John D Clair

Mystic Vale™



Card Crafting System™

Rules of Play

AEG™



Mystic Vale

A game by John D Clair
For 2–4 players, ages 14 and up

Introduction

Centuries ago, a dying, wicked king pleaded for help from the druids of Gaia. Knowing that to heal him would only bring more suffering, the druids refused. Infuriated, with his final breath the king pronounced a dire curse that desolated the fertile Valley of Life. Empowered by the dark ruler's spiteful vengeance, the king's spell spread pestilence and blight over the land.

The Valley of Life had been sacred to Gaia, a birthplace for vital spirits of nature. These spirits cried out for aid as the land slowly withered. Worse still, some of the spirits grew corrupt and twisted by the blight. Left unchecked, this corruption would consume every spirit in the valley and irrevocably destroy a portion of Gaia's power forever.

In response, the Druid Council dispatched druids into the valley to restore its verdant beauty. Gaia herself blessed this mission, and the spirits welcomed the druids' much-needed assistance. Into the cursed valley the druids came, prepared to nurture and heal the land with their life-giving powers. The spirits pledged to ally with the druids and bring forth new life into the valley's glens and groves.

Although Gaia's blessings beget life, the cursed blight fights back, and careless druids may be thwarted by its evil and falter on their mission. Attempting to restore too much, too quickly can backfire and impede the road to recovery. To remove the desecration and return the Valley of Life to nature's bounty will require courage and caution in equal measure.

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Game Overview

Players take on the role of druidic clans attempting to restore the cursed lands to their former vitality. The cards in your deck represent the parts of the valley that you are tasked with revitalizing, and each advancement you add to the cards represents new life and vitality you have brought to that land. Your power is tied to the land, and as more life grows in your valleys and groves, so too does your power, and with it the spirits of nature to revive the miraculous vales.

Each turn you play cards into your field to gain powerful advancements and valuable vale cards. But you must be careful not to overuse your power or it will result in decay and end your turn. During the game you will be able to build up your cards by adding powerful advancements. Crafting your cards with advancements and buying vale cards at the right time will help you bring back the most miraculous portion of the Mystic Vale to life, and to achieve victory!

Goal

The player with the most (victory points) at the end of the game wins.



Components

Your game of *Mystic Vale* should include the following. If it does not, contact customerservice@alderac.com for assistance.

- 80 Starting cards divided into 4 identical decks consisting of:
  - Beastbrothers deck (20 cards)
  - Dawnseekers deck (20 cards)
  - Lifewardens deck (20 cards)
  - Waveguards deck (20 cards)
- 96 Advancements consisting of:
  - 33 Level 1
  - 30 Level 2
  - 33 Level 3
- 18 Fertile Soil advancements
- 36 Vale Cards consisting of:
  - 18 Level 1
  - 18 Level 2
- 4 Reference cards
- 44 1-point VP tokens
- 10 5-point VP tokens
- 4 Mana tokens
- 100 card sleeves (20 of the sleeves are extra in case replacements are required)
- Rulebook

For the First Game

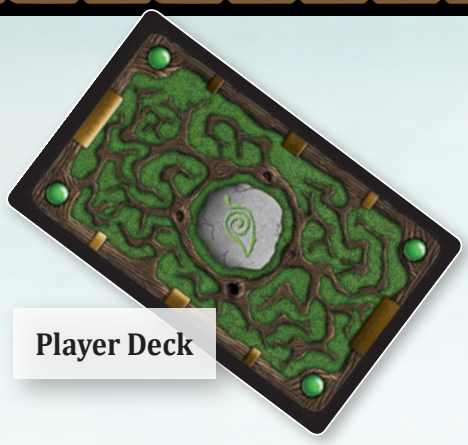
Before playing the first game, each starting card should be placed in a clear plastic sleeve. Once placed, starting cards should remain in the sleeves since there is no purpose in the game to remove them. Vale cards are **not** sleeved. Also note that the game includes 20 additional plastic sleeves in case replacements are required.

We also recommend that new players take a reference card in order to review the phases during their turn.

Setup

1. Player Decks

Each player takes a deck of 20 sleeved starting cards (cards belonging to a specific deck are denoted by their card back). Each player's deck should have 9 Cursed Land, 3 Fertile Soil, and 8 blank cards. Each player should shuffle their deck and place it face down in front of them.



Player Deck

2. The Commons

The **commons** is a set of 9 advancements available to buy during the game in the center of the table. To set this up, you first take out all the Fertile Soil advancements and place them in a separate deck. Then separate all the other advancements into decks denoted by their level symbols (see "Card Anatomy" on page 7).

▫ **Level 1 Advancements**:
Shuffle all of the level 1 advancements together. Then count out a number of advancements into a deck face down and put the rest back in the box. The number of advancements in the deck is based on the number of players in the game, which is listed below:

- 2 players – count out 12 advancements and leave the rest in the box.
- 3 players – count out 15 advancements and leave the rest in the box.
- 4 players – count out 18 advancements and leave the rest in the box.

Then turn over the first 3 advancements of the deck as shown in the setup diagram.

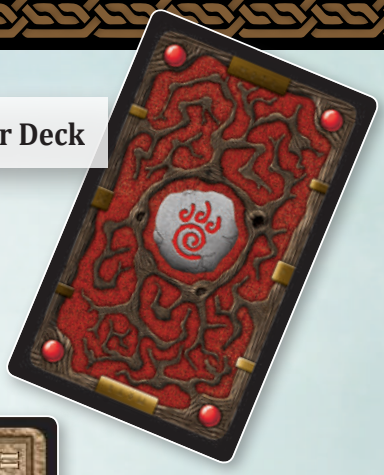
▫▫ **Level 2 Advancements:**
Use all of the level 2 advancements, then turn over the first 3 advancements of the deck.

▫▫▫ **Level 3 Advancements:**
Use all of the level 3 advancements, then turn over the first 3 advancements of the deck.



3. Vale Cards

Separate the vale cards into a level 1 deck and a level 2 deck. Shuffle the level 1 deck and turn over 4 cards face up, then do the same with the level 2 deck.



