John **D** Clair

Edge of Darkness

Voiceless Guild: Solo Rules

Edge of Darkness

A game by John D Clair, for 1-4 players, ages 14+

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Introduction

I can't imagine a more fruitless endeavor than what goes on in that place. Even the people walking past in the street lower their voices, lest they disturb the silence embraced by the "Unspoken," those who follow the "Voiceless God." Day in and day out without a word, hoping such a deity would speak to the Bishop, and that message (by hand, not voice, mind you) might ll the whole exercise with meaning. But all that aside, assuming that the Bishop actually receives some word for his e orts … I might wonder just who is doing the speaking?

   - Phyllis Dunlop, Librarian

Overview

   e Voiceless Guild game (single player game of *Edge of Darkness*) mimics a two-player game, with you, the master of one of the four proud Guilds of Aegis, taking on the mysterious Voiceless Guild. Long thought buried in the rubble of centuries past, the sigil of the Voiceless Guild has again been appearing, painted on walls and alleyways or seen upon the cloaks of strangers in the street. Where the power of the Voiceless Guild comes from is unknown, but it is rumored that is has taken over control of one of the other major Guilds.

Components

Your game of Edge of Darkness should include the following for the purpose of the Single Player Rules. If it does not, contact customerservice@alderac.com for assistance.
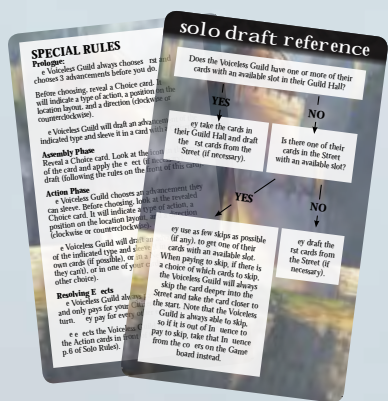
Solo Rules Draft Reference

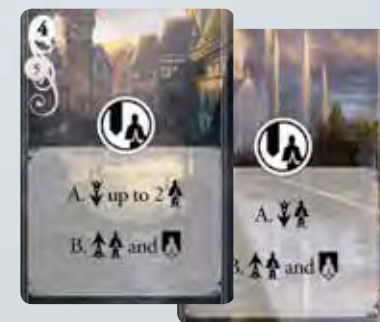7 Action cards (double sided)

22 Choice cards (12 A and 10 B)

Setup

To set up the game, do everything you would normally do for a two-player game (see Rulebook p.7), including setting up a Player board for yourself (your choice of Guild) and any other Player board to be the Voiceless Guild (referred as "they" in this Rulebook).

Also select 10 Location boards to use; as always, you can select these randomly, use a recommended setup, or curate a setup yourself (see Player Handbook p.14 to 17). Note however, there are several Location boards that do not work with games using a Voiceless Guild opponent, so you will have to swap those out for other locations. Please reference the table on p.7 for their recommended replacements.

From the Voiceless Guild cards, take out the 1 Rules and 7 Action cards and lay them on the table near the Player board of the Voiceless Guild. You should put the 7 Action cards in order from 1 to 7. ese cards are double-sided with a "hard" and "easy" side.

e hard side is indicated with a Di culty Rating greater than 1. All the easy sides have a Di culty Rating of 1.

e remaining cards are called "Choice" cards. Shu e the ones with a "B" on their back together then count out 5 of them and place them in a facedown stack on the table. en shu e the "A" cards together, count out 6 of them and place them on top on the B cards to form a stack of 11 cards (6 "A" on top and 5 "B" below). Place this next to the Voiceless Guild Player board. e rest of these cards will not be needed.

How to Play

A Single-player game of *Edge of Darkness* plays the same as a two-player one (see Rulebook p.10) with several changes which are listed below in the Prologue and corresponding turns and Phases of the game.

Prologue

The Voiceless Guild goes first, and unlike the normal two-player game, they choose all 3 of their advancements before you choose any.

