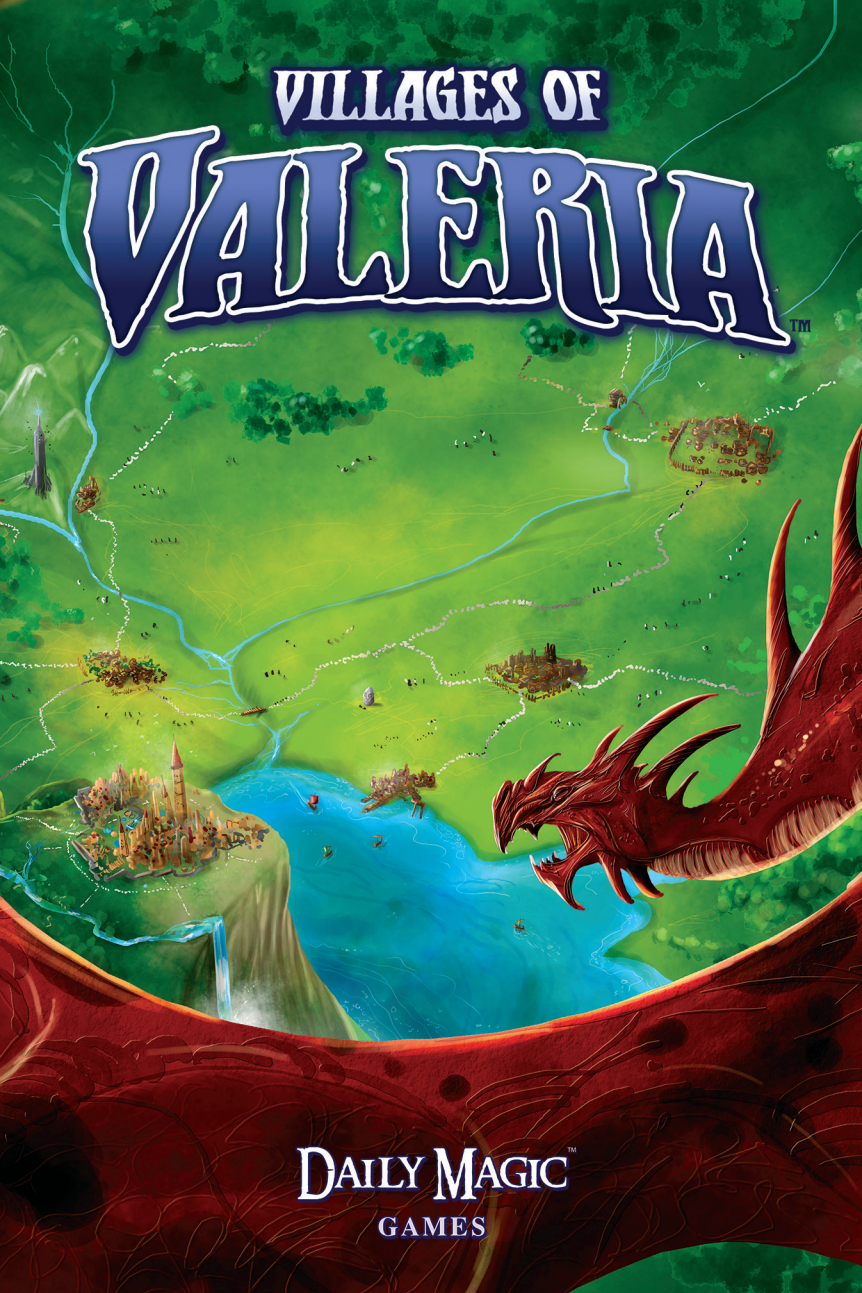
VILLAGES OF
VALERIA™
DAILY MAGIC™
GAMES

The Story of Villages of Valeria

After many years of fighting hordes of monsters, the King of Valeria and his valiant fighters have finally pushed back the evil forces surrounding his kingdom. The battles have left their painful mark upon the land—most notably with the destruction of the once glorious Capital City of Shilina.

