



THE KING'S GUILD


MirrorBox
games



1-6



60-90



14+

COMPONENTS

- 1 Game board



- 6 Player boards



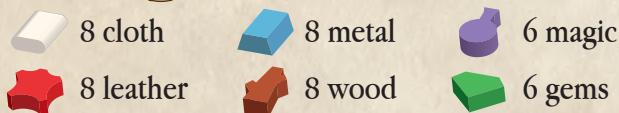
- 6 Guild tiles



- 12 Guild Sigil miniatures



- Resources



- Quest cards

12 Age I
12 Age I & 24 Age II



- Offering to the Council & King's Funeral cards



- 4 player reference cards



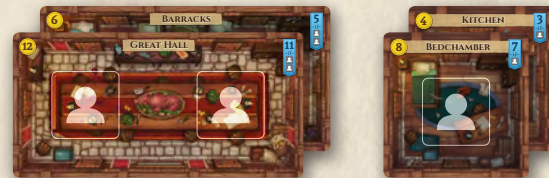
- King's Statue & Shrine room tiles



- Common room tiles – 4 Warehouses, 4 Libraries, 3 Magic Arcanums & 3 Gem Workshops



- Chamber room tiles (double-sided) – 6 Great Hall | Barracks, 6 Bedchamber | Kitchen



- 14 Master room tiles



- Treasure cards – 28 each of Blue, Red & Yellow



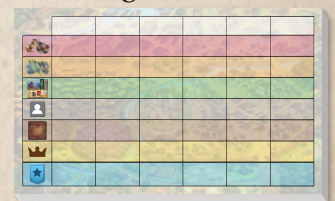
- Specialist cards – 12 each of A, B, & C



- Coins & Tokens –



- Scoring Pad



Welcome to the kingdom!

The King's Guild rules over the city of Greycastle, but the King has fallen ill and the fate of the kingdom hangs in the balance.

When the King dies, the Council of the Wise will convene and coronate a new King's Guild – and with it, a new King or Queen. As one of the guild leaders of Greycastle, this is the opportunity of a lifetime. If you earn the most prestige ★, you'll ascend to the throne and rule the whole kingdom!

Each turn, you perform one action – gather resources 🪵, craft items to sell to heroes, or expand your guild by building rooms and hiring specialists. Build your guild's prestige ★ higher than the other players by earning valuable treasures, heroes, specialists, and rooms.

The game takes place across two ages of heroes, and ends when the Council of the Wise arrives in Greycastle. After each player has had a chance to make an offering, the council evaluates your progress and chooses a new King's Guild. **The player with the most prestige ★ takes the crown and wins the game!**

QUEST CARDS

Quest cards depict heroes visiting Greycastle and the items they need to complete their quests. Use your resources 🪵 to craft items for the heroes and earn coins 🪙. Once equipped, heroes complete their quests, bring back treasure, and join your guild.

1 Item Cost – Resources 🪵 you spend to craft this item.

2 Item Value – Coins 🪙 earned for crafting this item.

3 Reward – The treasure card(s) awarded for completing this quest.

4 Hero Type – Certain specialists and rooms reference these icons. (🔥 🏰 🗡️)

5 Item Type – Certain specialists and rooms reference these icons. (🪵 🛡️ 📜)



TREASURE CARDS

Treasure cards represent the rare loot brought back by heroes returning from quests. They have a variety of effects, and you may play them anytime on your turn.

Keep your treasures secret. Your hand limit is 6 treasures.

1 Color – Each color of treasure has a specialty:

- **Blue** specializes in gaining extra resources 🪵.
- **Red** specializes in Charms, which score prestige ★.
- **Yellow** specializes in gaining extra coins 🪙.

2 Effect – You may play a treasure any time on your turn for its effect. (Then discard it face-up.)

3 Set – Some treasures have a set listed. They can be collected to earn prestige ★.

4 Sell Price – You may sell this treasure to the bank to gain coins 🪙 anytime on your turn.



ROOM TILES

Room tiles represent halls, chambers, and areas you can build onto your guild. They provide a variety of effects, or add to your guild's prestige ★ based upon your accomplishments during the game.