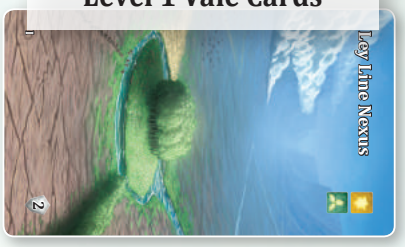
Player Deck

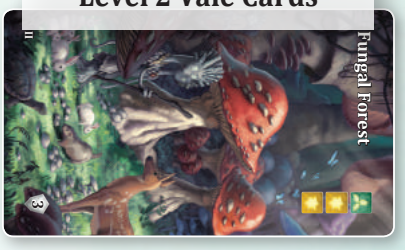


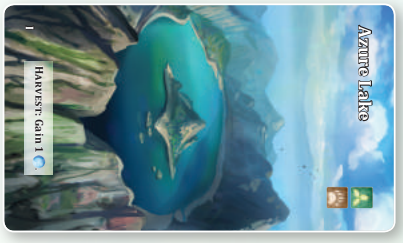
Level 1 Vale Cards

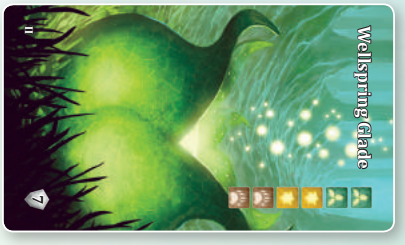


Level 2 Vale Cards

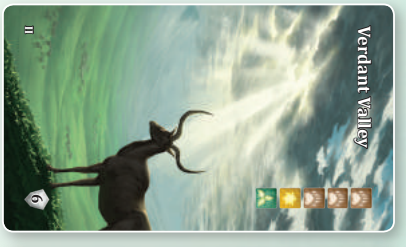




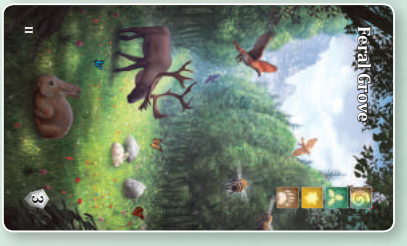


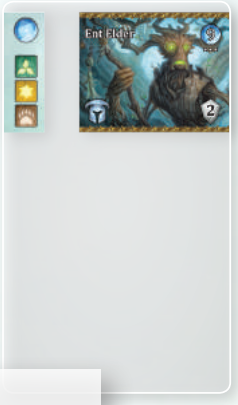




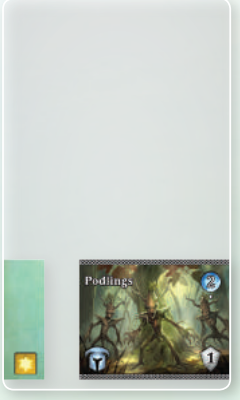












4. Setup VP Tokens

Place the tokens in a pool based on the number of players:

- 2 players – count out 23 and leave the rest in the box.
- 3 players – count out 28 and leave the rest in the box.
- 4 players – count out 33 and leave the rest in the box.



Pool of VP Tokens



Player Deck

5. Setup Fields

During the game you will always have 20 cards. Your cards will be in one of four locations: your **deck**, your **field**, your **discard pile**, and you will have one **on-deck** card. During setup, players will create their starting field and on-deck card.

Each player makes their starting field using the following steps:

A. Shuffle your 20 card deck and place it face down in front of you.

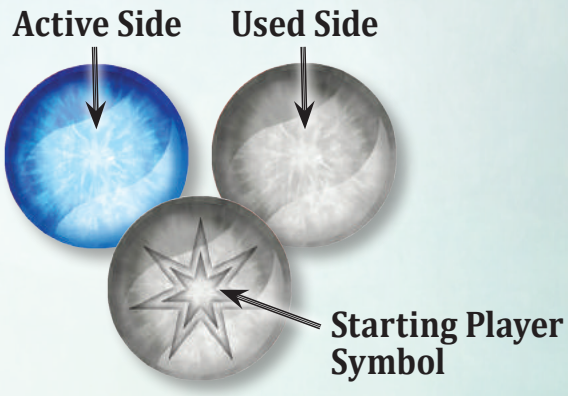
B. Turn over the top card of your deck and place it back on top of your deck face up. This is your on-deck card.

C. Place your on-deck card in your play area, creating the start of your field, then turn over a new on-deck card.

D. Repeat step C until you have two Cursed Lands in your field and a third one on-deck.

6. Determine Starting Player

Take a number of (mana) tokens equal to the number of players and be sure to include the token with the starting player symbol.



Place the tokens so that their active side is face up and shuffle them. Each player takes one token at random and turns it over so the spent side is face up. The player with the starting player symbol will be the starting player for this game.

Players are now ready to begin the game!

Example Starting Field



Card Anatomy

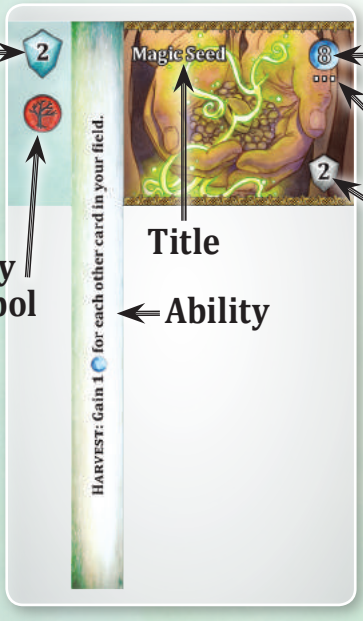
Advancement



Vale Card



Advancement



Level Symbols

The level of each advancement is indicated by the number of pips below its cost. The border on the top and bottom of the advancement also indicates its level as shown below.

- ▫ **Level 1:**
- ▫▫ **Level 2:**
- ▫▫▫ **Level 3:**



Mystic Vale™

How to Play

The starting player takes the first turn of the game.

When a player finishes their Discard Phase, the next player clockwise around the table takes a turn. Players continue taking turns until the end of the game.

Taking a Turn

When a player is taking a turn, they are considered the **active player**. During your turn, you must take the following phases in order:

1. Planting Phase
2. Harvest Phase
3. Discard Phase
4. Prep Phase

1) Planting Phase

You resolve your Planting Phase using the following steps:

A. You must choose to either **pass** or **push**. If you pass, skip immediately to your Harvest Phase.

B. If you chose to **push**, place your on-deck card into your field, to the right of any previously played card. Resolve "When Played" abilities on that card (if any), then turn over the top card of your deck and place it back on top of your deck face up as your new on-deck card.

C. Determine if you have **Spoiled** (see "Spoiling" on page 9).

D. If you have not Spoiled, go back to step A and repeat.

In this manner, you continue until you either **pass** or **Spoil**. Whenever your deck is empty and you need to reveal a new on-deck card, shuffle your discard pile; it becomes your draw deck. If all of your cards are in your field, then you must pass.



Spoiling

Some cards have (decay) symbols on the left side of the card.



