

# For Goods and Honor

A day in the life of an Elder in Goodferd Valley  
Worker Placement, Forced Sharing, Bidding, Negotiation, and Debauchery

Matt Worden, January 2013  
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3-6 players, 30-60 minutes

## Introduction

Goodferd Valley is peopled with kind, productive folk that value a good day's work and a helping hand from a friend. The Valley Elders look for the best way to put people to work in order to produce the most goods while gaining the most honor from their peers. They also strive to keep their people safe from the evil Nastigans who live over the ridge.

The Nastigans appear from time to time and attempt to lure away the Goodferdian workers through tall tales of their grand lives filled with loafing and debauchery. All Goodferdians are taught from a young age to ignore the Nastigans and get on with their work. Even so, it has become a staple for the Sentryfolk to stand guard and be the first to intervene when the nefarious neighbors show up.

As a Valley Elder, it is up to you to keep your folks organized and busy, assign folks to jobs, negotiate with the other Elders, keep the Nastigans away, produce a lot of goods, and earn the most honor ... and in the evening, toast to it all at the Valley Tavern: "For Goods and Honor!"

## Objective

At the end of the game, have the best collection of Goods tokens and Honor chips. You score a lot for each complete set of tokens and chips and a little bit for those that don't fit into sets ... so aim for balance in your production and negotiations.

## Components

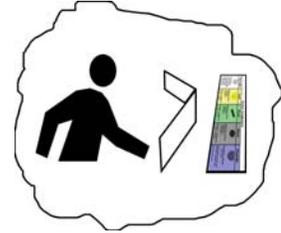
The game comes with:

- Goods ... 30 tokens each of Food (yellow discs), Wood (green sticks) and Rock (black cubes)
- Honor ... 25 chips each in 6 different colors
- Folks ... 24 round tokens each of Plainsfolk (yellow), Woodsfolk (green), Ridgefolk (black), Sentryfolk (blue) and Nastigans (red)
- Dice ... 1 Red D6, 1 each Blue D8, D6 and D4
- Player Mats & Screens ... 6 Worker Assignment mats, 6 Screens
- Draw Bag ... for holding folks
- Elder Pawns... 6 of them, for the advanced game option

## Setup

Setup the game as follows:

1. Give each player 1 Worker Assignment mat, 1 Screen and the matching Honor chips. Unused mats, screens and chips are left in the box.
  - a. Place your worker Assignment mat in front of you, rotated so that its bottom edge is facing you.
  - b. The Screen should be set on-edge between you and the Worker Assignment mat. Store your chips and tokens behind the screen during the game.
  - c. In a 3-player game, each player gets 10 Honor chips in his own color ... 4p = 15 chips ... 5p = 20 chips ... 6p = 25 chips. Put your chips behind your screen.
2. Put Goods tokens in the middle of the table ... 5 tokens of each type of Good for each player in the game. (*example: in a 4-player game, there should be 20 Food, 20 Wood and 20 Rock in the game.*) Unused tokens are left in the box.
3. Put the Dice in the middle of the table.
4. Give each player 1 of each type of Folk except Nastigans: 1 Plainsfolk, 1 Woodsfolk, 1 Ridgefolk, and 1 Sentryfolk.
5. Put all Folks & Nastigan tokens into the Draw Bag and mix thoroughly.
6. Pass the Draw Bag from player to player ... each player draws 2 Folks from the bag. If a Nastigan is drawn, set it aside and continue drawing until each player has 2 non-Nastigan Folks to start the game. After all players have their starting Folks, return any Nastigans to the bag and mix again.
7. Players assign all of their Folks on their Worker Assignment mats.
8. Choose the player to take the first turn.



## Playing the Game

The game is played in turns going around the table to the left until the last Goods token is taken from the middle of the table. Once the final Goods token has been claimed, the game ends immediately and scoring takes place.

## A Player's Turn

On your turn, do the following things, in order:

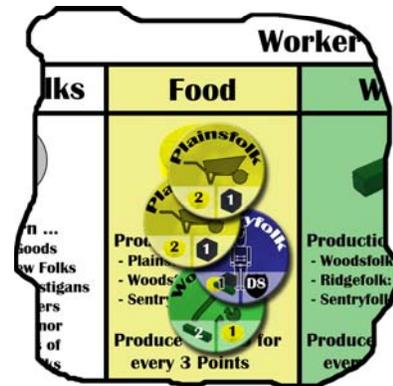
1. Produce Goods
2. Draw 2 New Folks ... Keep 1 and Give 1 Away
3. Deal with Nastigans
4. Assign Workers

## ***Produce Goods***

Based on the Folks in the Food, Wood and Rock sections of your Worker Assignment mat, determine the number of each type of Good produced. For each type, total the production points given by the Folks assigned to that section ... for every 3 production points, you produce 1 of that type of Good.

