Villages of Valeria

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2-4 Players / 30 minutes

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Overview

In Villages of Valeria, you play the role of a Duke 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, which provide even more Victory Points and special powers. The player with the most Victory Points at the end wins the game and their Village will become the Capitol City of Valeria!

Components

90 Cards: 72 Buildings, 10 Adventurers, 4 Castle Cards, 4 Player Aid Cards

25 Gold Coin Tokens

1 Active Player Token

Setup

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. Give each player 3 Gold coins; the remaining coins form the bank.

Each player places their Castle card face-up in front of them on the table, as the first card in their Village.

Separate the remaining cards into two decks, putting Adventurers into one deck and Buildings into the other. Shuffle each deck separately.

Deal 6 random cards from the Buildings deck to each player. These cards form the players' opening hands, which they keep secret.

Create 5 *pool* piles by dealing one card from the Buildings deck to each pile, face up in the center of the table. Place the rest of the Buildings deck face down next to the pool.

Similarly, deal 5 random cards from the Adventurers deck face up in the center of the table (near the Buildings pool), to form the *Adventurers pool*. Deal 5 more Adventurers face down and unseen into a draw pile, and place it near the Adventurers pool. If any Adventurers are left over, place them back in the box unseen; they will not be used.

Select a player in any way you wish to be the starting Active Player. In turn order (starting with the Active Player and going clockwise) each player selects one Building card from his hand to develop as a Resource, at no cost. This special round happens only once, at the start of the game. (Note: place the selected card face-up and upside down, and tucked under your Castle card, as explained below under **Developing Resources** on page 4 and as shown in the Village Layout diagram on page 3.) Thus, each

player will have one Wild Resource (provided by their Castle) and one ordinary Resource of their choice already available on their first normal turn.

Now begin taking normal turns (again starting with the Active Player and going clockwise).

Concepts

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. (See diagram on page 3.)

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.

Developing Resources

There are four Resource types: Wood 🪵, Food 🍅, Stone ⬢, and Magic 🔵. (Note: Castle cards provide a Wild 🔶 Resource.)

When you develop a 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 (see diagram on page 3). When you build more Resources, keep placing them under your Castle in an upward fan, with only the Resource section showing. The rest of the card no longer matters once a card has been developed as a Resource.

To develop a Resource, take the **Develop** action on your turn, or follow that action on another player's turn. (See below for details.)
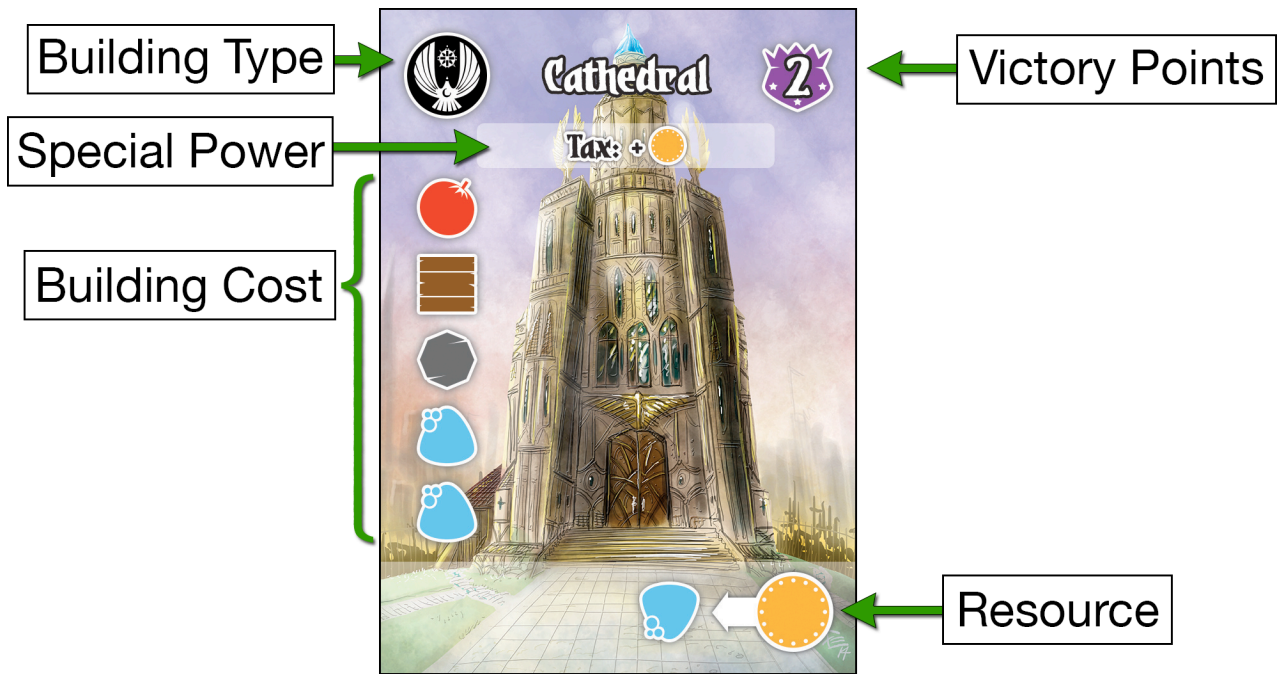
Building Buildings

Each Building has a name and a type. The type is shown by the Building Type icon on the card. There are four Building types: Soldier 🛡️, Worker 🪓, Holy 🔱, and Shadow ✖️.