1 Cost – The coin 🪙 cost to build this room.

2 Prestige – The prestige ★ value of this room, or a star if the value varies.

3 Effect – The effect granted by owning this room, or the conditions to score prestige ★ from this room.



SPECIALIST CARDS

Specialist cards depict the townsfolk of Greycastle whom you can hire to help your guild. Each provides a unique ability.

1 Cost – The coin 🪙 cost to hire this specialist.

2 Prestige – The prestige ★ value of this specialist.

3 Timing – The condition for this specialist's ability to activate. (See the back page of this rulebook for reference.)

4 Ability – The ability you get when the specialist triggers.



SETUP

- 1 Place the game board in the center of the table.

- 2 Shuffle the master room tiles. Draw 3 **plus the number of players** and place them face up next to the board. Return the rest to the game box.

Place the King's Statue near the board.



- 3 According to the number of players, stack Warehouses, Gem Workshops, Magic Arcaenums, and Libraries in their marked areas on the board. Return any remaining rooms of these types to the game box.

Players	2	3	4	5	6
6 WAREHOUSE	1	2	3	3	4
4 LIBRARY					
5 GEM WORKSHOP	1	2	2	3	3
5 MAGIC ARCAENUM					

- 4 Individually shuffle the three sets of specialist cards (A, B, & C). Then draw cards facedown from each set according to the number of players. Return the remaining specialist cards to the box.

Players	2	3	4	5	6
A, B, & C	5	7	8	9	10

Stack the specialists A on top of B on top of C, then place the combined deck on the board. Draw the first 5 specialist cards and place them face up in a row.

- 5 Place all the coins in the center of the board.

- 6 According to the number of players, place resources in their marked areas on the board. Return any unused resources to the game box.

Players	2	3	4	5	6
	5	6	7	8	8
	3	4	5	6	6



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- 7 Stack one Bedchamber | Kitchen **per player** and one Great Hall | Barracks **per player** on their marked spots on the board. Return any remaining chambers to the box.
- 8 Individually shuffle the three types of quest cards (Age I , Age I , Age I , and Age II).

According to the number of players, draw cards facedown from each of the three shuffled sets of quest cards. Return the remaining quest cards to the game box.

Players	2	3	4	5	6
Age I (each type)	5	7	8	9	10
Age II	8	12	14	17	19

Shuffle the two sets of Age I quest cards together, then create the quest deck by placing **top to bottom**:

- I Age I quest cards
- I-II King's Funeral card
- II Age II quest cards
-  Offering to the Council card

- 9 Draw and place 5 quest cards face-up in the empty slots. For a 5-6 player game, remove the quest deck from the board and place a 6th quest card in its place.
 - 10 Individually shuffle the blue, red, and yellow treasure cards. Place each deck on its marked area on the board.
 - 11 Shuffle the player boards and deal one to each player. Return any remaining player boards to the game box.
 - 12 The player who most recently had an adventure is the starting player. Going clockwise, take coins as follows:

1st	2nd	3rd	4th	5th	6th
3	4	5	5	6	6
 - 13 Shuffle the guild tiles and deal one to each player. Players take their guild sigil minis and place their guild tiles on their player boards. Return unused guilds and sigils to the box.
- Going **clockwise** from the starting player, each player takes the starting bonus printed on their guild tile.
- Then the starting player takes the first turn and play proceeds clockwise.

THE TURN

Players take turns one at a time going clockwise. On your turn, take **ONE** action of your choice – **Gather**, **Craft**, or **Expand**. You may also play or sell any number of treasure cards.

Choose One Action:

Gather

Take up to 3 resources  of the same type **or** 2 resources  of different types. Place them in your storage area.

If a resource  is out of stock, you may not take it.

You may not gather Gems  until you build the Gem Workshop or Magic  until you build the Magic Arcaenum.

Any time you exceed your storage limit, you must **immediately** choose and discard resources  until you are within your limit.



- (1) The Explorers League gathers three Metal  and then
- (2) discards one Wood  to stay within their storage limit.

Craft

- Choose one quest. Pay the resource  cost to craft one **OR BOTH** items for that quest, then take coins  equal to the value of the item(s) you crafted.
- If you start a **two item quest** and only craft one item, place one of your guild sigil minis on the item you crafted.
- If both of your guild sigils are on quests, you may only start **two item quests** if you craft both items in the same action.