Turn over the top Choice card of the 11-card deck. It will indicate a type of action, a position on the location layout, and a direction (clockwise or counterclockwise).

The Voiceless Guild will choose an advancement of the indicated type. If there are multiple advancements in the setup that have that type, the Voiceless Guild chooses the one that is first encountered when starting at the indicated location and going in the indicated direction (clockwise or counterclockwise) around the board.
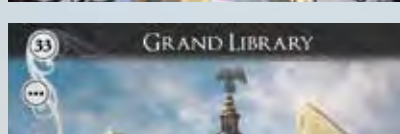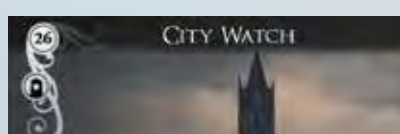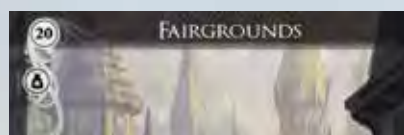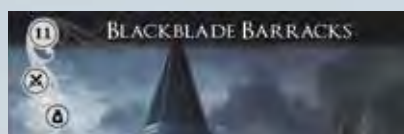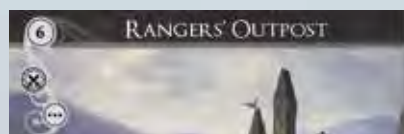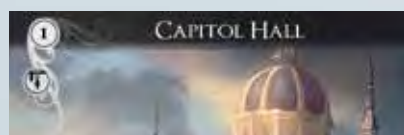
The drafted advancement is sleeved in an empty Citizen card of the Voiceless Guild. Then, similar to a normal Prologue round, the Voiceless Guild resolves the effects of the advancement it just sleeved if possible.

Important: the effects the Voiceless Guild resolves are not the effects listed on the contacts but rather generic effects from the Action cards next to their Player board (see "Resolving Effects of the Voiceless Guild" p.5).

Repeat this three times until the Voiceless Guild has chosen 3 advancements (this means that you will have revealed three Choice cards during the prologue).

As with the regular prologue, the same advancement may not be chosen twice, so if the second or third Choice card of the Voiceless Guild would cause it to choose the same advancement as one that was already chosen, then it instead chooses the next available advancement in clockwise direction around the board from what was indicated on the Choice card.

After that, you will choose your 3 advancements, sleeve them and resolve their effects as you normally would in the prologue.

After that, complete the prologue as you normally would in a two-player game. The Voiceless Guild always keeps its starting Patrician and shuffles its three Citizens into the deck.

Rounds

You now proceed with the game. While your turns are played as normal, the Voiceless Guild uses the following rules for completing its Assembly and Action phases.

ASSEMBLY PHASE — VOICELESS GUILD

Reveal a new Choice card. For now, just look at the icon in the center of the card. It will either show nothing, or "Draw +1 card" which means the Voiceless Guild will draft 1 extra card this Assembly Phase.

Next, the Voiceless Guild drafts and follows these rules (which are also shown on the "Solo Draft" Reference card):

Do they have one or more of their cards in their Guild Hall with an available slot?

- If yes: they take the card(s) from their Guild Hall and draft the first available cards in the Street until they have a hand of 3 (or 4 if they were instructed to Draw +1 card).

- If no: **Is there one of their cards in the Street they could draft that has an available slot?**

  - If no: they draft the first available cards in the Street until they have a hand of 3 (or 4 if they were instructed to Draw +1 card).

  - If yes: they use as few skips as possible (if any), to get one of their cards with an available slot. When paying to skip, if there is a choice of which cards to skip, the Voiceless Guild will always skip the card deeper into the Street and take the card closer to the top. Note that the Voiceless Guild is always able to skip, so if it is out of Influence to pay to skip, take that Influence from the coffers on the Game board instead.