When you build a card as a Building, place it face up and right side up in your district, to the right of your Castle. The Building's title, victory points, and special power (if any) should be visible at the top of the card. You should group your Buildings by type for easy counting and scoring (see diagram on page 3). **Note:** Once built, 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.
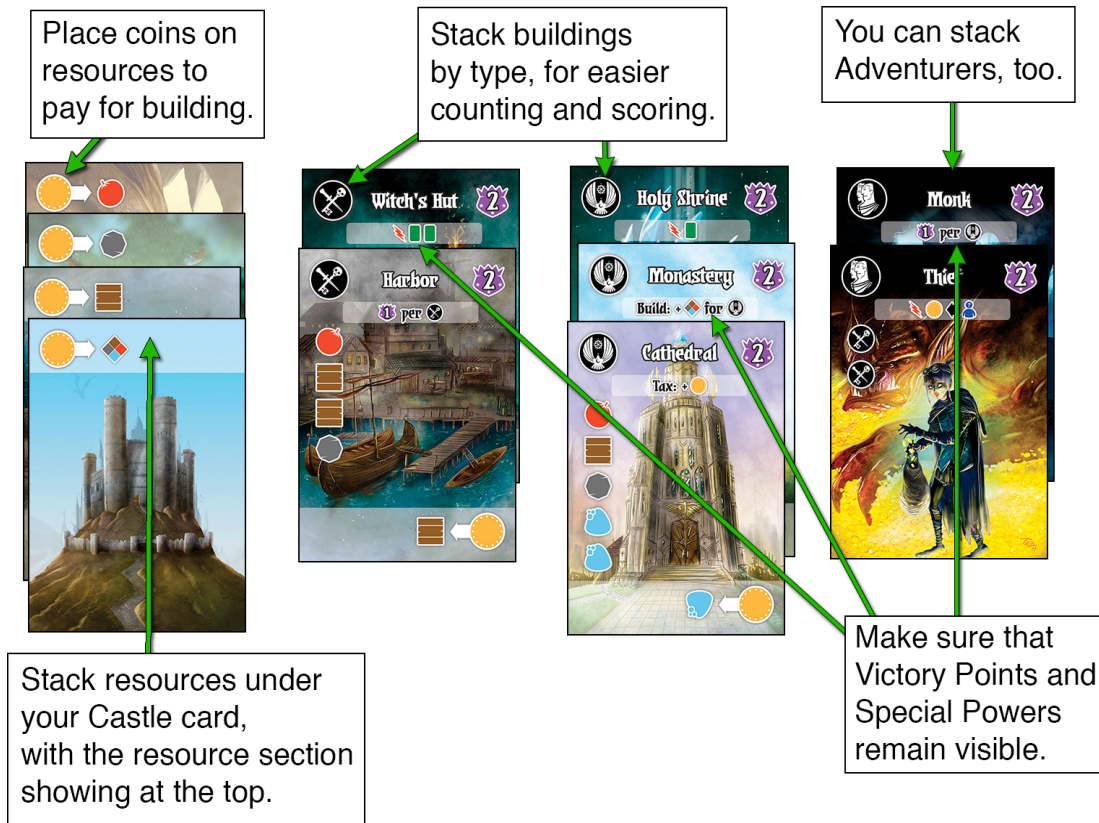
To build a Building, take the **Build** action on your turn, or follow that action on another player's turn. (See below.) **Important**: You may not build a copy of a Building that you have already built. (For example, you may have at most one *Harbor* in your Village.)

Buildings provide Victory Points, which are scored at the end of the game. The points provided by some Buildings will depend on what other Buildings are in your Village.

Some Buildings provide special powers, which are explained below.

Building Type → **Cathedral** ← **Victory Points**

Special Power → Tax: +

Building Cost

Resource →

Anatomy of a Building/Resource Card

Place coins on resources to pay for building.

Stack buildings by type, for easier counting and scoring.

You can stack Adventurers, too.

Witch's Hut 2

Harbor 2

Holy Shrine 2

Monastery 2
Build: + for

Cathedral 2
Tax: +

Monk 2
1 per

Thief 2

Make sure that Victory Points and Special Powers remain visible.

Stack resources under your Castle card, with the resource section showing at the top.

Village Layout

Recruiting Adventurers

Adventurer cards show the Adventurer icon 🜊. They are not Buildings, and they 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, take the **Recruit** action on your turn, or follow that action on another player's turn. (See below.)

Drawing and Discarding Cards

Whenever you draw a card, you may choose to draw the top card of any pool pile, or draw the top card of the deck. The cards in the pool piles are face-up, so you know what card you're getting. The deck is face-down, so you don't know what you're getting. 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 pool piles, immediately replace it with the top card from the draw deck. Each one of the five pool piles should always have at least one card in it.