Completing a Quest

As soon as all of a quest's items have been crafted, that quest is complete. (The heroes always succeed on their quests.)

If you crafted all the items for that quest:

- Draw the quest's treasure card(s).
- Take the quest card and place it face-up to the left of your player board.

If you and another player each crafted one item:

- The other player (who crafted first) takes the quest card and places it face-up to the left of their player board.
- You draw and look at the treasure cards, choose one to keep, and pass the remaining card to the other player.

If a guild sigil was on the completed quest, return that sigil to its owner. Finally, draw a quest card and place it in the empty space on the board.



- (1) Greycastle Guard spends    to craft the Cloak, earning 3  and placing a guild sigil mini. (2) Later, Craft Collective spends     to craft the Boots, earning 4  and completing the quest. (3) Craft Collective draws both treasures and chooses to keep the yellow. Greycastle Guard takes the quest card and the blue treasure. (4) Then a new quest card is drawn to fill the empty space.

Expand

Build **ONE** room and/or hire **ONE** specialist, in either order.

Build a Room

Choose a room (chambers are double-sided), pay its coin  cost, and add it to your player board. Rooms must face the same direction and connect vertically or horizontally to your guild. You can't build if you don't have enough space on your board.

You may only build ONE of each room in your guild.

If you cover up a bonus on your player board, take the coins  or resource  from the supply if able.

Two player game only: Neither player may build both the Gem Workshop and the Magic Arcaenum.



Hire a Specialist

Pay the specialist's coin  cost and place it in one of your chambers or one of the four spaces outside your guild. You may not hire a specialist unless you have space to place it.

ONLY IF you paid **full price** for the specialist, add a 1  discount to each specialist on the board to the right of the one you hired. (Those specialists now cost fewer  to hire.) If this reduces a specialist's cost to 0, remove that specialist from the game instead.

Slide the remaining specialist cards to the right into any empty spaces. Then draw new specialist card(s) to refill the row.

(1) The Holy Order pays 6  for a Warehouse and builds it on the bonus space to gain a . (2) Then they pay 3  to hire the Oracle, placing a discount  on the 3 specialists to the Oracle's right (3). The Lumberjack slides over and a new specialist is drawn.



END OF TURN

After taking your action and playing or selling any number of treasures, your turn is over. Play passes to the player on your left.

HAND SIZE

Your hand size is 6 treasure cards. If you have more than 6 at any time, you must **immediately** sell treasures until you have 6. The Library and some specialists increase your hand size.

THE KING'S FUNERAL

When the King's Funeral card is drawn, set it aside. Players hide their coins  and secretly choose an amount to bid on the King's Statue.



All players reveal their bids simultaneously. Then the player with the highest bid spends those  and builds the King's Statue room in their guild. All other players keep the  they bid. (If there's a tie, all players keep their  and nobody builds the statue.)

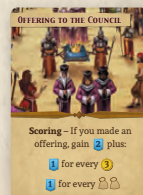
Draw a quest to fill the empty space on the board.



OFFERING TO THE COUNCIL

The end of the game is triggered when the Offering to the Council card is drawn from the quest deck. Each player takes one more turn, including the player who drew the council card.

On each player's final turn, he or she may make an offering to the council **instead of taking an action**. To do so, place a guild sigil on the Offering to the Council card. You will score additional prestige  at the end of the game for your remaining coins  and resources .



If both your sigils are on quests, you may not make an offering.

SCORING

Each player takes any quest cards that still have their guild sigil on them and **adds those cards to their guild**. (Do not gain any treasure for those quests.) Then score prestige  as follows:

	Charms: For each Charm in your hand, gain 2 or 3  as shown. Then, the player (or players) with the most Charms gains an additional 3  .
	Relics: Gain 2/5/9/13/17/22  for having 1/2/3/4/5/6 different Relics in your hand. You may score multiple sets, but no Relic may be scored twice.
	Quests: Gain 1  for each completed quest you have.
	Specialists: Gain the  listed on each of your specialists.
	Rooms: Gain the  listed on each of your rooms. Rooms with a star describe their scoring conditions, and chambers only score if occupied by specialists.
	Offering: If you made an offering, gain 2  plus 1  for every 3  plus 1  for every 2 resources  you have (round down).
	Total: The player with the most  wins! Ties go to the player(s) with the most  .