EXAMPLE: DRAW SKIP DRAW DRAW

The Voiceless Guild (Carnival of Shadows, so red) has no card in their Guild Hall, so they are drafting 3 cards. The 4th card in the Street is owned by the Voiceless Guild, meaning they will skip 1 card so that they draft their card. When skipping, they will skip the furthest card(s), so in this example they will skip the 3rd card and draw the 1st, 2nd, and 4th card.

ACTION PHASE – VOICELESS GUILD

First, the Voiceless Guild will choose an advancement if they have room to sleeve it. They will always try first to sleeve in an empty slot on their own card, otherwise they will sleeve in an empty slot on a Neutral card in their hand, and they will only sleeve on your cards if they have no other choice.

How the Voiceless Guild chooses which advancement to sleeve works the same as in the prologue.

Look at the current Choice card. It will indicate a type of action, a position on the location layout, and a direction (clockwise or counterclockwise). The Voiceless Guild will draft an advancement of the indicated type. If there are multiple advancements in the setup that have that type, the Voiceless Guild chooses the one that is first encountered when starting at the indicated location and going in the indicated direction (clockwise or counterclockwise) around the board.

Important:

- if for any reason there are no advancements of the indicated type for the Voiceless Guild to sleeve (e.g. the piles are empty), it will instead simply take the first available advancement of any type based on the starting location.

- If a Choice card ever has multiple options for the Voiceless Guild to choose from, and these rules don't account for dealing with those options, then you may make the decision for the Voiceless Guild.

  Example: if the Voiceless Guild had multiple of its own cards in its hand with available slots, you would choose which card to sleeve the new advancement on.

If there are no empty slots to sleeve an advancement in, the Voiceless Guild will sleeve a top slot advancement if available, regardless of the action type of the Choice card. If multiple top slot advancements are available, it simply picks the first one based on the starting location and direction indicated on the Choice card. The voiceless Guild will only sleeve a top slot advancement if there are no empty slots to fill in its hand.

After the advancement is sleeved, the Voiceless Guild then resolves the effects on the cards in their hand.

RESOLVING EFFECTS OF THE VOICELESS GUILD

The Voiceless Guild will always pay you for your Patricians, and will only pay you for your Citizens if it is hunting threats this turn. They will, however, pay you for all other effects, whether they are useful to them or not. If the Voiceless Guild does not have enough Coins to pay you, it pays you from the Game board coffers instead and still resolves the effects.

Important: the effects that the Voiceless Guild resolve however, are not the effect actually listed on the card in their hand, but rather a generic effect for that "location type" which is indicated on the Action cards next to their Player board and matches those listed on the Rulebook p.19.

Allegiance ⬇️   Coin 💰
Hunting ✴️   Defense 🛡️
Train 🐎   Miscellaneous ⋯
Battle Strength ⚔️

EXAMPLE
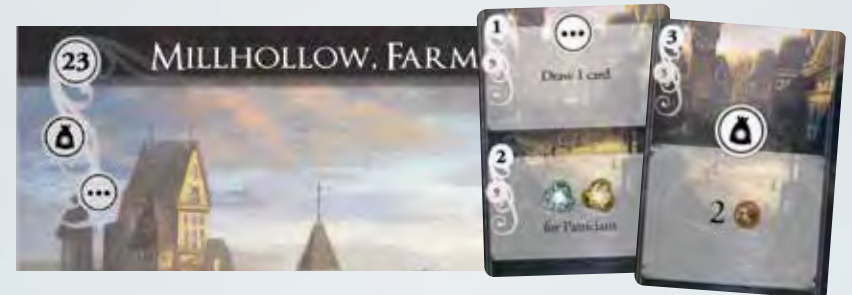
Note, that some contacts are associated with multiple action-types. For example, the Millhollow Landowner is associated with a ⋯ and a 💰 icon. In this case, the Voiceless Guild resolves all the effects on the corresponding Action card individually. For example, if the Voiceless Guild has a Millhollow Landowner in their hand, they would get to draw 1 card for it, then later also get 2 🪙 for it. If this were your Millhollow Landowner, the Voiceless Guild would pay you twice for the single Millhollow Landowner effect.