If at any time during your Planting Phase or Prep Phase you have 4 or more revealed, then you Spoil.

are counted on cards in your **field as well as your on-deck card**. When you Spoil, you immediately skip your Harvest Phase and jump straight to your Discard Phase. You also turn over your token to the **active** side as a consolation for Spoiling.

Some cards have (growth) symbols on the left side of the card.



Each you have revealed in your field, your on-deck card, and from any other abilities cancels 1 . Meaning, for example, if you have 1 , then you Spoil only if you have 5 revealed instead of the normal 4.

2) Harvest Phase

If you chose to end your Planting Phase before Spoiling, you now complete your Harvest Phase (again, only if you did not Spoil).

The Harvest Phase is when you count up your and spirit symbols (, , ,), resolve "Harvest" abilities on cards in your field, score , buy vale cards, and buy advancements. **All of this can be done in any order**.

You could for example buy an advancement, then resolve a "Harvest" ability on one of your cards, then buy a vale card, then buy another advancement.

Turn Tip

While you may resolve your various actions during the Harvest Phase in any order you wish, we recommend that you generally follow the order below so that your resources and abilities are easier to manage:

1. Count up your and spirit symbols.
2. Resolve "Harvest" abilities on cards in your field.
3. Score .
4. Buy vale cards.
5. Buy advancements.

Resolve Harvest Abilities

You must resolve "Harvest" abilities on cards in your **field** (do not count your on-deck card) unless it specifically states otherwise. However, you may use the ability at any time during your Harvest Phase.

Each "Harvest" ability on an advancement can only be used once each Harvest Phase.

Score VP

Any card in your **field** (do not count your on-deck card) showing a (victory point) symbol on the **left** side of the card means that you must gain that many tokens from the pool.

Important: You do **not** gain tokens from gray symbols on the **right** side of cards. Vale cards and advancements with a gray symbol on the right side of the card are added to your total at the end of the game (see "End of the Game" on page 13).

Buy Vale Cards

You will not be able to buy vale cards for your first few turns since you need to have **spirit symbols** and none of your starting cards have any.

There are 4 spirit symbols in the game:



Animal Spirit **Forest Spirit** **Sky Spirit** **Wild Spirit**

You will put these symbols on your cards by adding advancements. If you have the right spirit symbols on the cards in your **field** (do not count your on-deck card) to match one of the eight revealed vale cards, then you may buy that card.

You may buy up to **two** vale cards per turn. When you buy a vale card, place it face up in your play area.

A symbol used to buy one vale card may not be used to buy another. For example, if you want to buy two different vale cards and they each have an in their cost, then you must have two different symbols in your field.

Some vale cards feature an ability that you can use during the turns after you buy the card. Vale cards with a gray symbol on the right side of the card add to your total at the end of the game.

If a vale card shows a in its cost, you may use **any** spirit symbol to pay that cost.

Important: Abilities on vale cards may **not** be used during the turn that you buy them.

Tip: In order to help track which vale cards you have used during your turn, you can simply rotate them 90 degrees. When you buy a vale card, immediately rotate it to indicate that you cannot use the card during this turn. At the end of your turn, rotate all of your used vale cards counterclockwise so they are ready to use next turn.

Buy Advancements

With the you have in your **field** (do not count your on-deck card) you may buy up to **two** advancements per turn, which includes Fertile Soil and any of the 9 advancements available in the commons. The cost of each advancement is shown in the top right of each advancement. When buying a Fertile Soil, you may buy any one you want.

If your token is on the active side, you may spend it by turning the token over to the spent side. You then gain 1 additional to spend during that Harvest Phase.

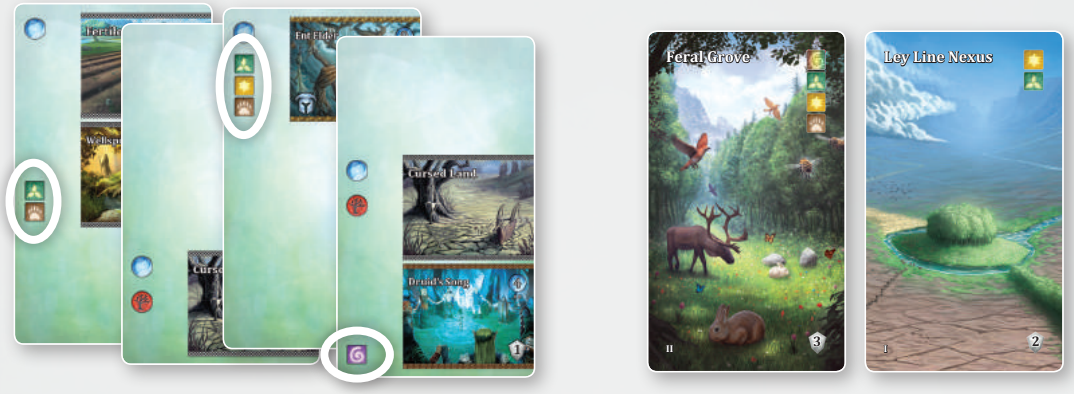
Any that you did not spend is lost at the end of your Harvest Phase. However, if you choose not to spend your active token it will remain active for your next turn.

Advancements that you buy are not sleeved until your Discard Phase. Abilities and symbols on advancements that are not sleeved **cannot** be used.

Note: You are not allowed to buy an advancement if you do not have a legal place to sleeve it on a card in your field.



Example Buying Vale Cards



The player has the following spirit symbols from cards in her field: , , , , , .

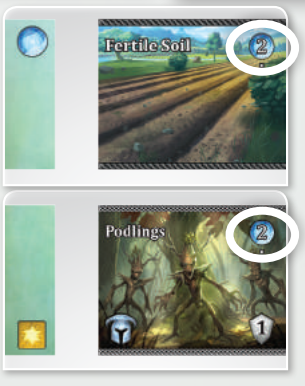
She spends , , , to buy the Feral Grove. Note that she can use any symbol for the Feral Grove's cost, so she chooses to spend an for that cost. She spends her remaining and to buy the Ley Line Nexus. Note that she can spend her to pay for any spirit symbol cost, so she chooses to spend the to pay for the cost.

Example Buying Advancements



In this example, the player has 3 on cards in her field and an active token. Note that on the on-deck card does not count (only and are counted on the on-deck card).

The player is interested in buying the Podlings which costs 2 and a Fertile Soil which costs 2 . Since the player only has 3 , she decides to use her token and turns it over to the spent side. She now has 4 and buys both the Podlings and a Fertile Soil.



3) Discard Phase

You must first sleeve each advancement you bought during your Harvest Phase (if any), then replenish vale cards and advancements in the commons.