SOLO RULES

Follow the 2–6 player rules, but with the following exceptions:

Setup

- Play with 1 Warehouse, Magic Arcanum, Gem Workshop, & Library.
- Play with 3 **each** of gems  and magic , and 4 **each** of cloth , leather , metal  and wood .
- Play with 5 specialists of each type (A, B, C). Remove the **Thug**, **Recruiter**, and **Smuggler** before shuffling the specialist cards.
- Remove the 2 **Spoiling Potions** from the **Blue** treasure deck.
- Play with the same number of quests as in a 3 **player game**, but use all 6 quest spots. Place the deck off the board and next to the top right spot. Quests move counter-clockwise from it.

Craft

When you complete a quest, **do not** draw a new one to replace the one you completed. An empty space will be left on the board.

Expand

- You may buy up to two things in **any combination** of rooms and specialists (i.e. two rooms, two specialists, or one of each).
- Do not place discounts on specialists in the solo game.
- After **every** expand action, remove the right-most specialist from the game, then draw a new specialist and refill the row.

End of Turn

- If all 6 quest spots have a card, remove the oldest card that does **NOT** have a guild sigil on it from the game. The oldest card is the one furthest away from the deck in counterclockwise order.
- Slide all quests (starting from the top right spot) one space counterclockwise until you fill the empty space on the board.
- Then draw a new quest card and place it in the empty spot next to the deck. There will be a new quest card revealed **every turn**.

The King’s Funeral

When the King’s Funeral is revealed, **do not** do what it says. Instead:

- Remove the right-most specialist from the game and refill the row.
- Place the King’s Funeral card on the board in a quest spot. It will move like a quest every turn until it is removed from the board.
- While it’s on the board, you may spend an action to build the King’s Statue for 0 coins. Then remove the card from the board.

Scoring

Do not score bonus prestige  for having the most Charms. Try to beat your best score to prove yourself as the most capable guild leader in Greycastle! Use this reference as a measure of your skills:

	0 – 49	50 – 69	70 – 79	80 – 89	90 +
Title	RECRUIT	MEMBER	LEADER	KING	LEGEND

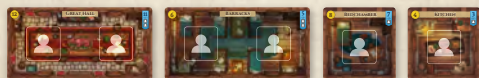
OTHER RULES

Gems and Magic

You may not gather gems  until you build the Gem Workshop. You may not gather magic  until you build the Magic Arcanum.

Some effects may specifically give you gems  or magic , even if you aren't allowed to gather them. However, when an ability or effect allows you to **choose** a resource , you can **ONLY** choose from the resources you're allowed to gather.

Chambers



Chamber rooms allow you to hire more than 4 specialists. They also score you prestige  if occupied with specialists by the end of the game. The Bedchamber and Kitchen require one specialist while the Great Hall and Barracks require two.

Specialists **may not be moved** after hiring them. When you hire a specialist, you may place it in any of your chambers.

Chambers are double sided. When you build one during an Expand action, you may **choose either side** to build.

Coins

Copper coins are worth 1 , silver coins are worth 2 , and gold coins are worth 5 . The coin supply is unlimited. Use a substitute if you run out of coins. Players may hold any number of coins.

Crafting Two Items

If you want to craft both items for a quest in a single action, you must spend all the resources  at the same time. You can't spend some, play a treasure, and then spend more.

Gaining Resources

When treasures allow you to gain resources , you must respect your storage limit, discarding if needed to make space. You can't use the resources you gained until after you place them in storage.

Running Out of Treasure Cards

If one of the treasure decks runs out of cards, remove a Scroll in that deck's discard pile from the game (if able). Then reshuffle the discard pile of that color to form a new deck. **Players may look through the discard piles at any time.**

In the rare event there are no cards in the discard pile to make a new deck, then that color of treasure is no longer available. Players should choose another color to draw instead.

APPENDIX

MASTER ROOMS



Hall of Mages, Rogues, and Warriors – Gain 4 prestige  for each indicated hero icon on your quests.