The Voiceless Guild resolves all effects indicated on cards in their hand in the exact order listed below (paying you for the effects on your cards as necessary).

EASY SIDE ACTION CARDS EFFECTS

1. **Miscellaneous**: The Voiceless Guild gains 1 Influence.

2. The Voiceless Guild now gains Influence and Goodwill for all Patricians in their hand, paying you Coin as needed.

3. **Coin:** The Voiceless Guild gains 1 Coin.

4. **Train:**

   A. If there is no Agent on the #4 Action card, dispatch an Agent there (literally place an Agent on the Voiceless Guild #4 Action card as if it were a location).

   If there is no Agent on the #4 Action card, and there is no available Agent to dispatch, the Voiceless Guild simply trains a new Agent instead.

   B. If there is an Agent there, instead return the Agent to their Trained Agents pool and train a new Agent.

   If there are no Agents left to train, nothing happens.

5. **Allegiance:**
   A. If there is no Agent on the #5 Action card, dispatch an Agent there.

   If there is no available Agent to dispatch, take an Agent from either the #6 or #7 Action card, whichever has more Agents (if tied, take from #6).

   B. If there is an Agent there, instead return the Agent, and place an Allegiance slip on the Neutral card in hand with the most advancements on it (in case of a tie, the Voiceless Guild prefers Patricians over Citizens. If there is still a tie, you choose for the Voiceless Guild).

   If there are no Neutral cards in the Voiceless Guild's hand, they claim Allegiance of a Neutral card in the Street using the same criteria.

6. **Defense:** Dispatch an Agent to this card.
   Note, this works similar to the Watchtower location (see Player Handbook p.33). If a threat attacks the Voiceless Guild, return as many Agents as needed from this Action card to successfully defend the attack. If they cannot defend successfully, It will return no agents instead. For each Agent returned, the threat gets -3 damage.

   If there is no available Agent to dispatch, nothing happens.

7. **Battle Strength:** Dispatch an Agent to this card.

   When the Voiceless Guild is hunting threats, return all Agents on the #7 Action card and the Voiceless Guild has a bonus to Battle Strength as indicated on the card based on the number of Agents you returned; +1 Battle Strength for 1 Agent, +2 Battle Strength for 2 Agents, +3 Battle Strength for 3 Agents, and +5 Battle Strength for 4 Agents. If there is no available Agent to dispatch, the Voiceless Guild gains 2 Battle Strength this turn instead when hunting threats.

8. **Hunt:** The Voiceless Guild will hunt threats this turn. It gains 1 Battle Strength for each Citizen in their hand (paying you for yours even if it doesn't have a use for all that Battle Strength), and gains an amount of Battle Strength equal to the Battle Strength bonus from the #6 Action card.

   They hunt the threat they can defeat that has the most cubes of their color cube first, otherwise they hunt the largest threat they can kill.

   If there are multiple threats they could choose from, just go left to right to break the tie. After defeating a threat, they will defeat another if possible using the same logic.

HARD SIDE ACTION CARDS EFFECTS:

1. **Miscellaneous:** The Voiceless Guild draws 1 card.

2. The Voiceless Guild now gains Influence and Goodwill for all Patricians in their hand, paying you Coin as needed.

3. **Money:** The Voiceless Guild gains 2 Coin.

4. **Train:**

   A. If there is no Agent on the #4 Action card, dispatch 2 Agents there. If only 1 Agent is available, dispatch 1 instead.

   B. If there is one or more Agent there, instead return 1 Agent to their Trained Agents pool and train a new Agent.

   If there are no Agents left to train, nothing happens.

5. **Allegiance:**

   A. If there is no Agent on the #5 Action card, dispatch 2 Agents there. If only 1 Agent is available, dispatch 1 instead.

   If there is no available Agent to dispatch, take an Agent from either the #6 or #7 Action card, whichever has more Agents (if tied, take from #7).

   B. If there is one or more Agent there, instead return 1 Agent, and place an Allegiance slip on the Neutral card in hand with the most advancements on it (in case of a tie, the Voiceless Guild prefers Patricians over Citizens).