It is now a time of peace and prosperity, and the citizens of Valeria have begun to rebuild their war-torn kingdom. The King has dispatched his heralds to every corner of his realm to announce his desire for a new Capital City.

Reigning over one of the Duchies, you must rally your people, develop resources on your lands, and lead the construction of a thriving village around your castle. Outwit your fellow Dukes and Duchesses by attracting famous adventurers to bring great prestige to your village. This is your moment to be remembered for all time by becoming the architect of the next Capital City of Valeria!

Overview

In Villages of Valeria you play the role of a Duke or Duchess, building a village around your castle by playing cards from your hand onto the table in front of you. Develop Resources to build Buildings, which give you Victory Points and special powers. The right Buildings help you recruit Adventurers, who provide even more Victory Points and special powers. Keep an eye on your fellow players as they will be trying to build a grander village and may even attract the Adventurer you were hoping to recruit.

The player with the most Victory Points at the end wins the game, and their village will become the Capital City of Valeria!

Online Tutorial

You can read through these rules or learn the game with our video tutorial! Scan the QR Code or visit our website: dailymagicgames.com/villages-of-valeria

If you are missing any of the listed components, email us at contact@dailymagicgames.com.

Components

84 Building Cards



front back

16 Adventurer Cards



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5 Castle Cards



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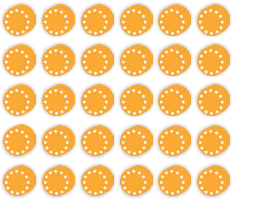
1 Action Selection Card and 1 Active Player Token



5 Player Aid Cards and 1 Solo Play Card



30 Gold Coins



Setup

1. Give each player a Castle card and a Player Aid card. Return unused Castle and Player Aid cards to the box; they will not be used. Each player places their Castle card face-up in front of them on the table as the first card in their *Village* (tableau).
2. Select the starting player in any way you wish, perhaps the person who last built something. Give that player the Active Player Token and the Action Selection Card.
3. The number of Gold coins used in the game depends on the number of players. Form the bank by taking the number of Gold coins shown in the table below. Place any remaining coins back in the box; they will not be used. Then give each player 3 Gold coins from the bank.

Number of Players	2	3	4	5
Gold in Game	14	20	25	30

4. Separate the remaining cards into two decks: Adventurers and Buildings. Shuffle each deck separately.
5. Deal 6 cards from the Buildings deck to each player. These cards form the players' opening hands, which they keep secret.

6. Deal a row of 5 face-up Building cards in the center of the table; these are your Building piles. Place the rest of the Building cards face-down next to the Building piles. This will be the Buildings draw deck.

7. Deal a row of 5 face-up Adventurer cards in the center of the table (above the Building piles); this is your Adventurer pool. Place the rest of the Adventurer cards face-down next to the Adventurer pool. This will be the Adventurers draw deck.

8. In turn order (starting with the active player and going clockwise), each player selects 1 Building card from their opening hand to Develop as a Resource, at no cost. This special round of developing happens only once, at the start of the game. (Note: slide the selected card face-up and upside-down under your Castle card, as explained in "Resources" on page 5 and as shown in "Layout of a Village" on page 6.) Thus, each player will have one Wild Resource (provided by their Castle) and one ordinary Resource of their choice available on their first normal turn.

Now begin taking normal turns starting with the active player and going clockwise. (See "How To Play" on page 8.)



Concepts

The Cards

There are two kinds of cards: Building cards and Adventurer cards.

Each Building card has two sections: the Resource section (at the bottom of the card) and the Building section (the rest of the card). Each Building card has a type, shown by a Building Type icon (Worker, Soldier, Shadow, or Holy) in the upper-left corner.

Adventurer cards are similar to Buildings, but do not have a Resource section. Each Adventurer card shows the Adventurer icon in the upper-left corner.



Resources

There are four Resource types: Food, Wood, Stone, and Magic.



The Wild Resource provides the player with any one of the four types of Resources.