Sleeve Advancements

For each advancement you bought, choose a card in your field (you cannot choose your on-deck card) and sleeve the advancement on the card.



You may not sleeve an advancement if it will cover another advancement already on the card (including advancements on starting cards). There is one exception to this rule. Some advancements have abilities that run long-wise down the card. You may sleeve an advancement such that one long-wise ability is covering another long-wise ability. Whichever ability gets covered is no longer active and is ignored.

Tip: Avoid crafting a card with 2 or more .

After your advancements are sleeved (if any), put all cards in your field off to the side in your own personal discard pile face down. **Don't discard your on-deck card.**

Replenish Vales

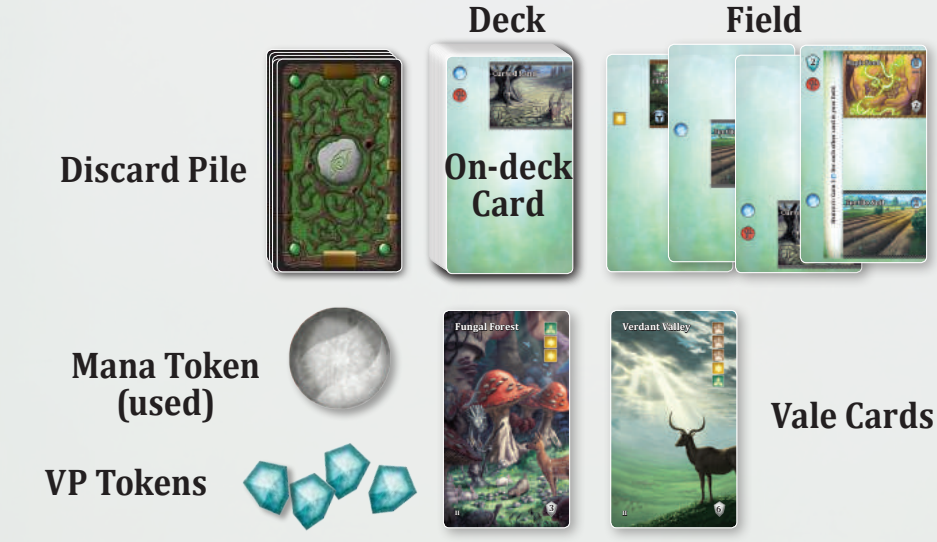
Replace any vale cards you bought by drawing vale cards from the top of the respective deck. If the deck of level 1 vale cards runs out, replace bought level 1 vale cards with cards from the level 2 deck.

Replenish Advancements

Any advancements you bought from the commons are replaced with new advancements of the same level from the top of the corresponding deck(s). If the deck of level 1 advancements runs out, replace bought level 1 advancements with advancements from the level 2 deck. Likewise if the level 2 deck runs out and you need to replace a level 2 advancement, instead replace it with a level 3 advancement.

The next player may now begin their turn.

Example Play Area



4) Prep Phase

While your opponent is beginning their turn, you can now prep your field. Play your on-deck card as the first card in your new field and resolve "When Played" abilities on that card (if any). Then turn over the top card of your deck, as a new on-deck card. Continue to place your on-deck card into your field, to the right of any previously played card and resolve any "When Played" abilities, until you have **three or more** showing (in your field and your on-deck card). Most often this will be 2 in your field and 1 on-deck.

If your field has 2 and your on-deck card shows an additional 2 or more , you automatically Spoil and must skip your Harvest Phase next turn and jump straight to your Discard Phase. You also turn over your token to the **active** side as a consolation for Spoiling. As general advice, avoid crafting a card with 2 or more .

When you have 3 or more showing, your field is prepped for your next turn.

Note: If a player deems it important, they may wait until the previous player has finished their Prep Phase before starting their own Planting Phase.

End of the Game

When the tokens in the pool run out, finish playing the current round so that each player gets an equal number of turns, then the game ends. If tokens in the pool run out and a player would still gain , take them from the tokens that were left in the box.

Players now count their points.

You may have accumulated tokens from cards that give you tokens each time you play them.

Some advancements are worth points at the end of the game, which is indicated by the gray symbol on the right side of the card. You should go through all of your cards and count up all the you have on advancements.

Many vale cards are also worth points at the end of the game, which is indicated by the gray symbol on the right side of the card.

The player with the most total points is the winner. If two or more players are tied, the player with the most combined level 3 advancements and level 2 vale cards is the winner. If there is still a tie, then players share the win.

Example Final Scoring

In this example, the player scores the following at the end of the game:

- 12 VP from accumulated tokens.
- 8 VP from on advancements.
- 5 VP from on vale cards.

The player scores a total of 25 points (12+8+5=25).





Additional Rules

This section covers additional explanations beyond the basic rules required to play.

Mana Token

You may only spend your active token during your Harvest Phase.

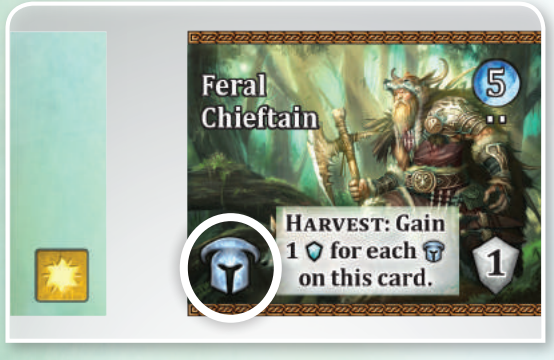
If you choose not to spend your active token, it will remain active for your next turns until you spend it.

If your token is already active and you Spoil, the token remains active but you don't receive any other reward.

Guardian Symbol



Some cards have one or more (guardian symbol). These symbols have no effect unless an ability on a card references them.



Wild Spirit Symbol

The (wild spirit symbol) is considered **any** of the spirit symbols: , , , .

If a vale card shows a in its cost, you may use **any** spirit symbol to pay that cost.

If a card or ability gives you a , you may use it to pay for **any** spirit symbol on a vale card's cost.

On-deck Card

Your on-deck card is not considered to be in your deck or in your field. Abilities that reference your deck, like "search your deck", do not include your on-deck card.

The only symbols that count on your on-deck card are and symbols. You must play the card into your field to get any other symbols on the card.

"Harvest" and "When Played" abilities cannot be used on your on-deck card. "Ongoing" abilities however, continually affect the card even when it is your on-deck card.

Using Abilities

If an ability specifically contradicts the rules, the ability takes precedence.

Each ability on an advancement or vale card can only be used once per turn unless it specifically states otherwise.