   If there are no Neutral cards in the Voiceless Guild's hand, it claims Allegiance of a Neutral card in the Street using the same criteria.

6. **Defense:** Dispatch 2 Agents to this card. If only 1 Agent is available, dispatch 1 instead.

   Note, this works similar to the Watchtower location (see Player Handbook p.33). If a threat attacks the Voiceless Guild, return as many Agents as needed from this Action card to successfully defend the attack. If they cannot defend successfully, It will return no agents instead. For each Agent returned, the threat gets -3 damage.

   If there is no available Agent to dispatch, nothing happens.

7. **Battle Strength:** Dispatch an Agent to this card.

   When the Voiceless Guild is hunting threats, return all Agents on the #7 Action card and the Voiceless Guild has a bonus to Battle Strength as indicated on the card based on the number of Agents you returned; +1 Battle Strength for 1 Agent, +3 Battle Strength for 2 Agents, +5 Battle Strength for 3 Agents, and +7 Battle Strength for 4 Agents.

   If there is no available Agent to dispatch, the Voiceless Guild gains 2 Battle Strength this turn instead when hunting threats.

8. **Hunt:** The Voiceless Guild will hunt threats this turn. It gains 1 Battle Strength for each Citizen in their hand (paying you for yours even if it doesn't have a use for all that Battle Strength), and gains an amount of Battle Strength equal to the Battle Strength bonus from the #6 Action card.

   They hunt the threat they can defeat that has the most cubes of their color cube first, otherwise they hunt the largest threat they can kill.

   If there are multiple threats they could choose from, just go left to right to break the tie. After defeating a threat, they will defeat another if possible using the same logic.

Game End

Scoring at the end of the game is the same in the Voiceless Guild games as in a normal two-player game (see Rulebook p.17)

Addendum

This section includes a way to calculate a Success Score for your game, a guide to the locations available for the Voiceless Guild games as well as a way to integrate the Voiceless Guild in multiplayer games.

Success Score

If you want to go beyond just winning and losing you can use the following calculation to determine a success score.

- Take the difference in the final VP score between you and the Voiceless Guild. If you won this should be positive. If you lost, it should be negative.
- Add 7 if you won.
- Add the Difficulty Rating of the all Voiceless Guild actions (either easy or hard side).
- Add the Difficulty Rating of the Locations you used (see "Locations in Voiceless Guild Games" on this page).

The Voiceless Guild in Multiplayer Games

If you want to, you may also use the Voiceless Guild when playing with other players to increase the player count (as long as there are a maximum of 4 players in the game including the Voiceless Guild). There are even enough Choice cards that you could play with 2 Voiceless Guild opponents if you wish. When using the Voiceless Guild in a game with at least 3 players, each Voiceless Guild gets its own deck of Choice cards containing 5 A cards (instead of 6) and 5 B cards.

If you are using multiple Voiceless Guilds, during the Prologue, the Voiceless Guilds take turns revealing 1 Choice card at a time and selecting the indicated advancement until each has taken 2 advancements. When they are done, then the players take turns selecting their advancements.

Edge of Darkness Locations in Voiceless Guild Games

To the right is a table referencing all the locations available in *Edge of Darkness* and whether or not they can be used in Voiceless Guild games, as well as their Difficulty Rating were you to want to calculate your Success Score.