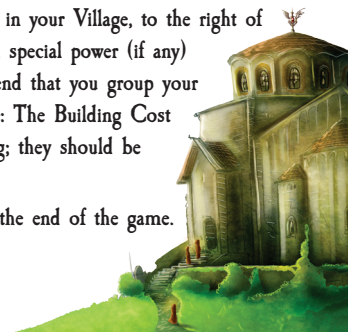
When you develop a Building card as a Resource, place it in your Village face-up but upside-down, so that the Resource section is at the top, and slide it under the top of your Castle card. As you develop more Resources, keep placing them under your Castle in an upward stack, with only the Resource section showing. (Note: The rest of the card no longer matters once a card has been developed as a Resource.)

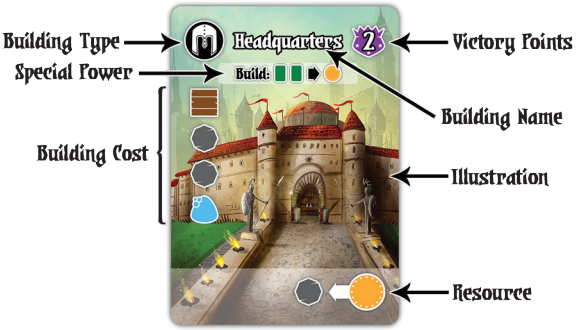
To develop a Resource, either lead the Develop action on your turn or follow that action on another player's turn. (See "Develop" on page 8 for details.)

Buildings

When you build a card as a Building, place it face-up in your Village, to the right of your Castle. The Building's name, Victory Points, and special power (if any) should be visible at the top of the card. We recommend that you group your Buildings by type for easy counting and scoring. Note: The Building Cost and Resource Type no longer apply to a built Building; they should be ignored, and it is okay to cover them up.

Buildings provide Victory Points, which are scored at the end of the game.





Most Buildings provide special powers for you to use immediately (if it has), or in later turns. (See "Special Powers" on page 10.)

To build a Building, either lead the Build action on your turn or follow that action on another player's turn. (See "Build" on page 9.) Important: You may not have more than one Building with the same name in your Village.

Layout of a Village



Adventurers

Adventurer cards cannot be developed as Resources (they have no Resource section at the bottom). Adventurers can give you valuable special powers, and they can be worth more Victory Points than the average Building.



To recruit an Adventurer, either lead the Recruit action on your turn, or follow that action on another player's turn. (See "Recruit" on page 9.) We recommend that you group your Adventurers together for easy counting and scoring.

Discarding and Drawing Cards

When you discard a card, place it face-up on any of the Building piles. If you discard more than one card, you may choose the same or a different pile for each card.

Whenever you draw a card, you may choose to draw the top card of any Building pile, or draw the top card of the Building deck. (You may not draw Adventurer cards into your hand; you must Recruit them.) If you draw more than one card, draw them one at a time. You may choose to draw each card from the same or a different pile.

If you draw the last card from any of the Building piles, immediately replace it by drawing the top card from the Building draw deck, and placing it face-up in that pile. Each Building pile should always have at least one card in it.

Hand Limit

You may have at most 8 cards in hand after leading or following an action. You may draw cards without worrying about your hand limit. After completing your action, discard if necessary until you have 8 cards in your hand. You may choose any cards in your hand to discard when doing this.

> Example: Helen has 7 cards in her hand, and the *Guard Tower* in her Village. She follows Rick's Harvest action to draw 1 card, then 1 card for the *Guard Tower*'s power, giving her 9 cards. She then discards 1 card at the end of her action.

If a special power allows you to steal cards from an opponent, treat it the same as drawing: take as many cards as you are allowed to steal, then discard down to the limit at the end of your action.

How To Play

On each turn, the active player takes the following steps, in the order shown:

1. Replenish.
2. Take one action.

Replenish

During earlier turns, Gold coins may have been placed on your Resource cards, either by you or by other players. At the start of your turn, remove all Gold coins from your Castle and Resource cards. Keep the coins; they are yours.

Take One Action

Choose one action by placing the Active Player Token on the Action Selection Card and take the action. This is called *leading* the action.