Most abilities list when they can be used at the start of their text, like "Harvest" or "When Played" for example, otherwise the ability describes when it can be used. If two or more abilities would resolve at the same time, like two "Harvest" abilities for example, the active player chooses the order they are resolved.

"**When Played**" abilities are resolved when they are played into your field, before revealing a new on-deck card; they are **not** resolved when they are revealed as your on-deck card.

"**Harvest**" abilities in your field are resolved during your Harvest Phase; they are **not** resolved while they are your on-deck card.

"**Ongoing**" abilities continually affect the card whether that card is on-deck, in your field, in your discard pile, or in your deck. These effects have no trigger, as they are always active.

Planting Your Field

New cards that are added into your field must always be placed to the right of any cards previously placed in your field. The cards are designed such that those without text effects can be overlapped and only the left half of each card needs to be seen. Try not to overlap cards with "Ongoing" or "Harvest" abilities, or you may miss them.

Open and Hidden Information

You may not look at any cards in a deck unless an ability allows you to do so.

You may always look at any cards in your own discard pile. You may not look at cards in other players' discard piles unless an ability allows you to do so.

When you gain tokens they are placed in your play area and are open information to all players.

Decay

You can only Spoil during your Planting Phase and Prep Phase. If you have 4 or more revealed during your Harvest Phase or Discard Phase, you do not Spoil and there is no effect.

Card vs. Advancement

A card is comprised of everything in its sleeve, including the starting card itself and any advancements that are placed in the sleeve.

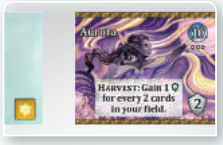
An advancement is one of the three "slots" that make up a card; advancements are not counted as individual cards. Advancements that are printed on starting cards are still considered an advancement in regards to rules and abilities. The "blank" starting card is not considered an advancement.

Card Clarifications

This section covers additional explanations for advancements and vale cards that may be referenced during play.

Advancements

Aurora



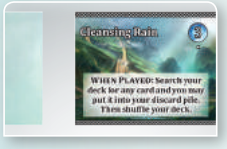
This is a "Harvest" ability, meaning if it's in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Count up the number of cards in your field (don't count your on-deck card). A "card" means everything in a single sleeve—advancements are not counted as individual cards. For every 2 cards, rounded down, gain 1 . For example, if there 9 cards in your field, you gain 4 .

Calm Weather



This is a "When Played" ability, meaning it resolves when it goes from being your on-deck card to being placed into your field. It resolves before you turn over your next on-deck card. This ability means you look at the top card of your deck (which is about to be your on-deck card). Then either discard it or put it back on top of your deck. Regardless, you then turn over a new on-deck card.

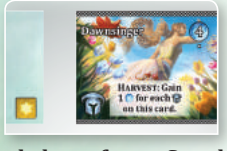
Cleansing Rain



This is a "When Played" ability, meaning it resolves when it goes from being your on-deck card to being placed into your field. It resolves before you turn over your next on-deck card. Search your deck for any card and you may put it into your discard pile (you'll probably want to choose a Cursed Land), then shuffle your deck (don't shuffle your discard pile into your deck) and reveal your next on-deck card. If you choose not to discard the card, you must still shuffle your deck.

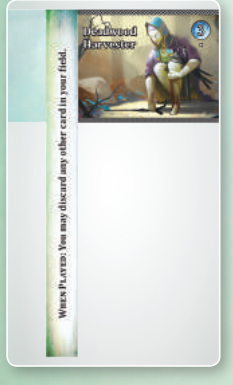
If Cleansing Rain was the bottom card of your deck, such that when you play it there are no cards in your deck, first shuffle your discard pile to create a new deck, then resolve Cleansing Rain's ability.

Dawnsinger



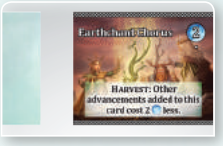
This is a "Harvest" ability, meaning if it's in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. For each on the card, including the on Dawnsinger plus any other on advancements also in the same sleeve, you get 1 additional to spend this turn. For example, if Dawnsinger and Stag were sleeved together on the same card, Dawnsinger would give you 3 during your Harvest Phase.

Deadwood Harvester



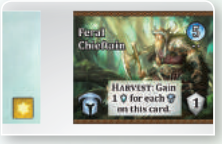
This is a "When Played" ability, meaning it resolves when it goes from being your on-deck card to being placed into your field. It resolves before you turn over your next on-deck card. This ability means you may discard any other card which was already placed in your field (typically a Cursed Land). If Deadwood Harvester is the first card placed into your field its effect does nothing.

Earthchant Chorus



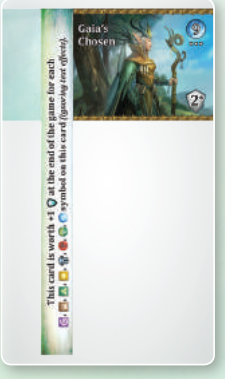
During your Harvest Phase (when you buy advancements), if Earthchant Chorus is on a card in your field and that card has one or two open slots to sleeve a new advancement, you may declare that you are purchasing an advancement that will be sleeved on the same card as Earthchant Chorus (it must be able to fit an open slot on the card). If you do, that advancement costs 2 less to buy (to a minimum of zero), and during your Discard Phase you must sleeve it where you said you would. Note that during the turn you buy and sleeve Earthchant Chorus its effect is not active and should be ignored.

Feral Chieftain



This is a "Harvest" ability, meaning if it's in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. For each on the card, including the on Feral Chieftain plus any other on advancements also in the same sleeve, you get 1 . For example, if Feral Chieftain and Stag were sleeved together on the same card, Feral Chieftain would give you 3 during your Harvest Phase.

Gaia's Chosen



This is an effect that only matters when counting total points at the end of the game. The advancement gives you 2 end of the game as normal, but it also gives you an additional 1 for every , , , , , , , and on the card. However, these are only counted after ignoring text effects.

For example, if Gaia's Chosen is sleeved together on the same card as both Stag and Dawnsinger, this ability would give you 6 (3 for the , 2 for the and , and 1 for the , but 0 from Dawnsinger's ability because text effects are ignored).

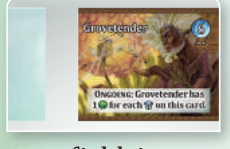
For example, if Gaia's Chosen is sleeved together on the same card as both Stag and Lifebringer Seed, this ability would give you 4 (2 for the , 1 for the , and 1 for the . Even though Lifebringer Seed has an "Ongoing" ability that cancels the , Gaia's Chosen specifically says to ignore text effects, so the is still worth 1).