#	Location Name	Voiceless Guild Difficulty	Diff. Rating
1	Capitol Hall	High	3
2	Grand Senate	Moderate	2
3	High Council	Moderate	2
4	Bureau of Investigation	Moderate	2
5	Hunter's Guildhall	Moderate	2
6	Ranger's Outpost	High	3
7	War Council	Moderate	2
8	College for Greatness	High	3
9	Fairhollow Academy	Moderate	2
10	Guildmark University	Moderate	2
11	Blackblade Barracks	High	3
12	Blessed Stronghold	Easy	1
13	Deephollow, Border Town	Moderate	2
14	Nightbreaker Encampment	Moderate	2
15	Peaceforce Headquarters	High	3
16	Riverhollow, Fishing Town	High	3
17	Almshouse	Easy	1
18	City Treasury	Easy	1
19	Explorer's Society	Moderate	2
20	Fairgrounds	Cannot use in Voiceless Guild games. Use Almshouse (17) or Riverside Playhouse (24) instead.	N/A
21	Forge	High	3
22	Harbor	Easy	1
23	Millhollow, Farm Town	Moderate	2
24	Riverside Playhouse	High	3
25	Slumtown Tavern	Moderate	2
26	City Watch	High	3
27	Livingbark Camp	High	3
28	Treetop Hideout	High	3
29	Watchtowers	Easy	1
30	City Park	Moderate	2
31	City Streets	Moderate	2
32	Courthouse	Easy	1
33	Grand Library	Easy	1
34	Labor Exchange	Easy	1
35	Monument Park	Moderate	2
36	Sewers	Cannot use in Voiceless Guild games. Use Harbor (22) or Riverside Playhouse (24) instead.	N/A
37	Silent Temple	Cannot use in Voiceless Guild games. Use Millhollow, Farm Town (23) or City Watch (26) instead.	N/A

Credits

DESIGNER NOTE: *Edge of Darkness* was a long design process and many folks played multiple iterations of the game. I want to send an enormous thanks to these awesome folks for their time, feedback, and invaluable contribution. ese are folks who playtested several times and/or had signi cant suggestions or contributions to *Edge of Darkness* and other game design e orts that in uenced Edge.

Special anks: Eva Balogh, Katalin Balogh, Steve Behnke, Leon Blight, John Borders, Norv Brooks, Chris Buckley, Chris Buskirk, Csilla Clair, Eric Elder, Ehren Evans, Sean Growley, Mara Kenyon, Ben Lesel, Eric Martinez, Sam Nazarian, Josh Wood, Zak Stoltz.

anks: Peter An, Matthew Bivens, Andre Chautard, Shannon Lee Clair, Pam Clayton, Alex Daar, Michael Darling, Ryan Dodge, Mike Fisher, Nye Green, Brian Henk, Chris Johnson, Tyler Kearn, Michael Kutan, Scott McBalla, William Pasquin, Jon Perry, Bryan Reese, Josh Ritz, Chelsea Schwartz, Patrick Stevens, Jason Wegener, Pace Porter-Zasada.

AEG would like to thank the many players who played the game at conventions around the world and the backers of the Kickstarter without whom it would not have been the product you hold into your hands. ank you very much from the bottom of our heart.

Designer: John D Clair

Director of Projects: Nicolas Bongiu

Production: David Lepore

Development Lead: Nicolas Bongiu

Art Direction: Alayna Danner

Graphic Design: Alayna Danner and Brigette Indelicato.

Story: Rachel Luebke and Brett Satkowiak.

Rules: John D Clair

Editing: Nicolas Bongiu

Proofreading: Ryan Dancey, Kaz Nyborg-Andersen, Mark Wootton and Erik Yaple.

Artwork:

Sergio Camarena, Cristian Chihaia, Sebastian Cia aglione, Martin de Diego Sadaba, Nyra Drakae, Guilaume Ducos, Andres Garcia, Gong Studios, Ray Greaves, Alexander Gustafson, Dani Hartel, Hector Herrera Garcia, Alayna Lemmer-Danner, Damien Mammoliti, Carlos NCT, Oscar Römer, Alberto Tavira Espinar, and Isuardi erianto.

Playtest:

Maryne Blanchetière, Nicolas Bongiu, Stéphane Bogard, Vincent Carassus, Ryan Dancey, Didier Fontana, Mark Harbison, Kyle Huibers, Neil Kimball, Jean Le Bail, Mike McDonald, Kaz Nyborg-Andersen, Taylor Shuss, Rob Watkins, Mark Wootton, and John Zinser.