After you have taken your action, each other player may optionally *follow* your action, in clockwise order starting with the player to your left.

When all other players have either followed your action or declined to do so, your turn is complete. Pass the Active Player Token and Action Selection Card to the player to your left.

Actions

There are five actions in the game: Harvest, Develop, Build, Recruit, and Tax.

Important: If the action has a cost (for example, the Develop action requires you to discard one or two cards) then the cost must be paid at the start of the action. If you cannot pay the cost, you cannot lead or follow the action.

Harvest

LEAD: Draw 3 Building cards into your hand, one at a time.

FOLLOW: Draw 1 Building card into your hand.

See the "Discarding and Drawing Cards" section on page 7 for details.

Develop

LEAD: Discard 1 card from your hand to add one other card from your hand to your Village as a Resource.

FOLLOW: Discard 2 cards from your hand to add one other card from your hand to your Village as a Resource.

See the "Resources" section on page 5 for details.

Build

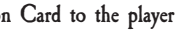
LEAD: Pay the cost of one Building card from your hand to add it to your Village as a Building. Then draw one card into your hand.

FOLLOW: Pay the cost of one Building card from your hand to add it to your Village as a Building. Do not draw a card.

Important: You may not add duplicate Buildings to your Village.

Building Cost: In order to add a Building to your Village you must be able to pay its Building Cost. Each Building costs one or more Resources. You must provide each Resource by placing one of your Gold coins on a matching Resource card, and/or by using Resource powers. (Note: We recommend you place your Gold coin on the Gold icon rather than on the Resource icon. Seeing what Resources you have developed at all times will help you plan for future actions.)

You may place Gold coins on your own and other players' Resources. (Note: Gold placed on other players' Resources will belong to those players when it is their turn to lead an action.)

Example: Helen wants to build the *Armory*, which costs  to build. She places 3 Gold coins: 1 on her Castle which gives her a Wild Resource of her choice (she'll choose a Stone Resource) and 1 on her Wood Resource. She still needs another Stone Resource but does not have one developed. She places 1 Gold on Rick's Stone Resource to provide the final Stone she needs to build the *Armory*.

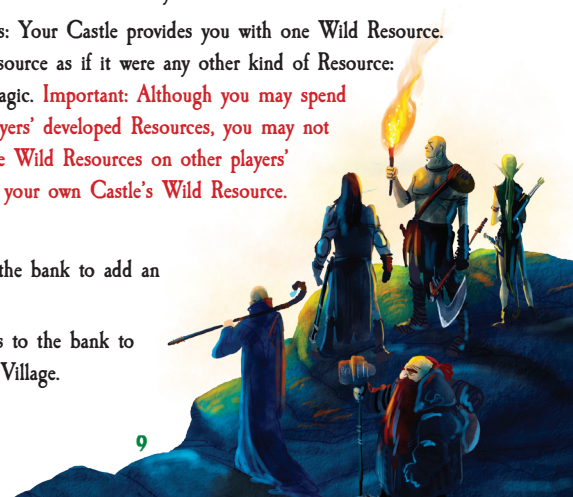
You may not spend a Gold coin that is already on a Resource card. You may not place a Gold coin on any Resource that already has a Gold coin on it.

Castles and Wild Resources: Your Castle provides you with one Wild Resource. You may spend a Wild Resource as if it were any other kind of Resource: Food, Wood, Stone, or Magic. Important: Although you may spend your Gold to use other players' developed Resources, you may not spend your Gold to use the Wild Resources on other players' Castles. You may only use your own Castle's Wild Resource.

Recruit

LEAD: Pay 1 Gold coin to the bank to add an Adventurer to your Village.

FOLLOW: Pay 2 Gold coins to the bank to add an Adventurer to your Village.



Recruitment Requirements: Adventurers will only come to your Village if they feel comfortable there. Each Adventurer shows a requirement of one or more Building Types. Your Village must have Buildings matching those types, or you may not recruit the Adventurer.