Grassland



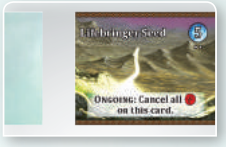
While Grassland is in your field during your Harvest Phase, when you count up the you get from symbols on cards and abilities, you must subtract 1 from the total. If you do not have any to lose due to the Grassland's ability, there is no effect.

Grovetender



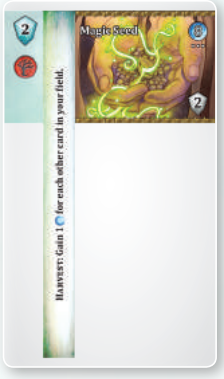
This is an "Ongoing" ability, meaning if Grovetender is sleeved on a card, thereafter, whether that card is on-deck, in your field, in your discard pile, or in your deck, Grovetender's ability is in effect. For each on the card (on advancements in the same sleeve), Grovetender is considered to have +1 . For example, if Grovetender and Stag were sleeved together on the same card, Grovetender would be considered to have 2 . You still, of course, only get these while Grovetender is in your field or on-deck.

Lifebringer Seed



This is an "Ongoing" ability, meaning if Lifebringer Seed is sleeved on a card, thereafter, whether that card is on-deck, in your field, in your discard pile, or in your deck, it is considered to have no on it.

Magic Seed



This is a "Harvest" ability, meaning if it's in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Count up the number of other cards in your field (don't count your on-deck card or the card that Magic Seed is sleeved on). You gain that much additional to spend this turn.

Mindful Owl



This is a "When Played" ability, meaning it resolves when it goes from being your on-deck card to being placed into your field. It resolves before you turn over your next on-deck card. This ability means you may discard any other card which was already placed in your field (typically a Cursed Land). If Mindful Owl is the first card placed into your field, then its effect does nothing.

Peacekeeper Druid

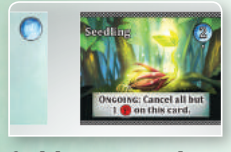


If Peacekeeper Druid is in your field, its ability is available for use during your Planting Phase (or, more rarely, your Prep Phase). During your Planting Phase, if you push and the new on-deck card you reveal would result in you Spoiling, instead of Spoiling, you may use Peacekeeper Druid's ability and discard your current on-deck card. Then reveal a new on-deck card.

You may not use the ability more than once during your turn. For example, if you were to Spoil but you use Peacekeeper Druid's ability to discard your on-deck card and reveal a new on-deck card, which also results in you Spoiling, then too bad, you Spoil anyway.

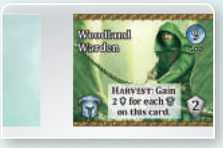
In the rare case of Spoiling during your Prep Phase, if Peacekeeper Druid is in your field, you may use its ability once then as well, but then you cannot use the ability again during your next Planting Phase.

Seedling



This is an "Ongoing" ability, meaning if Seedling is sleeved on a card, thereafter, whether that card is on-deck, in your field, in your discard pile, or in your deck, that card is considered to have no more than 1 on it. For example, if Seedling is sleeved on a Cursed Soil with no other advancement, its ability effectively does nothing. However, if you also sleeve an advancement with on it on the same card, like Hulking Thornhide, then Seedling's ability cancel's the second so the card is considered to have only 1 on it.

Woodland Warden



This is a "Harvest" ability, meaning if it's in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. For each on the card, including the on Woodland Warden plus any other on advancements also in the same sleeve, you get 2 . For example, if Woodland Warden and Stag were sleeved together on the same card, Woodland Warden would give you 6 during your Harvest Phase.



Vales

Ancient Liferoots



You always are considered to have +1 . If you already have an Ancient Liferoots vale card, you may not gain a second.

Azure Lake



This ability means that every Harvest Phase you gain 1 to spend during that Harvest Phase. You cannot use this ability the turn you buy this card.

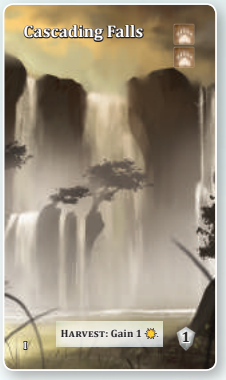
Blooming Arbor



This ability is available for use during your Planting Phase (or, more rarely, your Prep Phase). During your Planting Phase, if you push and the new on-deck card you reveal would result in you Spoiling, then instead of Spoiling, you may discard Blooming Arbor (put it back in the game box and it's considered out of the game). If you do, you gain 1 . If that results in you no longer Spoiling, then you now continue your turn as normal by choosing to either pass or push.

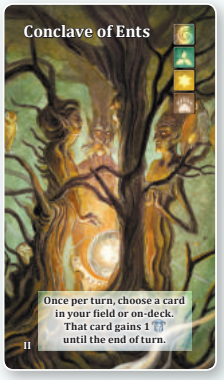
In the rare case of Spoiling during your Prep Phase, you may also use Blooming Arbor at that time to gain 1 until your next Prep Phase.

Cascading Falls



This ability means that every Harvest Phase you gain 1 to spend during that Harvest Phase. You cannot use this ability the turn you buy this card.

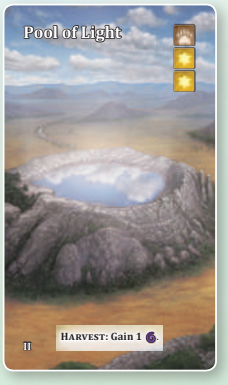
Conclave of Ents



This ability means that once every turn, at any time during that turn, you may choose a card in your field or on-deck. That card is considered to have +1 on it. For example, if you were about to Spoil and Grovetender was sleeved on your on-deck card, then you may use Conclave of Ents' ability to temporarily give the Grovetender card +1 until the end of your turn, which means Grovetender gains +1 until the end of your turn and you no longer Spoil.

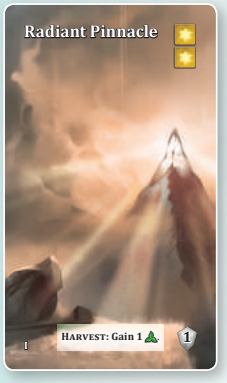
In the rare case you use Conclave of Ent's ability during your Prep Phase, the ability stays in effect during your next Planting Phase.