Hall of Cunning, Strength, and Wisdom – Gain 6 prestige  for each complete set of indicated hero icons on your quests.



Armory, Arsenal – Gain 2 prestige  for each indicated item icon on your quests. (A quest with two icons of the same type can score twice.)



Gallery – Gain 3 prestige  for each **complete set** of weapon and armor icons on your quests. (You can match multiple cards together to make sets.)



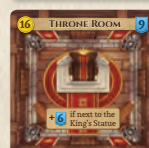
Depot – Gain 4 prestige  for each **different type** of resource  in your guild at the end of the game. You may still offer these resources to the council.



Hall of Builders – Gain 3 prestige  for each room in your guild, **not including** your starting guild tile. (All other rooms count, including Hall of Builders.)



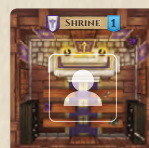
Tavern – Gain 3 prestige  for each specialist in your guild at the end of the game. (It doesn't matter whether or not the specialists are in a chamber.)



Throne Room – Gain 9 prestige  and an additional 6 prestige  if you built the Throne Room adjacent to the King's Statue in your guild.



Vault of Riches – Gain 1 prestige  for every coin  you have at the end of the game. You may not offer the coins in your vault to the council.



Shrine – The Shrine is **not** a master room. It is a starting chamber room for The Holy Order. The Shrine provides 1 prestige  and an extra space to place a specialist.

APPENDIX

SPECIALIST CARDS



Miner, Lumberjack, Tanner, Weaver – After you take a gather action, gain an extra resource of the indicated type, regardless of what you gathered.



Blacksmith, Woodworker, Leatherworker, Tailor – These specialists reduce the cost to craft weapons OR armor by one indicated resource.



Fighter, Ranger, Wizard – After you do a quest of the indicated hero type, you may pay 1 coin to draw a treasure of the indicated color. You get this bonus whether you started or finished the quest, but only **once per quest**.



Adventurer, Minstrel – When you hire these specialists, you draw the indicated treasure(s).



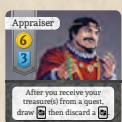
Craftswoman, Dealer – When you hire these specialists, immediately take an extra action of the specified type. The extra action follows the same rules as a regular action of that type.



Courier, Peasant – These specialists provide one or two additional storage spaces for your resources.



Alchemist – When you hire the Alchemist, immediately trade as many of your resources as you want for different ones in the supply, including gems and/or magic.



Appraiser – After you receive treasure(s) from a quest, the Appraiser lets you draw **one** extra treasure of any color. If you do, you must then immediately discard any one treasure from your hand (even the one you just drew).



Aristocrat – When you hire the Aristocrat, place the baggage token in an available chamber space. You must have space for two specialists to hire the Aristocrat, and the baggage can't be placed in your starting specialist spaces.



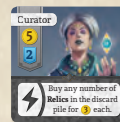
Auctioneer – You may sell Relics, Charms, and Scrolls for 4 coins each. You can't sell any other treasures this way.



Bard – During your turn, you may move your specialists to any available spaces in your guild.



Builder – You may build rooms anywhere on your player board. You get twice as many resources and coins when you cover up bonus spaces on your player board.



Curator – When you hire the Curator, you may search through the treasure discard piles and buy any number of Relics for 3 coins each.



Inventor – The Inventor allows you to hold two additional treasure cards in your hand.



Laborer – Instead of a normal gather action, you may gain 3 resources of any type(s) you can gather.



Merchant – When you hire the Merchant, draw 3 treasures of any color(s), then immediately discard any three treasures (even some or all of the ones you just drew).



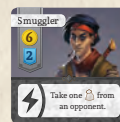
Oracle – During your turn, you may look at the top 2 cards of the quest deck. Make sure to **put them back in the same order** after you look at them.



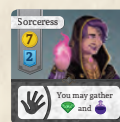
Overseer – When you hire the Overseer, you also take the oldest specialist (furthest to the right on the board) for free. You must have space for two specialists to hire the Overseer.



Recruiter – Doubles the value of discounts when you hire specialists. This can't reduce the hiring cost below 0 coins.



