

GUILD PLOTS

In Guild Ball, the Guilds constantly wage a subtle political war in the shadows of commerce and trade. Vying for power and wealth, they seek to use any means to gain an advantage. Guild Plots represent their Machiavellian plans driving and influencing games of Guild Ball.

Each Player has a number of Guild Plots that they may try to achieve for an in-game benefit.

At the beginning of the game, decide which Season of Guild Plots you are going to use for the game. Each Player randomly draws five Guild Plots from the shared deck of Guild Plots. After review, each Player must discard two, leaving them with three Guild Plots.

Guild Plots are usually kept secret until they are revealed by the Controlling Player.

Each Guild Plot describes a Requirement and a Reward. When the Requirement is satisfied or met, the Player may immediately claim the Reward.

Guild Plots must be immediately revealed after satisfying the Requirement in order to claim the Reward.

Rewards may not be retrospectively claimed later in the game. If a Requirement is met but the Reward is not claimed, the Requirement must be re-met again to claim the Reward. If this is not possible (e.g. concede the first goal) to be re-met, then the Plot is effectively lost.