Pool of Light



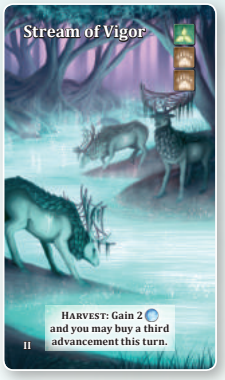
This ability means that every Harvest Phase you gain 1 to spend during that Harvest Phase. You cannot use this ability the turn you buy this card. The may be used to pay for **any** spirit symbol on a vale card's cost.

Radiant Pinnacle



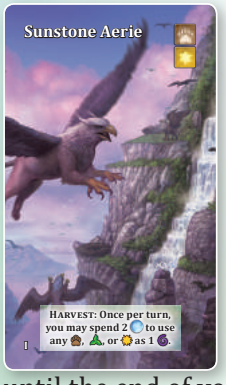
This ability means that every Harvest Phase you gain 1 to spend during that Harvest Phase. You cannot use this ability the turn you buy this card.

Stream of Vigor



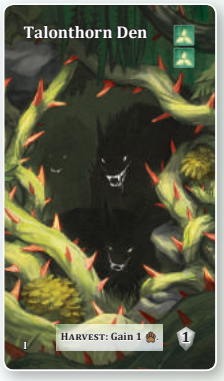
This ability means that every Harvest Phase you gain 2 to spend during that Harvest Phase. In addition, you are now limited to buying 0 to 3 advancements each turn instead of 0 to 2. You cannot use this ability the turn you buy this card.

Sunstone Aerie



This ability means that once each turn during your Harvest Phase you may spend 2 (meaning you have 2 less to buy advancements with) and choose 1 spirit symbol (, ,) you have available to spend and treat it as though it were a (wild spirit symbol) until the end of your turn. For example, if you wanted to buy a Ley Line Nexus which costs 1 and 1 , but you only have 1 and 1 , you may use this ability to treat the as a and buy the Ley Line Nexus with a and a . You cannot use this ability the turn you buy this card.

Talonthorn Den



This ability means that every Harvest Phase you gain 1 to spend during that Harvest Phase. You cannot use this ability the turn you buy this card.





Credits

Game Design: John D Clair

Project Lead: John Goodenough

Development: Bryan Reese, Mark Wootton

Art Direction: Todd Rowland

Cover Art: Kiki Moch Rizky

Card Art: Jess Alphonso, Jack Baker, Storn Cook, Amber Debelak, Martin de Diego, Andrew Gaia, Krzysztof Hain, Yogesh Joshi, Heather Kreiter, Jeff Porter, Kezrek Laczin, Kiri Leonard, Matt Paquette, Kiki Moch Rizky

Graphic Design: Kali Fitzgerald

Packaging Design: Sean Glenn

Story Text: Ross Watson

Editing: Nicolas Bongiu, Bryan Reese, Todd Rowland, Mark Wootton

Production: Dave Lepore

Playtesters: Csilla Balogh, Eva Balogh, Katalin Balogh, Steve Behnke, Maryne Blanchetière, Nicolas Bongiu, Chris Buckley, Chris Buskirk, Vincent Carassus, Alex Daar, Ryan Dancy, Kali Fitzgerald, John Goodenough, Sean Growley, Sean Heaney, Chris Johnson, Matt Joyce, Kyle Huibers, Jason Krause, Jean Le Bail, Ben Lesel, Tobias Loc, Stan Lovelace, Eric Martinez, Mike McDonald, David Mines, Tim Moore, Chris Mroz, Sam Nazarian, Josh Nichols, Will Pell, Bryan Reese, Todd Rowland, Brandon Snyder, Richard Stewart, Zak Stoltz, Chris Swales, Eric Swanson, Richard Tatge, Thorin Tatge, Christie Thompson, Mark Wootton, Erik Yaple, Leo Porter-Zasada, Pace Porter-Zasada, John Zinser

Designer Special Thanks:
I want to specifically thank the awesome people who volunteered their time to help me playtest and develop *Mystic Vale*. If it's not 100% true to say that a game is only as good as its playtesters, it's at least 90% true, and the thanks owed to these great contributors should not be understated. The first on the list has to be Csilla Balogh for all the wonderful support, input, help, and playtests. This game would not be what it is without her. Katalin and Eva Balogh have to be next for their excitement and willingness to play over and over nearly every iteration of the game. Other fantastic contributors who cannot go unmentioned include, in no particular order, Sam Nazarian, Chris Buckley, Steve Behnke, Chris Buskirk, Alex Daar, Sean Growley, Chris Johnson, Pace and Leo Porter-Zasada, David Mines, Ben Lesel, Zak Stoltz, and Eric Martinez. Many others also offered their time to playtest. You know who you are and you have my thanks! Finally, much credit and thanks should be given to the great team at AEG for the professionalism, talent, and friendship of each and every person I worked with. Working with them has been rewarding, inspiring, and fun.

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Questions? Email CustomerService@alderac.com





Druidic Clans

There are many druidic clans devoted to nurturing and guarding the Valley of Life. Each clan focuses on a certain aspect based on the primal forces of nature. This aspect shapes the clan's rituals, which grants them different powers and blessings from Gaia. When the spirits of nature cried out for aid, the Druid Council first sent the four most prominent clans: Beastbrothers, Lifewardens, Dawnseekers, and Waveguards.

Beastbrothers



Druids belonging to the circle of animals are called Beastbrothers. These druids form lasting bonds with all forms of animal life. Beastbrothers are often considered barbaric, preferring to lair in caves and dark forests. Beastbrothers honor and respect the ways of animals, including the nature of predator and prey.

Lifewardens



Some druids join a circle dedicated to plant life, the power of growth, and harmony of nature. These druids are known as Lifewardens. They are gardeners and caretakers, nurturing life that comes from the earth. Plants, trees, farms, and gardens are where they roam. Lifewardens catalogue every plant they encounter, memorizing the uses of herbs, roots, and other growing things, making them excellent healers.