To add an Adventurer, choose any one face-up Adventurer card from the Adventurer pool and place it face-up in your Village. Then draw the top card from the Adventurer deck, turn it face-up, and add it to the pool to replace the one taken. (If no cards are left in the Adventurer deck, skip the replacement step.)

Example: Tom wants to recruit the *Paladin*, which requires him to have a and a Building in his Village. He has one of each, meeting the requirements. He leads the Recruit action and pays one Gold coin to the bank, takes the *Paladin*, and adds it to his Village.

Tax

LEAD: Take 1 Gold coin from the bank and draw 1 Building card into your hand.

FOLLOW: Draw 1 Building card into your hand.

The number of Gold coins in the game is limited. If there are no more Gold coins in the bank, do not take a Gold coin. You may still lead or follow the Tax action, even if there is no Gold left in the bank; just draw 1 Building card into your hand.

Special Powers

Most Buildings and Adventurers provide special powers after they have been built or recruited.

About Special Powers

Some powers are marked as instant with the icon. These powers are used one time in (and only in) the same action that the Building or Adventurer granting the power is built or recruited.

Some powers are not instant and start with the name of an action. Powers that apply to specific actions, such as Harvest, Build, etc., apply when you are either leading or following that specific action throughout the game. These powers do not apply in the action when the Building or Adventurer granting the power is built or recruited, but they can be used in any later actions. These powers can be used once per action.



Example: Rick leads the Build action and builds the *Wizard's Tower*, which has the **Build:** + power. He doesn't collect the Gold on this action, but may use this power during a later Build action, whether he is leading or following.

Powers are optional. You may always choose not to use a power.

Powers are cumulative.

Example: Tom has the *Cathedral*, which has the **Tax:** + power, and the *Oracle*, which has the **Tax:** + power. Tom leads the Tax action on his turn, which allows him to use his powers to draw a total of 3 Building cards and to take 2 Gold coins from the bank. Helen has the same 2 Buildings in her Village. She follows Tom's Tax action, draws 3 Building cards, and takes 1 Gold.

Costs of Special Powers

Most special powers have no cost. If they do have a cost (e.g. discarding one or more cards) you must pay the cost at the time you use the power. If you cannot pay the cost, you cannot use the power.

When to Use Special Powers

Any power that grants +, +, +, +, or +, with or without a cost, is called a *Resource power*. These resources may be applied when leading or following the Build action, to pay part or all of the building cost. You do not need to place a Gold coin on the card to use the power. You may only use each Resource power one time during an action.

Example: Helen has the *Farm*, which has the Resource power **Build:** + in her Village. She wants to build the *Tannery*, which costs . Following a Build action, Helen uses her *Farm* to provide the Food resource she needs to build the *Tannery*, then adds it to her Village.

All other special powers, including instant powers, cannot be used until after you have completed the basic action.

Example: Rick has the *Barracks*, which has the power **Develop:** + . Unfortunately, Rick does not have enough cards in his hand to pay for the Develop action; he may not use the *Barracks* to gain a card until he has paid for and completed the Develop action using cards already in his hand.

If you have multiple powers that apply to your action, you may resolve them in any order.

Example: Helen builds the *Witch's Hut*, which has the power (immediately discard one card to gain one Gold coin). It was the only card in her hand, but her Village already has the *Armory*, whose power is **Build:** + . After paying the cost of building and adding the *Witch's Hut* to her Village, she first uses the *Armory* to add a card to her hand and then uses the *Witch's Hut* to pay that same card to gain a Gold coin.

Ending the Game

The game ends after a turn in which any player's Village contains a certain number of Buildings and/or Adventurers, as shown in the table below. This can happen either because the active player has built a Building or recruited an Adventurer, or because another player following the action has done so. The entire turn is played out, so even if the active player triggers the end of the game, all other players still get a chance to follow the action and add to their own Villages.

Number of Players	2	3	4	5
Total Buildings and Adventurers	12	12	10	10

Note: Developed Resources and the Castle do not count toward the total.