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

There is no hand limit. You may hold as many cards in your hand as you wish, and it is never harmful to take more cards into your hand.

Game Flow

Players take turns being the Active Player in clockwise order. 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 Resource cards. Keep the coins; they are yours.

Take One Action

Choose one action and take it. (See "Actions" below.) 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 to the player to your left.

Actions

Harvest

Draw three cards into your hand, one at a time. (See "Drawing and Discarding Cards", above.)

Follow: Each other player may draw one card into their hand.

Develop

Discard one card from you hand to add one other card from your hand to your Village as a Resource.

Follow: Discard *two* cards from you hand to add one other card from your hand to your Village as a Resource.

Build

Pay the cost of one Building card from you hand to add it to your Village as a Building. Draw one card into your hand.

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

Cost of Building: Each Building costs one or more Resources. You must provide each Resource that the Building costs, usually by placing one of your Gold coins on a matching Resource card. For example, if a Building's cost is two Wood and one Stone, you could pay by placing three Gold coins: one on each of two different Wood Resources, and one on a Stone Resource.

You may not spend a Gold that is already on a Resource card. You may not place a Gold on any Resource that already has a Gold on it. You may not build a Building if you cannot provide all of its Resources.

You may pay by placing Gold coins on your own Resources, or on other player's Resources. (Note: Gold placed on other players' Resources will belong to those players at the start of their next turn.)

Important: You may not add duplicate Buildings to your Village. For example, if you already have a *Wood Mill*, for example, you may not build a second *Wood Mill*.

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

Pay one Gold coin to the bank to add an Adventurer to your village.

Follow: Pay *two* Gold coins to the bank to add an Adventurer to your village.

To add an Adventurer, choose any one face-up Adventurer card from the Adventurers pool and add it to 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 this step.)

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 cannot recruit the Adventurer. For example, the *Paladin*'s requirement is 🛡️ 🛡️ . To recruit the *Paladin*, you must pay one Gold coin *and* your Village must include at least one Soldier 🛡️ Building and one Holy 🛡️ Building. The *Thief* requires ❌ ❌, so your Village must have at least two Shadow ❌ buildings, and so on.

Tax

Take one Gold coin from the bank and draw 1 card.

Follow: This action may not be followed. Other players do nothing on your turn.

Special Powers

Some Buildings and adventurers provide special powers, after they have been built or recruited. This section explains those powers and their effects.

General notes: Powers that apply to specific actions, such as Recruit, Harvest, etc., apply when you are either taking or following the action. They do not apply in the turn when the Building or Adventurer granting the power is first built or recruited. Powers are additive: for example, if you have two cards with the **Tax:** + 🟡 power, then you may take 3 Gold coins from the bank whenever you take or follow the Tax action.

Power	Explanation
Harvest: + 🟩	Whenever you lead or follow a Harvest action (but *not* when you draw cards for any other reason), draw one extra card.
Recruit: + 🟩🟩	Whenever you lead or follow a Recruit action, draw 2 cards into your hand.
⚡🟩🟩🟩	Once, at the time this card is built or recruited, draw 3 cards into your hand.
Tax: + 🟡	Whenever you take the Tax action, take one extra Gold coin from the bank.
⚡🟡	Once, at the time this card is built or recruited, take one Gold coin from the bank.
Develop: + 🟡	Whenever you lead or follow a Develop action, take one Gold coin from the bank.
Build: + 🔴	Whenever you lead or follow a Build action, you gain one extra Resource of the Resource type shown. **Note**: You do not have to pay a Gold coin for this Resource, nor can any other player purchase or use it.
Build: + 🔶 **for** 🏛	Whenever you lead or follow a Build action, you gain one extra Wild Resource when Building a Building of the specified type. **Note**: You do not have to pay a Gold coin for this Resource, nor can any other player purchase or use it.
1👑 × ⚔	At the end of the game, score 1 additional Victory Point for each Building in your Village that matches the Building type shown.
1👑 × 👤	At the end of the game, score 1 additional Victory Point for each Adventurer in your Village.
⚡🟡⬅👤	Once, at the time this card is recruited, take one Gold coin from any one opponent. The coin may be in use (on a Resource) or not.
⚡🟩➡🟡	Once, at the time this card is recruited, discard one card from your hand to take one Gold coin from the bank.
⚡🟩⬅👤	Once, at the time this card is built, take one card at random from any one opponent. (The opponent need not reveal their hand to you.)
Build: 🟩🟩➡🟡	Whenever you lead or follow a Build action, you may discard 2 cards from your hand to take one Gold coin from the bank.

Game End

In a four-player game, the game ends after the turn in which any player's Village contains a total of 10 Buildings and/or Adventurers, or more in a three- or two-player game (see chart 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 action is played out, so even if the active player has triggered the end of the game, all other players still get a chance to follow the action and add to their own Villages.

Note: Resources and the Castle do not count toward the total. Count only Buildings and Adventurers.

Players	Total Buildings and Adventurers
2	14
3	12
4	10

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 Soldier ⓤ 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.