

QUESTS OF VALERIA



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GAMES

The Story of Quests of Valeria

Amid the onslaught of monsters and petty squabbles of the Dukes and Duchesses, the Guild Masters of New Shilina work behind the scenes to make sure the Kingdom prospers. As one of the famous Guild Masters of Valeria, you conduct most of your business in the glorious Gutrot Tavern located in the heart of New Shilina. It's not enough to hire the best citizens to send on quests – you must also leverage their skills to gain the upper hand.

Outwit your fellow Guild Masters by creating a cascade of fruitful actions to bring prestige to your guild and win the admiration of the King and the citizens of Valeria!

Overview

In *Quests of Valeria* you play the role of a Guild Master, hiring citizens at the tavern to send on quests. You gain Victory Points for completing quests and your Guild Master persona helps you gain bonus Victory Points for completing specific quests. The player with the most Victory Points at the end wins the game, and their Guild will be the envy of the Kingdom 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/quests-of-valeria

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

Credits

Design: Isaias Vallejo | Illustrations: Mihajlo Dimitrievski

Publisher and Game Developer: Daily Magic Games

Copy Editing: Sarah Bolland and Cardboard Edison

Special Thanks to: Richard Ham for reviewing the game. The Kickstarter community and fans of the Valeria series.

Components

84 Citizen Cards



front

back

32 Quest Cards



front

back

6 Guild Master Cards



front

back

2 Action Tokens and

1 First Player Token



5 Player Aid Cards



7 Card Cost Tokens



Setup

- 1 Shuffle the Guild Master cards and give 1 face-down to each player – this is each player's secret role in the game. You may look at your Guild Master at any time during the game, but it should be kept hidden from other players until the end of the game. Place the unused cards in the box – they will not be used. Give each player a Player Aid card.
- 2 Place the Card Cost tokens in the center of the play area, in order from left to right: 0, 1, 1, 2, 2, 3, and “Hire From Your Hand = 2”.
- 3 Shuffle the Citizen cards and deal 3 to each player – this is each player's starting hand.
- 4 Deal 6 Citizen cards face-up below the first six Card Cost tokens to form the Tavern Line – these are the starting Citizens that can be hired in the Tavern. Place the rest of the Citizen cards below the “Hire From Your Hand = 2” token – this will form the Citizen deck.

- Shuffle the Quest cards and deal 6 Quests (4 Quests for a 2-player game) face-up above the Card Cost tokens to form the Active Quests – these are the Quests available in the Tavern. Place the rest of the Quest cards above the “Hire From Your Hand = 2” token – this will form the Quest deck.
- Randomly determine the first player and give them the 2 Action tokens and the First Player token. Begin taking normal turns starting with the first player and going clockwise. (See “Game Flow” on page 8.)



Important: your tableau (the cards face-up in front of you) is referred to as your Guild throughout the rule book.

Icons

The following icons represent the four different Citizen Roles in the game and appear on Citizen and Quest cards:



Worker



Soldier



Shadow



Holy

The following icons represent the three different Resources in the game and appear on Citizen and Quest cards:



Gold



Strength



Magic

When there is a number on top of the icon, it represents that many of that type.

When there is an “=” on top of the icon, it represents an equal amount of the same Resource you are discarding at that time.

Example: Maria is discarding a *Knight* that produces 1 Strength and an *Archer* that produces 2 Strength for a total of 3 Strength. She needs 5 Strength to complete the Quest she has chosen, so she also discards a *Warlord* which brings her total Strength up to 6.

You may discard Citizen cards with an “=” on top of a Resource without discarding another Citizen with the same Resource. In this case, you generate none of that Resource, but may still use the Citizen Role on the discarded card.

The following icons represent Actions (see “Actions” on page 10) that you take in the game and appear on Citizen and Quest cards:



Draw



Hire



Reserve



Quest

The following icons are used as operator and reference icons on Citizen cards:



Citizen Card – A Citizen card from a player’s hand or Guild.

Usually to be taken by another player.



Discard Citizen Card – A Citizen card to be discarded from a player’s hand or Guild.



Discard Quest Card – A Quest card to be discarded either from the Tavern or a player’s reserved Quest.



Player’s Hand – Specifies that a card is to be taken from the hand of a player of your choice.



Player’s Guild – Specifies that a card is to be taken from the Guild of a player of your choice.

T **Tavern** – Specifying that a card is to be taken from the Tavern Line or the Active Quests.

➡ **Pay** – The item on the left of this icon is paid in order to gain the item on the right of this icon. You can read this as “paid to gain”.

⬅ **Take** – The item on the left of this icon is taken from the item on the right of this icon. You can read this as “taken from”.