Scoring

Add up the Victory Points shown in the upper-right corner of each Building and Adventurer in your Village. Resources and cards in hand do not count. Then add Victory Points granted by any special powers that your Buildings and/or Adventurers might have. (For example, the *Knight* grants an additional Victory Point for each Building in your Village.) Finally, add one Victory Point for each Gold coin in your possession (including those on your Resource cards and Castle).

The player with the most Victory Points wins! In the event of a tie, the tied player with the most Buildings and Adventurers wins. If there is still a tie, the tied player with the most Gold coins wins. If there is still a tie, the tied player with the most developed Resources wins. Still a tie? Okay, all tied players win.

Solo Play

Use the rules for the standard (multiplayer) game, with the following exceptions:

Setup

Use only 7 Gold coins. Put the rest back in the box; they will not be used.

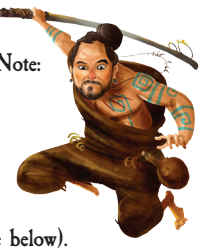
Shuffle the Building cards and deal 35 face-down into a deck. Use only these cards during setup and play. Place the remaining Building cards back in the box without looking at them; these cards will not be used.

Set up the game as usual, using the small deck of Building cards.

Hand Limit

The hand limit is still 8 cards. Important: In the solo game, you may never draw past your hand limit. Stop drawing cards as soon as you have eight cards in your hand.

Following



There is no follow. The player always takes actions as if leading. (Note: some actions are different in the solo game; see below.)

Trashing Replaces Discarding

Trashing means choosing a card from your hand, and removing it from play (put it back in the box) instead of placing it onto one of the five face-up Building piles. This is part of some actions (see below). Trashing is not optional; you must trash when the rules say you must, and you may not trash at any other time.

Replenishing

Coins and Resources remain unavailable for one turn after they are used. When you first spend a Gold coin on a Resource, it goes on the coin icon on the left as usual. At the start of your next turn, slide all Gold coins from the coin icon on the left to the Resource icon on the right – these Resources and Gold coins are unavailable this turn.

On each subsequent turn, first remove Gold coins from the Resource icons on the right (these Gold coins and Resources are available again), then slide Gold coins from the coin icon on the left to the Resource icon on the right. Important: Resource cards can only have one Gold coin on them at a time, regardless of where the coin is on the card.

Harvest Action

Draw 3 cards as usual unless that would give you more than 8 cards in hand. If it would, draw only up to 8 cards.

Develop Action

Instead of discarding one card, trash one card from your hand at the start of this action. If you cannot trash a card (i.e. you have only one card in hand) then you cannot Develop. (Remember: special powers that allow you to draw cards only take effect after the action is completed.)

Build Action

This action is unchanged from the standard rules, but note that drawing a card after building is not optional. However, use of special powers is always optional, so you may (for example) choose not to use the *Armory's* **Build:** + power.

Recruit Action

Pay 2 Gold coins to recruit, instead of 1.

Tax Action

Trash 1 Building card from your hand to gain 1 gold coin. If you cannot trash a card (i.e. your hand is empty) then you cannot Tax.

Special Powers

If a special power would normally allow you to take a card from an opponent, you may draw one card instead. If a special power would normally allow you to take a Gold coin from an opponent, you may take it from the bank instead.

Ending the Game

The game is over when the Building draw deck is empty at the end of a turn. If you take cards from the Building piles when the deck is empty, do not refill those spaces or refill the deck.

Scoring

Score as usual, then compare your results to these expectations from the King:

60+ Points: Imperator! Congratulations, you've built the Capital City of Valeria!

50-59 Points: City Builder. Any Citizen of Valeria would be proud to call this home. Well, except for the King and the Queen. Any noble would think twice, actually.

40-49 Points: Proud Mayor. Good job, but keep trying. Maybe you'll attract a major-league gladiator team someday!

30-39 Points: One-Horse Town. Maybe some publicity would help. Can you rebrand yourself as the Bar Brawl Capital of Valeria?

29 or fewer Points: Wide spot in the road. Travelers don't even slow down when they pass through.

Card Clarifications

The **Knight** power 1 **per** gives you 1 Victory Point for every Soldier Building you have in your Village at the end of the game.