Take the Goods tokens from the center of the table and place them behind your screen.

*Example, shown to the right: The player has 2 Plainsfolks, 1 Woodfolk, and 1 Sentryfolk producing food. This results in 6 production points (2 for each Plainsfolk, 1 each for the Woodfolk and Sentryfolk), which produces 2 Food tokens.*



## ***Draw 2 New Folks***

Draw 2 Folks out of the Draw Bag and place them out onto the table for all to see. If any Nastigans are drawn, keep them out on the table and continue drawing more Folks out of the Draw Bag until you have 2 non-Nastigan Folks on the table.

You must keep 1 Folk for yourself, and give 1 Folk to another player. Place the kept Folk on the “New Folks” area of your Worker Assignment mat, and show the other Folk to the other players. You may negotiate with the other players and make suggestions as to the offers you would like to see for this Folk.

All other players must bid on the Folk you are offering. A player bids by placing items from behind his screen into a closed hand and holding that hand toward the center of the play area:

- The player must have at least 1 item and no more than 5 items in his hand
- The items may be any combination of honor chips and/or goods tokens

Once all of the other players' hands are in the center, they all reveal their bids at the same time. You choose which player to give the Folk to and receive that player's bid in exchange. All other players return their bids behind their screens.

The Folk given to the other player is placed on the “New Folks” section of that other player's Worker Assignment mat.

Any Honor chips or Goods tokens received from the other player go behind your screen.

### ***Deal with Nastigans***

If you did not draw any Nastigans from the bag, this section may be skipped.

If you drew more than 3 Nastigans, keep 3 of the Nastigans on the table and return the rest to the bag.

For each Nastigan on the table, identify 1 of the Folks on your Worker Assignment mat to deal with that current Nastigan. Roll the red D6 for the Nastigan, and one of the blue dice for your Folk:

- If you chose a Sentryfolk in the “Guards” section, roll the blue D8
- If you chose any other Folk in the “Guards” section, roll the blue D6
- If you chose a Folk in any other section (even a Sentryfolk), roll the blue D4

Roll both dice together and check the result ... ties are re-rolled:

- If the red die has the higher number, both the Nastigan and the Folk that was sent to deal with him are placed back into the Draw Bag
- If the blue die has the higher number, just the Nastigan is placed back into the Draw Bag

Repeat this until all Nastigans have been returned to the Draw Bag.

### ***Assign Workers***

Add your new Folks into any of the work production areas or the “Guards” area of your Worker Assignment mat. You may also rearrange your existing Folks at this time.

Once you have finalized what is on your mat, it becomes the next player’s turn.

## **End of Game & Scoring**

When the last Goods token is removed from the middle of the table during a player’s “Produce Goods” step, the game ends immediately.

If you have any of your own Honor chips behind your screen, place them back into the box so they do not get mixed into the scoring.

**Form sets of tokens** that contain 1 of each type of Good: 1 Food, 1 Wood, and 1 Rock. Any leftover tokens that cannot be part of a complete set should be gathered together. **Score 10 points for each complete set and 1 point for each leftover token.**

**Form sets of Honor chips** that contain 1 of each of the other players’ colors. Any leftover chips that cannot be part of a complete set should be gathered together. *(For example, in a 4-player game with blue, red, green and yellow, the blue player would make sets of 1 red, 1 green, and 1 yellow.)* **Score 10 points for each complete set and 1 point for each leftover chip.**

Player with the highest total score wins.

## **Advanced Game Option: Elder Pawns**

Once players are familiar with the base game, the Elder Pawns should be put into play.

### **During Setup:**

- Give each player 1 Elder Pawn
- Place your Elder Pawn at the top of one of the 3 production areas – Food, Wood, or Rock.

### **During Your Turn:**

- Each Folk in the Elder Pawn's production gives 1 extra production point for that type of Good.
- When dealing with Nastigans, if there are no Folks in the Guards area, the Folk used to challenge a Nastigan must come from the Elder Pawn's production area.
- The Elder Pawn may be moved to a different production area while assigning workers.