefits and processes are unavailable to the Rival.

- The Rival does not gain any benefits from Monuments, just place them in its Academy, face-down.
- The Rival does not gain any benefits from Favors; just discard them when drafted.
- The Rival does not gain any benefits from Banners in the Lower Council. In both Councils, the Rival gains 2VP if you add your Banner to a seat the Rival is already occupying. Likewise, if the Rival adds a Banner to any seat you already occupy, you gain 2VP.
- The Rival cannot gain or spend magic, so the Rival cannot use magic to increase the values of their dice.
- The Rival cannot gain or spend gold, so the Rival cannot use the optional extra actions.

Recruitment Phase

Your actions in this phase are the same as in the multi-player game. The Rival's actions are determined by the deck of Action Cards. Whenever the choices in any Rival action are tied or unclear, you decide the path to take.

For example: If the Rival needs to draft the lowest value die at a dock and there are two "lowest value dice",



you decide which one the Rival takes.

- Shuffle the action cards at the start of each Recruitment Phase.
- On each turn in the Recruitment Phase, the Rival flips one action card face up and performs the action as described on that card.
- If the Rival drafts any tile, it is the lowest tile on the appropriate draft line and it is added to their Academy in the lowest open space, from left-to-right. The Rival then gains 3VP.
- If that new tile creates a pedestal that has 3 or 4 wedges, the Rival gains 2VP, takes the lowest monument from the draft line, and places it face-down on that pedestal in its Academy.
- If the action gains the Rival a Council Banner action, roll two dice and consult the Council Chart on the action card to determine where the Rival's Banner goes.

At the end of each Recruitment Phase, the Rival will have three face-up action cards and one card will be left face-down and unused.

Education Phase

Your actions in this phase are the same as in the multi-player game. The Rival's actions are similar, but without classroom assignments or magic spending.

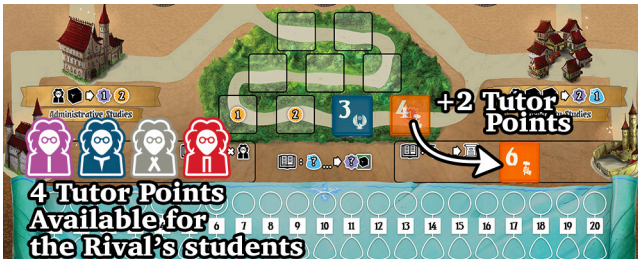
Educating the Rival's Students

• The Rival's dice graduate at value 6. If there are any 6's in the Rival's garden area at the start of the Education Phase, move those dice into its graduates stage area.

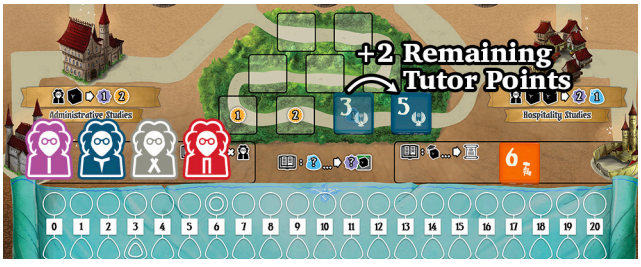
• Roll up each Student die in the Rival's garden area by 1 point. Move each die that reaches 6 to the Rival's graduates stage.

• The Rival receives 1 tutor point for each Professor and Headmaster in its faculty area. Starting with the highest value die in the garden area, apply tutor points until that die reaches 6 then move it to the graduates stage. If there are tutor points remaining, apply them to the new highest die in the garden area until that die reaches 6, and so on, until all of the tutor points are used.

Example: The Rival has three Professors plus a Headmaster, giving it 4 tutor points. The Rival's highest die is a Worker 4. Apply 2 tutor points to that die to make it a 6 then move it to the graduates stage.



The new highest die in the gardens is a Holy 3. Apply the remaining 2 tutor points to that die to raise it to a 5. It did not reach 6 so it stays in the garden area.



Questing Phase

Your actions in this phase are the same as in the multi-player game. The Rival's actions are streamlined to make tending to it as easy as possible.

The Rival Goes Questing

• The Rival completes as many quests as possible and will always try to complete the highest VP quest first. The Rival must supply the number of dice shown on a quest card, but only ONE die must match the card's guild color. Other needed dice may be ANY color.

Example: To complete the "Construct and Animate a Flesh Golem" quest, you would need to provide two Holy graduates,

but the Rival would have to assign only one Holy graduate, any other needed dice can be any guild-color.

• Add a Torch token on each completed quest and give the Rival the quest's VP, but not the secondary reward. Advance the Rival's questing tracker as usual and gain the usual bonus actions when its tracker reaches or passes a shaded space. The Rival does not get the swap tiles bonus action.

• Unlike the human player, the Rival retains any graduated dice that cannot complete a quest. Keep those dice on the Rival's graduates stage so they can be used for questing in the next round.

Restoration Phase

If you just completed the fourth round's Questing Phase, move directly to Endgame Scoring, otherwise, reset the various game components and boards as you would in a multiplayer game.

If the Rival has the lowest score at the end of the round, put the first player token near the Rival's player board and it will begin the next round, otherwise, you retain the first player token and you start the next round of play.

Endgame Scoring

You score your Academy tiles and Upper Council seats just as you would in a multiplayer game. The Rival's endgame scoring is done differently.

- The Rival gains a flat 10VP for each Prestige tile in their Academy.
- The Rival gains 10VP for each Banner they have in an Upper Council seat.

You can adjust the difficulty of the solo game by increasing or decreasing the victory points awarded to the Rival during endgame scoring.

Easy Mode

- 8VP per Prestige tile and Upper Council seat

Standard Mode

- 10VP per Prestige tile and Upper Council seat

Hard Mode

- 12VP per Prestige tile and Upper Council seat

Champion Mode

- 15VP per Prestige tile and Upper Council seat

The winner is the player with the most VP, you or the Rival – but how badly did you lose or how glorious was your victory?

- You Win by more than 20VP

  The Rival moves west, to Kosk, to start a new school far from those who might have heard of your amazing Academy. You wave as the Rival sets sail – and pity the next fool to start a rival Academy near you.

- You Win by 6VP to 20VP

  The Rival's Academy is still open, but you've noticed that their Students and professors are no longer top notch.

- You Tie, or You Win or Lose by 1VP to 5VP

  Your two academies coexist and the competition to be hailed as Valeria's best guild Academy continues.

- You Lose by 6VP to 20VP

  It won't be easy, budgets will have to be cut, belts tightened, but you are determined and resourceful. Just wait until next term!

- You Lose by more than 20VP

  Maybe teaching isn't your forté, afterall. Students can be troublesome and professors are a bit whiney and self-important. But the sea – yah, the sea has always called to you, so maybe...