The **Rogue** power allows you to take 2 cards at random from the hand of any one opponent. You choose the opponent. The opponent need not reveal their hand to you.

The **Necromancer** power **per** allows you to draw 1 card per Shadow Building in your Village at that moment.

The **Warlord** power **Build:** + **for** provides a Wild Resource when building Soldier Buildings only.

The **Thief** power allows you to take 1 Gold from any one opponent. You may not take a Gold that is placed on a developed Resource.

The **Keep** power allows you to take 1 card at random from the hand of any one opponent. You choose the opponent. The opponent need not reveal their hand to you.

The **Fountain** Resource power **Build:** + provides a Wild Resource when building any Building if you discard 2 cards first. If you lead the Build action, you may not use the bonus card you draw for leading the action because you only draw that card after completing your Build.

The **Monastery** Resource power **Build:** + **for** provides a Wild Resource when building Holy Buildings only.

The **Tavern** power 1 **per** gives you 1 Victory Point for every Adventurer you have in your Village at the end of the game.

The **Harbor** power 1 **per** gives you 1 Victory Point for every Shadow Building you have in your Village at the end of the game.

For a detailed list of all cards and special powers, visit www.dailymagicgames.com.

Credits

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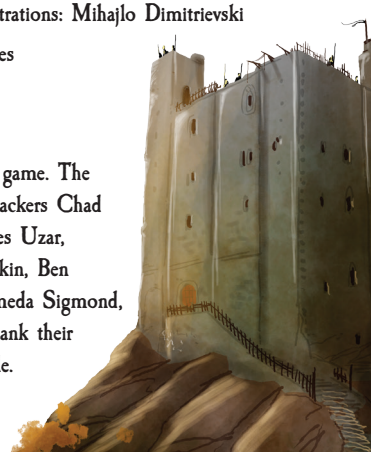
Special Thanks to: Richard Ham for reviewing the game. The Kickstarter community, especially, our Adventurer backers Chad Behanna, Jason Preder, Phillip Baird, Don Freel, Les Uzar, Matthew Strickler, Robin Lindgren, Matthew Dworkin, Ben Rubinstein, Ken Abrams, Kris Drummond, Andromeda Sigmond, and Zach Murdock. The designers would like to thank their wives, without whom none of this would be possible.



Quick Play Reference

Setup Give each player a Castle and Player Aid card. Pick a start player at random and give them the Active Player Token and the Action Selection Card. Create the bank of Gold coins depending on the number of players:

Number of Players	2	3	4	5
Gold in Game	14	20	25	30

Give each player 3 Gold. Separate the Building and Adventurer decks and shuffle them. Give each player 6 Building cards and then create the 5 Building piles. Set out 5 Adventurer cards above the Buildings. Starting with the active player, players take turns developing a Resource at no cost.

Game Flow Starting with the active player and going clockwise, each player takes a turn by first Replenishing their Gold and then leading 1 Action. In turn order, all other players may follow the led action. Actions:

- Harvest: Lead - Draw 3 cards. Follow - Draw 1 card.
- Develop: Lead - Discard 1 card to Develop a card as a Resource. Follow - Discard 2 cards to Develop a card as a Resource.
- Build: Lead - Provide Resources to add a Building to your Village and draw 1 card. Follow - Provide Resources to add a Building to your Village but do not draw 1 card.
- Recruit: Lead - Pay 1 Gold to recruit an Adventurer to your Village. Follow - Pay 2 Gold to recruit an Adventurer to your Village.
- Tax: Lead - Collect 1 Gold and draw 1 card. Follow - Draw 1 card.

Ending the Game The game ends when any player has built the target number of Building and Adventurer cards in their Village. Complete all follow actions if necessary. The target number is based on number of players:

Number of Players	2	3	4	5
Total Buildings and Adventurers	12	12	10	10

Scoring Add up Victory Points on Buildings, Adventurers, and special powers. Add one Victory Point for each Gold coin in your possession. The player with the most Victory Points wins the game and has built the new Capital City of Valeria!

Look for the Expansion Packs with new cards and added game play!

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