

JOHN D CLAIR

MYSTIC VALE

VALE OF MAGIC EXPANSION

A CARD CRAFTING GAME OF NATURE'S POWER

Card
Crafting
System



Components

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

- 54 Advancements consisting of:
 - 18 Level 1
 - 21 Level 2
 - 15 Level 3
- 18 Vale cards consisting of:
 - 9 Level 1
 - 9 Level 2
- Rulebook

Expansion Setup

Simply shuffle the new advancements and vale cards into their corresponding decks. Then follow the standard setup rules for the base game. There are no new rules required to play with the *Vale of Magic* expansion.



Card Clarifications

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

Advancements

Canopy Explorer



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 this card you may take the top card of your deck (this is the first face down card beneath your current on-deck card), and place it face up into your field as the rightmost

card. So for example, if there were 2  on the card, you would take the top 2 cards that are face down beneath your on-deck card and place them at the end of your field (you must take exactly 2 cards).

Note: You only resolve this effect during your Harvest Phase, meaning you’ve already passed and cannot Spoil. If this effect causes you to have more than 3 , you don’t Spoil; just continue your Harvest Phase as normal.

Likewise, “When Played” effects and  are only beneficial during your Planting and Prep Phase, and if placed into your field via Canopy Explorer, are useless.

If you don’t have enough cards in your deck to fully resolve this effect, shuffle your discard pile and it becomes your deck, then complete the effect.

Goldenwing Gryphon



This is a “When Played” ability, meaning it resolves when it goes from being your on-deck card to being placed in your field. If your  token is face down (the token you turn face up when you Spoil) you may now turn it face up so the active side is revealed.

Hatchery



This is a “Discard” ability, meaning it triggers during your Discard Phase. If Hatchery’s card is the “first”

card in your field (i.e. the leftmost card) then you discard it as normal with all the other cards in your field. However, if it is in any position other than first, you may choose to not discard it. In this case, you would discard all the other cards in your field, place Hatchery’s card as the “first” (leftmost) card in your field, then during your Planting Phase, play cards to the right as the second card, third card, fourth card, etc.. This effect essentially allows you, under most circumstances, to keep a card in your field for an extra turn.

If you manage to get two or more cards with Hatchery in your field at the same time, you may choose what order to resolve them in, resulting in one card being in the first spot in your field, and other card in the second spot; meaning the other card will actually get to stay in your field for two extra turns.

Lifetap Oracle

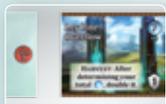


This is a “When Played” ability, meaning it resolves when it goes from being your on-deck card to being placed in your field. It resolves before you turn over your next on-deck card. For each  on this card, you search your deck for any card and you may put it into your discard pile (you’ll probably

want to choose a Cursed Land), then shuffle the cards in your deck (don’t shuffle your discard pile into your deck) and reveal your next on-deck card. If Lifetap Oracle 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 Lifetap Oracle’s ability.



Ley Line Overflow



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. You may resolve Harvest abilities whenever you choose to during your Harvest phase. Typically, this ability you want to resolve last.

For example, you’ll typically want to count up all regular (mana) you get from your cards, gain a from your token if desired/possible, gain from Harvest effects on your cards and your vales. Then, lastly use Ley Line Overflow’s ability to double whatever that total was.

If you have multiple Ley Line Overflows, you resolve one after the other. Meaning, for example, with two Ley Line Overflows you would be able to quadruple your total .

Sporeling Reclaimer



This is an effect that only matters when counting total points at the end of the game. This effect gives you 1 for each on cards in your deck. The term “deck” doesn’t mean just the cards remaining in your draw deck at the end of the game, it means all of the advancements you own.

Vales

Aether Tree



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, instead of Spoiling, you may discard Aether Tree (put it back in the game box and it’s considered out of the game).

If you do, choose a card in your field; all on that card, other than from a Cursed Land, is canceled. 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 Aether Tree at that time to cancel until your next Prep Phase.

Example: It’s your Planting Phase and you have just Spoiled! Your on-deck card has 2 on it, 1 from a Cursed Land, and 1 from a different advancement. You may discard Aether Tree to cancel the second that is not from the Cursed land (that is now canceled until your next Prep Phase). If this prevented you from Spoiling, then you continue your current Planting Phase as normal by choosing to pass or push.

Amberwood



This is a "When Bought" effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. If your ⬇️ token is face down (the token you turn face up when you Spoil) you may now turn it face up so the active side is revealed.

Note: You may turn your ⬇️ token face down to gain a ⬇️ at any point during your Harvest Phase. For example, you may turn your ⬇️ token face down and gain 1 ⬇️, then buy Amberwood, and turn the ⬇️ token face up again. Finally, turn your ⬇️ token back to face down and gain a second ⬇️.

Earth Cradle



This is a "When Bought" effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. Gain 1 ⬇️ for each valed you own. That includes Earth Cradle and any other valed you may have bought this turn.

Direwolf Burrow



This is a "When Bought" effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. If your ⬇️ token is face down (the token you turn face up when you Spoil) you may now turn it face up so the active side is revealed.

Note: You may turn your ⬇️ token face down to gain a ⬇️ at any point during your Harvest Phase. For example, you may turn your ⬇️ token face down and gain 1 ⬇️, then buy Direwolf Burrow, and turn the ⬇️ token face up again. Finally, turn your ⬇️ token back to face down and gain a second ⬇️.

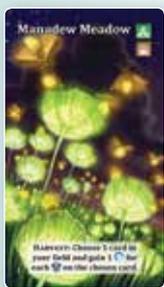
Fauna Hollow



This is a "When Bought" effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. You gain an extra 2 ⬇️ to spend this turn on buying advancements (or resolving other effects if possible).



Manadew Meadow



This ability means that once every Harvest Phase you may choose 1 card in your field. For each token on that card you may gain 1.

Shimmercliff Rookery



This is a “When Bought” effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. If your token is face down (the token you turn face up when you Spoil) you may now turn it face up so the active side is revealed.

Note: You may turn your token face down to gain a at any point during your Harvest Phase. For example, you may turn your token face down and gain 1, then buy Shimmercliff Rookery, and turn the token face up again. Finally, turn your token back to face down and gain a second.

Sunwell Temple



This is a “When Bought” effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. Take the top card of the level 1 vale deck and add it to the vales you own. If the card has a text effect, you may not use the effect this turn. If the card has a “When Bought”

effect, you do not gain the benefit.

Vale of Magic



This ability means that once every Harvest Phase you must gain 1.

Wood Sprite Hoard



This is a “When Bought” effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. Look at the top three face down cards of your deck (your on-deck card is not considered part of your deck so it is not one of the three cards). You may put any of those three cards into your discard pile. The rest should be put back, face down, in the same order you drew them.

Note if there are only 0, 1 or 2 cards left in your deck, look at all of them, and discard any of your choice.

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www.alderac.com/mystic_vale

Questions?

Email CustomerService@alderac.com



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 up to 2 vale cards, and buy up to 2 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).