⏷ **Or** – Only one of the listed items may be chosen from either side of the icon. You can read this as “or”.

The following icon represents Victory Points in the game and appears on Quest and Guild Master cards:

👑 **Victory Points** – The number on top represents the number of Victory Points you gain at the end of the game.

Card Anatomy

There are three main cards in the game: Citizen, Quest, and Guild Master.

Citizen Card

Citizen cards represent people in the Tavern you can hire to join your Guild.



Citizen Role

Each Citizen card has a Citizen Role icon (Worker, Soldier, Shadow, or Holy) shown in the upper-left corner of the card. Quests require Citizens with specific Roles to be discarded in order to complete them.

Resources Produced

Each Citizen produces the Resources (Gold, Magic, or Strength) shown on the left of the card. Quests require specific Resources to be discarded in order to complete the them.

Citizen Name

Each Citizen has a name that can be found in the center of the card.

Hire Power

Most Citizens have a Hire Power shown on the bottom of the card. When you hire a Citizen to your Guild, you gain the Hire Power immediately.

Quest Card

Quest cards represent the quests that have been posted in the Tavern for you to complete.



Quest Name

Each Quest has a name that can be found at the top of the card.

Requirements

Each Quest requires that you discard cards with a certain quantity and combination of Citizen Roles and Resources. You may "overpay" by discarding more than the Quest requires, but you must discard at least the Roles and number of Resources shown in order to complete the Quest.

Reward(s)

Each completed Quest will grant you Victory Points to be counted at the end of the game as a reward. Most Quests will also grant you bonus Actions that

you take immediately after completing the Quest. After completing the bonus Action(s), flip the Quest card face-down.

Quest Type

There are four different Quest Types: **Adventure**, **Battle**, **Commerce**, and **Subterfuge**. Different Guild Masters will score bonus Victory Points at the end of the game for completing particular Quest Types.

Flavor Text

Each Quest has flavor text to immerse you in the world of Valeria.

Guild Master Card

Guild Master cards represent your secret persona in the game. Keep them face-down until the end of the game.



Guild Master Name

Each Guild Master has a name that can be found in the center of the card.

End Game Power

Each Guild Master will score bonus Victory Points at the end of the game according to the Quest Types they completed.

Game Flow

Starting with the first player, each player takes a turn which consists of 2 phases: the Action Phase and the End Phase.

Action Phase

During the Action Phase, a player must take 2 Actions from the following:

1. **Draw:** Draw 1 card from the Citizen deck.
2. **Hire:** Hire 1 Citizen from the Tavern by paying its cost.
3. **Reserve:** Reserve 1 Active Quest from the Tavern and place it in front of you. Or discard all Active Quests from the Tavern, refill the Tavern with new face-up Quests from the Quest deck, and then Reserve 1 Active Quest.
4. **Quest:** Complete 1 Active Quest from the Tavern or a Quest that you have reserved.

See the “Actions” section below for a detailed description of each action.

You may take the same action twice in one turn.

It is possible to lose track of which action you are on because of bonus Actions and Hire Powers. We have included the Action Tokens to help you remember which action you are on. When a player initiates their first Action, they pass the Action Token with the number 1 to the player to their left. When a player initiates their second Action, they pass the Action Token with the number 2 to the player to their left. After a player has passed and completed 2 Actions, they move on to the End Phase.

End Phase

During the End Phase, the active player refills any empty Quest spaces in the Tavern by drawing new Quests from the Quest deck and placing them face-up until all 6 spaces (4 spaces in a 2-player game) in the Tavern are refilled.

If the Quest deck is empty, shuffle the Quest discards to form a new Quest deck.

Next, the player slides the remaining Citizen cards in the Tavern Line to the left to fill in any empty Card Cost slots. Draw a new Citizen card and place it face-up in the right-most space – repeat until all 6 spaces in the Tavern Line are refilled.





Example: Maria hired the card under the first 1 Card Cost slot in the Tavern Line during her turn. At the end of her turn, during the End Phase, she slides the *Sorceress* left to fill in the empty slot. She continues to slide the other cards over until the 3 Card Cost slot is open.



She then draws a card from the Citizen deck and places it face-up under the 3 Card Cost token.

If the Citizen deck is empty, shuffle the Citizen discards to form a new Citizen deck. Play then passes to the left.

Actions

When a player performs an action, it is possible to trigger bonus Actions by Hiring a Citizen (see “Hire” on page 11) or completing a Quest (see “Quest” on page 12). All of these Actions should be completed as soon as a player triggers them.

Important: It is possible that a Citizen or Quest can give a player multiple bonus Actions and in this case, players may complete the Actions in any order they wish.

Draw

Draw 1 Citizen card from the Citizen deck and take it into your hand.