Smuggler – When you hire the Smuggler, you may steal one resource from an opponent. You can steal gems or magic even if you can't normally gather them.



Sorceress – Provides the effects of the Gem Workshop and the Magic Arcanum, allowing you to gather both gems and magic.



Thug – After you take a craft action, you may move the Thug token to a quest. Other players must pay you 2 coins to craft one or both items for that quest. If that quest gets completed, the Thug token is returned to you.



Vizier – You automatically get to make an offering to the council on your final turn without spending an action.



Warlock – After you take a craft action, you may destroy a Scroll treasure from your hand (remove it from the game) to get both effects of the Scroll. The next player gets nothing.



Witch – When you hire the Witch, take a quest card from the board that only has one item on it. You don't get any coins or treasure from that quest, but the quest card will gain you prestige as normal during scoring.

APPENDIX

TREASURE CARDS

Relics

The 6 relics combine to form an ancient suit of armor. Players can collect Relics from all three colors of treasure, with 2 types of Relics in each color. Sets of different Relics score a lot of prestige .



Scrolls

Scrolls appear in all three treasure decks, and there are two ways to use them:

- Play a Scroll to give a big benefit to yourself and a small benefit to the next player; **OR**
- Save your Scrolls and build a Library to score prestige  with them.



Charms

Charms are found only in the **Red** treasure deck. Each one earns you prestige , and the player(s) with the most Charms in their hand at the end of the game get 3 bonus prestige .

Resources

Many **Blue** treasure cards provide free resources. Remember, you can only gain resources that are in the supply, and you need to make room to store them.



Potions



Spoiling Potion – Choose a type of resource . Each player loses a resource of that type, **including you**. This potion can be very useful if you need a resource that's out of stock.

Lucky Potion – Doubles the treasure cards drawn and kept from a **quest card only**. If the quest is shared, both players' treasure cards are doubled. (Limit one Lucky Potion per quest.)



Fortune Potion – Doubles the coins  you gain when you craft an item this turn. Best when used on high value items. (Limit one Fortune Potion per item you craft.)



Contract



The contract (from the **Blue** treasure deck) lets you hire a specialist without spending an action. Do everything you would normally do while hiring a specialist, like paying the cost, adding discounts, and refilling the row of specialists.

Coins

The Bag of Gold and Coin Purse treasures (from the **Yellow** treasure deck) can be sold for more coins  than other treasures. Use that extra money to build rooms or hire specialists!



Treasure Maps

Treasure Maps can be discarded along with another treasure to draw two treasures of any color(s). Choose the color(s) you want before drawing any of the new treasures.



SPECIALIST TIMING



When you take a gather action



When you take a craft action



When you take an expand action



When you hire this specialist



At any time during your turn



When you gain treasure from a quest of the indicated hero type

GAME SYMBOLS



Resources ()

Gain from gather action and treasures. Spend on crafting. You can't choose to gain or without a special effect.



Treasure Cards

Gain from quests. Spend for various effects or keep for prestige .



Coins

Gain from crafting items. Spend on rooms and specialists.



Prestige

Gain from quests, rooms, specialists, and treasures. Earn the most to become the new King's Guild and win the game.



Hero Icon (Mage, Warrior, Rogue)

Item Icon (Weapon, Armor)

TURN SUMMARY

- Take exactly **ONE** action.
- Play and/or sell any number of treasure cards.



Gather

- Take 2 resources of any types or 3 resources of the same type. Resources are limited in supply.
- Store the resources in your guild, making room by discarding others back to the supply if needed.
- You need the Gem Workshop to gather gems and the Magic Arcanum to gather magic .



Craft

- Spend resources to craft one or both items for a single quest. Gain coins immediately for the item(s) you crafted.
- Once the quest is complete, gain treasure card(s).
- If you split the quest with someone, the first player keeps the quest card while the second player gets first pick of the treasure cards.



Expand

- Build one room and/or hire one specialist.
- Rooms must connect to your guild face-up. They provide resources or coins when built on a bonus. You can't build the same room twice.
- Specialists must be placed in a chamber or above your guild and can't be moved. Hiring a specialist at full price discounts all the specialists to its right.

CREDITS

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QUESTIONS?

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Thanks for playing!

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