



The Story of Flames & Frost

A new terror has arisen from the peaks of the Ostendaar Mountains - the vile Demon of Loth. Its evil presence in the Kingdom of Valeria has awoken new, more powerful monsters from the icy North and the hot deserts of the East.

Fortunately, brave new citizens and warriors from far away lands have come to aid you in your battle. Only you and your fellow Dukes and Duchesses can push back the hordes of fiery and frozen monsters to save the Kingdom of Valeria! But only one of you can become ruler...

Game Setup

Note: The following rules only explain how to integrate the new Event cards. All other cards follow the same setup instructions found in the base game rulebook.

These instructions replace the *Exhausted Cards* paragraph in the Valeria: Card Kingdoms Game Setup section, and append to the Action Phase. All other standard rules apply.

Exhausted and Event Cards Setup

Take 1 Event card per player and shuffle them together. Place the shuffled cards on top of the Exhausted cards. Return the rest to the box.

NOTE: If there is a specific Event card that you would like to play with, you may pre-select it as one of the Event cards to shuffle into the Exhausted card stack.

Action Phase

After revealing an Event card, place the Event card in the open slot in the stacks and follow the text or rules on the Event card before moving on to the next Action or Phase. Any actions taken as a result of the Event card do not count as an Action.

For the rest of the game, this slot is considered to be Exhausted when evaluating the end-game trigger.

New Icons



Wild: Represents all of the three different Resources in the game (Strength, Gold, and Magic). This icon is present across all card types. When there is a number on top of the icon, it means that it represents that many of one Resource of your choice. If the icon is by itself as a reward or power, it means you take that many tokens of one Resource of your choice (do not mix and match) from the bank.

The following are new “operator icons” added to the game.



Banish Card: A card of your choice is removed from the game. You may not remove Starter cards. You can read this as “banish 1 card”.



Cannot Take: The item on the left cannot take from the item on the right. You can read this as “cannot take”.



Opponents: All of your opponents in the game. You can read this as “all other players”.



You: You as a player in the game and any of your cards or Resources. You can read this as “you”.

There are five new Monster Areas in the game.



Desert



Glacier



Oasis



Tundra



Volcano

Card Clarifications

BETRAYAL OF BONDS: A flipped Citizen does not activate when its number is rolled and it does not count when determining your ability to buy a Domain. At the end of the game, flip the Citizen face-up and score it as usual.

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