

# A LITTLE STRATEGY ANALYSIS

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## FOREWORD

At second view the adventure game Valdora offers suprising depth. Helpful are the experiences made in the first game but especially the knowledge of the card distribution.

The biggest light bulb moment for me was the ability to play successful **with no further equipment or just one more**.

In the following i have collected and commented different strategic directions.

All the insights should be seen on the base that a player buys commissions when having enough silver for turning the pages. And if neccessary continuing with searching after visiting inbetween a silver mine - searching until you have what you're looking for. Because that's the way to minimize effectual the luck factor of the books.

## THE DIFFERENT STRATEGIES

### 1) Silver

—> *Equipment: no further neccessary*

Try right from the start to buy three silver commissions. Fulfill all three at the same time. Search two or three more to get the workshop. Fulfill the rest of the game as many silver commissions as possible.

Maybe wait with the fulfillment of one or two of the silver commissions until all the silver craftsmen are gone, to be able then to get craftsmen of different colours.

—> *Completion: Gold or different craftsmen colours*

### 2) Gold

—> *Equipment: cart or horse*

Try right from the start to find and buy a cart or a horse. In the following try to fulfill always two gold commissions at the same time. In the later game the harbour space with two ships gets important. If no one is interested in gold it can be a good option even in the later game to go for gold.

If opponents go for big commissions the chance in the later game to get for gold commissions craftsmen in a different colour is good.

—> *Completion: Silver, big comission (only: red-blue-gold) or red*

### 3) Craftsmen A

—> *Equipment: all*

Buy for every different commission colour directly before only the one needed equipment and fulfill then the commission.

Load always a gold when loading gemstones, then en route buy only the next needed equipment and afterwards fulfill the accordant commission, a. s. o.

—> *Completion: Gold or big commissions*

### 4) Craftsmen B

—> *Equipment: Cart (and/or horse)*

Try right from the start to find and buy a cart or a horse. In the following get as many different craftsmen colours as possible. Fulfill red and green one after another, the same with blue and violet. With cart and horse you save some loading turns. But more interesting than that can be fulfilling two commission of red, blue, green or violet at the same time. So, that not everyone can get a craftsman of that colour and as a little reward you get 5 points for the workshop. Don't forget: for collecting different craftsmen colours are 50 to 70 points possible.

This strategy is strongest with three players.

—> *Completion: Gold or big commissions (only: red-blue-gold)*

### 5) Big commissions

—> *Equipment: all*

Try right from the start searching for big commissions until you find two, better three big commissions. Then search and buy a cart (or a horse). The next time load two gold, search and buy two equipments, including a horse (or a cart). The next time buy with three loaded gold equipment. Now you should have in quite short time all available equipment ready for use. It is possible to fulfill two big commissions at the same time but that might not be neccessary. You should fulfill a minimum of three big commissions so that buying all the equipment was worth it, but better fulfill four or five. Especially the two big commissions with the combination red-blue-gold are interesting. They can be fulfilled easier than the others. Just because of that you shouldn't leave them to the others.

—> *Completion: Gold or different craftmen colours*

### 6) Short colours

—> *Equipment: Cart, horse or equipment of this colour*

If you find right at the start when turning pages two red, green, blue or violet commissions it is an option to concentrate on this colour. Get the workshop and then fulfill ideally two more commissions of that colour. At the very latest the fifth commission will bring a craftsman of a different colour and thus 20 extrapoints in one turn. A positive side effect is that several opponents might not get a craftsman of that colour.

Especially green can be an interesting option, because of the isolated location of the green house this colour remains often a long time untouched.

—> *Completion: Gold or big commissions (only: red-blue-gold)*

### 7) Workshops

—> *Equipment: Cart or horse*

Try right from the start to find and buy a cart or a horse. In the following get as many 5-points-workshops as possible. With this you'll also get several craftmen of different colours and disturb the opponents.

This is one of the weakest strategies.

—> *Completion: Gold*

## COMPLETION STRATEGIES

Our experiences show that specialization leads close to the goal. But switching in time to a good completion strategy makes the difference. That means prepare alongside something that makes collecting good points in the last quarter of the game possible. Because even collecting all 12 silver commissions doesn't make automatically the winner.

So, go **consequently** for a strategy and then make good points in a different section or prevent the opponents from doing that.

A relation of **75% specialization and 25% completion** has been successful in our rounds.

The completion strategy doesn't have to happen in the later game.

Often there are more profitable chances during the earlier game.

But be careful not losing too much speed which is badly for some of the strategies.

The worst strategy is to act a little bit in every sections of the game.

In the later game it is often possible to get specific missing craftsmen colours by fulfilling silver or gold commissions.

This offers nice options when you find the right timing.

## FURTHER LEARNINGS AND CONCLUSION

Screening and buying commission at first and then deciding for a strategy with the needed equipments worked best.

The earlier you start fulfilling commissions the better the conditions are because a lot of gemstones in different combinations are available.

If you look for your already fulfilled commissions and the unfulfilled of your opponents you can check the different borders of the cards.

Then you have a better overview in which book the remaining commissions can be found.

The distribution of the gemstones is also interesting because if there are some close to their destination then it will make an accordant strategy faster and easier.

Depending on the number of players some strategies are stronger.

And last but not least: If an opponent chooses the same strategy like you, think of maybe switching early to another strategy. Otherwise it might be not enough for both to win the game.

A last hint for the silver strategy: If you have after fulfilling silver commissions coins left, then you might not lose a turn on the way to the next silver mine. Then you are able to buy commissions before reaching the mine.

## FURTHER INFOS

More infos offer the „Game hints“ and the text „The book“ here on the website.