Dawnseekers



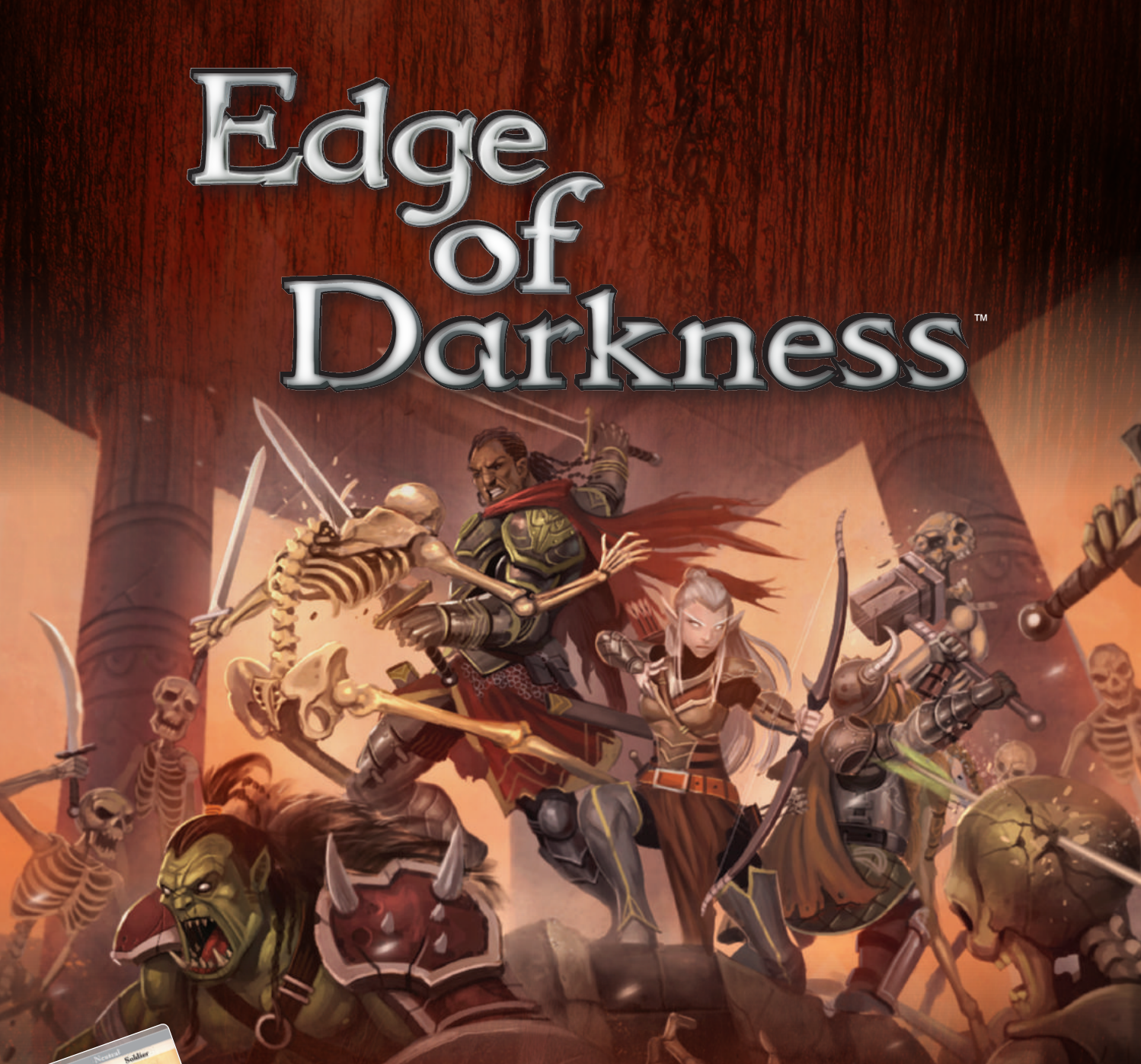
The light of the sun marks the passage of the seasons, and druids who venerate this process are known as Dawnseekers. This circle of druids mark the calendar, preferring to make their homes amongst the plains and savannas where the sun is clearly seen throughout the day. Dawnseekers rise early, hence their name, though some amongst their number prefer to remain awake until midnight to mark the end of another day.

Waveguards



Wherever the rivers flow, you can find druids who honor the rushing waters. These druids are sometimes called Waveguards, and they travel along stony riverbeds, frost-lined coasts, and into the icy mountains. Waveguards understand the majesty and power of water like no others, able to divine weather patterns from a single drop of rain and predict the tides with uncanny accuracy.

Edge of Darkness™







Mystic Vale is just the beginning!

The evil forces which curse the Vale have laid waste to most of the world. Only one city stands against the foul tide – a last beacon of hope in a world gone Dark.

Edge of Darkness™ is a revolutionary new game from AEG that combines aspects of worker placement, deck building, and fast–paced combat with the Card Crafting System™ that debuts in Mystic Vale™. Exciting industry newcomer John D Clair is the designer of both games.



Edge of Darkness is AEG's most ambitious, deluxe, tabletop gaming experience ever. Up to 4 players lead factions in the City on the Edge of Darkness as they struggle against the odds to survive in the face of monstrous evil and civil strife to light a beacon of hope for the whole world – a promise that Light shall not be extinguished and that hope remains.

Quick Reference

Setup

1. Player Decks

Each player should shuffle their deck and place it face down in front of them.

2. The Commons

Take out all the Fertile Soil advancements and place them in a separate deck. Separate all the other advancements into decks denoted by their level symbols.

Shuffle all of the level 1 advancements and count out a number of advancements into a deck based on the number of players:

- 2 players: 12 advancements
- 3 players: 15 advancements
- 4 players: 18 advancements

Then turn over the first 3 advancements of the level 1, 2, and 3 deck.

3. Vale Cards

Shuffle both vale decks, then turn over 4 cards face up from each deck.

4. Setup VP Tokens

Place the tokens in a pool based on the number of players:

- 2 players: 23
- 3 players: 28
- 4 players: 33

5. Setup Fields

Each player makes their starting field until they have two Cursed Lands in their field and a third one on-deck.

6. Determine Starting Player

Place the tokens so that their active side is face up and shuffle them. Each player takes one token at random and turns it over. The player with the starting player symbol will be the starting player for this game.

Players are now ready to begin the game!

Taking a Turn

Take the following phases in order.

1) Planting Phase

Resolve the following steps:

A. You must choose to either **pass** or **push**. If you pass, skip immediately to your Harvest Phase.

B. If you chose **push**, place your on-deck card into your field, to the right of any previously played card. Resolve "When Played" abilities on that card (if any), then turn over the top card of your deck and place it back on top of your deck face up as your new on-deck card.

C. Determine if you have **Spoiled**.

D. If you have not Spoiled, go back to step A and repeat.

2) Harvest Phase

If you chose to end your Planting Phase before Spoiling, you now complete your Harvest Phase (again, only if you did not Spoil).

Count up your and spirit symbols (, , ,), resolve "Harvest" abilities on cards in your field, score , buy vale cards, and buy advancements. **All of this can be done in any order**.

3) Discard Phase

Sleeve each advancement you bought (if any), then replenish vale cards and advancements in the commons.

The next player may now begin their turn.

4) Prep Phase

While your opponent is beginning their turn, prep your field until you have **three or more** showing (in your field and your on-deck card).