If the Citizen deck is empty and you are unable to draw cards, shuffle the Citizen discards to form a new deck.

You may only have 8 cards in your hand at the end of your turn. You may continue to draw cards through Actions during your turn, but at the end of your turn you must discard cards of your choice until you have 8 cards in your hand.

Hire

Select a Citizen from the Tavern Line that you wish to Hire and discard the required number of cards shown on the Card Cost token above it. Take the Citizen card from the Tavern Line and place it face-up in your Guild.

You may not Hire a Citizen if you cannot pay the full card cost.

Important: You can hire Citizens that are in your hand by paying a card cost of 2.

Example: Sarah has 3 cards in her hand – a *Monk*, a *Blacksmith*, and an *Archer*. On her turn, she hires the *Monk* from her hand by discarding the other 2 cards in her hand and places the *Monk* in her Guild.

You pay the card cost by discarding Citizen cards from your hand or from your Guild to the Citizen discard pile.

Example: Maria wants to hire the *Champion* that is in the 1 Card Cost slot but has no cards in hand. She has a *Knight* in her Guild and discards it to hire the *Champion*.

When a Citizen is hired into your Guild, you gain the Hire Power immediately. Hire Powers only trigger when a Citizen is Hired into your Guild through a Hire Action or as a reward for completing a Quest, and not as a result of other Hire Powers.

Example: Maria uses her *Bishop* to steal Sarah's *Wizard* and placed it into her Guild. The *Wizard* Hire Power does not trigger since she did not Hire the *Wizard*.

You may only have 8 Citizens in your Guild at the end of your turn. You may continue to hire Citizens through Actions during your turn, but at the end of your turn you must discard any Citizens of your choice until you have 8 in your Guild.



Reserve

This action has 2 options:

1. Take 1 Active Quest from the Tavern and place it face-up in your Guild as a Reserved Quest. Or...
2. Discard all Active Quests from the Tavern. Immediately fill in the Tavern with new Quests from the Quest deck. Take 1 Active Quest card from the Tavern and place it face-up in your Guild as a Reserved Quest.

You may only have 1 Reserved Quest in your Guild. You may still take this action if you have a Reserved Quest in your Guild but you must first discard your current Reserved Quest.

You may complete a Reserved Quest in a future turn or action. Other players may not complete a Reserved Quest that is in your Guild.

An uncompleted Reserved Quest does not give you Victory Points at the end of the game or count towards bonus Victory Points for your Guild Master.

Quest

To complete a Quest, select an Active Quest or your Reserved Quest and discard Citizens from your Guild that meet the Requirements listed on the Quest. You may use all of the Citizen Role and Resource icons on a Citizen to meet the requirements. **Important: You may not discard Citizens from your hand to meet the requirements.**

You may not complete a Quest if you cannot meet all of the requirements.

Once you have discarded Citizens that meet the requirements, take the Quest card from the Tavern and place it face-up in your Guild. (Note: if you are completing a Reserved Quest, it is already face-up in your Guild.) When you complete a Quest you immediately gain any bonus Actions shown on the card. Once you have completed all of the bonus Actions on the Quest, turn it face-down.

Example: Maria completes the *Repair The Bridges of Pratchett's Plateau* Quest. She immediately does her Draw action by drawing a Citizen card from the Citizen deck. Then, she flips the completed Quest face-down to indicate that she has done all of the bonus Actions and completed the Quest.

Victory Points on Quests will be counted at the end of the game.

Ending the Game

The game end is triggered when a player completes their 5th Quest. Players continue to take turns until the turn order reaches the player with the First Player token. In this way, all players take an equal number of turns.

Count the Victory Points on your completed Quests. Reveal your Guild Master and add any bonus Victory Points to your total. The player with the most Victory Points wins the game. In the case of a tie, the player with the most Citizens in their Guild wins. If there is still a tie, the player with the most Citizens in their hand wins. If there is still a tie, all/both tied players win!



Solo Play

The King is considering several candidates for the court office of Minister of Quests and your name has risen to the top of the list. To prove your capabilities, a royal auditor has been dispatched to evaluate your quest resolution skills. It would be a shame to perform badly while under royal scrutiny.

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

Setup

- 1 Shuffle the Guild Master cards and reveal one Guild Master card face-up at random. Return the unused Guild Master cards to the box.
- 2 Before shuffling the Citizen cards, remove all of the *Assassin*, *Sapper*, *Mage*, *Bishop*, *Butcher*, *Baron*, *Champion*, and *Squire* cards and return them to the box. Shuffle the remaining cards and continue setup as normal.



- After shuffling the Quest cards, immediately place the Quest deck above the "Hire From Your Hand = 2" token. Deal 4 Quest cards face-up from right to left above the 3, 2, 2, and 1 Card Cost tokens.
- Discard piles will be located to the left in a Solo game.

