

Valdora

Game hints

To specialize or not?

Valdora's game concept is open enough to let each player choose their own path to gaining victory points.

At the beginning, the temptation is great to split your attention evenly across these various game options. This, however, gives you only a small chance of winning.

It is better to choose a specific path early on. The more effectively and consistently you follow it, the more points you'll score as the game progresses.

Even this, though, is not usually enough to win, if you don't also switch at the right time to more lucrative alternatives in the second half of the game.

The key is to have the right timing.

Keep an eye on your opponents

The more players pursue the same strategy, the less fruitful it will be. In this case, it's better to switch to doing something else.

If you leave one player all alone, though, then they can claim all of the rewards without any risk.

„Snatching“ a craftsman tile away from another player is usually worth not only 10 points for you but also 10 points that your opponent won't score. That represents a 20 point swing between the two players.

Other useful hints

At the start, you have the choice of either loading up silver or gold or buying commissions. Equipment can only be purchased once you have some gold.

Depending on how much starting capital you have, one or the other option will be more profitable.

It is especially important to know the card distribution (see the summary card). In each color, for example, there are more commissions than craftsman tiles.

If you want a tile in a specific color, therefore, you'll have to hurry and complete a commission before the supply runs out. If you pay attention to what's been bought and which commissions were visible while turning pages, you should have a good idea in which pile the card you want can still be found.

The most important thing in the game, though, is to use your turns as effectively as possible. If, for example, you only ever load one gemstone per action, then you'll quickly be left behind. Buying only a single commission at a time is equally ineffective.

Using your turns effectively is not that difficult most of the time: To complete three coin commissions at one,

for example, you'll need the corresponding three commissions – but there are lots of those in the game. A short trip to the silver mine and you'll already have everything you need.

Especially at the beginning of the game, it's useful to buy interesting commissions to let you plan ahead with more certainty. Because the player who, for example, first buys all of the equipment and then looks for the large (white) commissions may get there too late.

If you want to buy cards, you should have enough silver – that is, visit a silver mine first. That will let you turn pages to find the cards you really want. Silver is easy to get, so it's not worth turning only a few pages to save it. You can quickly visit a silver mine first and then find what you want.

If you want to buy lots of equipment, then you should make sure to buy a cart or a horse first. That will let you carry two gold and then buy two pieces of equipment at once the next time.

You will need three gemstones to complete the large (white) commissions. If you want to complete these commissions, you will need to buy some equipment first. Carts and horses are useful here as well. It is even sometimes possible to complete two large (white) commissions at once.

If you keep an eye on your opponents' commissions, you can judge which workshops you still have a chance of claiming. In some cases, you can even snatch the necessary commissions or gemstones out from under another player.

The gemstone distribution on the board is not entirely fixed. If, for example, there are many emeralds near the green patron house, then the green commissions are more valuable.

Depending on the number of players, different strategies are more or less attractive. The more players there are, the more important the different colored craftsman tiles are, for example. With fewer players, the bonus points awarded by workshops are more powerful.

Workshops for neighboring patron houses can be a good combination.

For some strategies, you will need very little equipment – or even make do with nothing more than a gold pan.

If you turn your attention to gold relatively late, then there will be little gold left. In that case, it can make sense to move as far as the harbor space with two ships, in order to load two gold. That will save you a turn.

Later in the game, once the silver craftsman tiles have run out, then you may be able to claim different craftsmen at the same time, using multiple commissions and good timing.