Game Play

After each turn, any cards above and below the 0 Card Cost token are discarded. All other Quest and Citizen cards then slide toward the discard piles to fill empty positions and new cards are revealed from the decks to fill out the lines.

Please note: After your first turn, the Quest cards move only 1 position toward the discard pile. In all subsequent turns, the Quest cards move as described above.

Reserve Action

You may only take the first option for this action: Take 1 Active Quest card from the Tavern and place it face-up in your Guild as a Reserved Quest.

Ending the Game

The game ends when one of the 2 lines (Quests or Citizens) is completely empty. Do not reshuffle when decks are empty.

Scoring

Count all the Victory Points on your completed Quests to determine your score and the opinion of the royal auditor.

40+ Points: Minister of Quests! "I have witnessed this candidate's exemplary problem-solving skills and recommend most highly that this be Your Majesty's choice for the position of Minister of Quests."

35-39 Points: Associate Minister of Quests. "The candidate shows excellent organizational skills and a drive to get the job done. Your Majesty would be well served by this candidate if no better possibility exists."

24-34 Points: Leader of Quests. "This candidate may lead us to success or to ruin, Your Highness. We can hire him for a 3 month evaluation period to see which direction he'll lean towards. Without benefits, of course!"



13-23 Points: Layman of Quests. “Your Highness will recall that I lamented over the pool of candidates for the office of Minister of Quests. I cannot say that my opinion is greatly changed after evaluating this candidate.”

12 or fewer Points: Minister of Jests. “After witnessing this candidate’s performance, I humbly suggest that an appointment to the position of Your Majesty’s Court Jester would be more appropriate.”

Card Clarifications

The **Assassin** Hire Power allows you to discard a Citizen card of your choice from another player’s Guild.

The **Bishop** Hire Power allows you to take a Citizen card of your choice from another player’s Guild and place it in your Guild. The Hire Power for the Citizen card you take is not activated.

The **Bard** Hire Power allows you to discard a Citizen card from your hand or your Guild to gain 2 Draw Actions.

The **Bogatry** Hire Power gives you an additional Quest Action. You must still discard the required Citizen Roles and Resources to complete the Quest.

The **Sorceress** Hire Power allows you to discard a Citizen from the Tavern Line or a Quest from the Active Quests.

The **Thief** Hire Power allows you to take a random Citizen card from another player’s hand. The card you take is taken into your hand.

The **Baron** Hire Power allows you to discard a Citizen card from your hand or your Guild to gain a Hire Action.

The **Sapper** Hire Power allows you to discard a random Citizen card from another player’s hand.

The **Captain** Hire Power allows you to discard your Reserved Quest to gain a Draw and a Hire Action. If you do not have a Reserved Quest, then you do not gain the Draw and Hire Actions.

The **Neeromancer** Hire Power allows you to discard a Citizen card from your hand or your Guild to gain a Draw and a Hire Action.

Quick Play Reference

Setup

Shuffle the Guild Masters and give 1 to each player, along with a Player Aid card.

Place the Card Cost tokens in the center of the play area from left to right:

0, 1, 1, 2, 2, 3, and finally the "Hire From Your Hand = 2" token.

Shuffle the Citizen cards and deal 3 to each player as their starting hand.

Deal 6 Citizen cards – 1 below each Card Cost token – then place the rest of the cards under the "Hire From Your Hand = 2" token to form the Citizen deck.

Shuffle the Quest cards and place 6 (4 in a 2-player game) face-up above the Card Cost tokens. Place the rest of the cards above the "Hire From Your Hand = 2" token to form the Quest deck.

Randomly determine the first player and give them the 2 Action Tokens and the First Player token to begin the game.

Game Flow

ACTION PHASE

Take 2 Actions from the list below. As you take an Action, pass an Action Token to the left.

Draw - Draw 1 Citizen card from the deck into your hand.

Hire - Discard from Guild/hand to add a Citizen from the Tavern Line to your Guild.

Reserve - Take an Active Quest from the Tavern OR Discard all Active Quests from the Tavern, refill the Tavern with Quests, then take an Active Quest.

Quest - Discard required Citizens from Guild to complete an Active or Reserved Quest.

Take bonus Actions from hiring and completing quests immediately.

END PHASE

Refill empty Citizen and Quest spaces in the Tavern. If Citizen or Quest deck is empty, shuffle discards to form a new deck.

End Game and Scoring

Game end is triggered when a player completes 5 Quests. Players take equal turns. The player with the most Victory Points wins. Ties go to player with most Citizens in Guild, then most Citizens in hand. If it's still a tie, all/both players win.