

Mystic Vale

Set-Up (page 4-5):

1. Each player gets a set of 20 sleeved cards (same color on back). Review anatomy of cards on page 7 in rulebook.
2. Set up the "Commons" with the level 1, 2, and 3 advancements. The small white dots indicate level. Count out 12/15/18 level 1 advancements for 2/3/4 players, use all advancements for level 2 and 3. Lay out 3 advancements per level into 3 rows (9 total). Place the stack of "fertile soil" nearby as a 4th option.
3. Separately shuffle Level 1 and 2 Vale cards and flip over 4 cards per level into 2 rows.
4. Take 23/28/33 VP tokens from the box for 2/3/4 players. Place these tokens in a pile next to the Commons. The rest of the VP tokens stay go in the box. This is the game clock, when this pile runs out, the game ends.
5. Take your 20 card deck, shuffle it, and draw card 1 card into your "field" face up. The field is the area in front of your where you will use and activate cards during the game. Take the top card of your deck and flip it face up but keep it on top of your deck. This is your "on-deck" card and is no longer considered in your "deck." Since you will not have 2 red "decay" symbols at this time in your field, place your on-deck card into your field now. Repeat this process until you have 2 decay symbols in your field from the "curse lands" advancements and 1 decay symbol on the on-deck card. You will have a minimum of 2 cards in your field, but could be more.
6. To all players, pass out a large blue "mana" token. On the back of one of them should be a star. This randomly determines first player. When the game end triggers, the round will go to completion so this marker helps. The mana token starts the game deactivated on the gray side.

Game Flow:

1. **Planting Phase:**
 - a. At the start of your turn you will choose to either PUSH or PASS.
 - b. If you push, take your on-deck card and put it into your field activating any abilities. Turn over your new on-deck card. If you have 4 decay symbols showing, including your on-deck card, you spoil! Flip over your Mana token to the Blue side and put all **field cards** into your discard pile. Skip to the Prep phase.
 - c. If you pushed and didn't spoil, you may repeat this process of Pushing your luck until you Spoil or Pass.
 - d. If you Pass, move to the Harvest Phase.
2. **Harvest Phase:**
 - a. Use your Mana symbols/token and Animal spirit symbols to buy up to 2 vale cards and up to 2 advancements. If you don't use your Mana token when it is active, that's ok, keep it active.
 - b. Don't refill Vale Cards or advancements until Discard Phase.
 - c. Purple spiral Animal Spirit symbols count as any symbol. **Can't use a Vale card the turn it is obtained.**
 - d. Resolve any "Harvest Phase" abilities at this time, and you CAN NOT SPOIL in this phase.
 - e. Any cards with a Blue VP symbol earns you tokens from the VP pile. Don't take VP for the grey symbols.
3. **Discard Phase:**
 - a. Sleeve all advancements bought. Can not cover up existing advancements unless it is a "long-wise ability" or if it specifically states in expansions. The new advancements obtained MUST go into cards that are in your field. Refill the Vale Cards and advancements that were taken this turn. If the level 1 advancements run out, refill from the level 2 pile. Put all field cards into your discard pile.
4. **Prep Phase:**
 - a. Your opponent will start their Planting phase as you "prep" your field like at the beginning of the game. Flip over cards until you have 3 decay symbols showing on your field/on-deck cards. Be careful if you put 2 decay symbols on 1 card, you might automatically spoil! If this happens, wait to until your turn to move to the discard phase.

End Game:

- When the VP token pile runs out, the end game is triggered. Any further VP earned will be taken from the tokens in the box. The round will finish out (all players get equal turns).
- Count up points from Vale cards, VP tokens, and some advancements on cards including grey VP symbols.
- Most VP wins, ties are broken with number of total Level 3 advancements and Level 2 Vale cards.

Rules for the Leaders (optional with Vale of the Wilds expansion)

- During set-up, deal 2 to everyone. Choose 1 leader and slide that card into 1 of the blank cards, level 1 side up.
- During your Harvest Phase, as 1 “advancement” purchase, you can upgrade your leader by paying the mana cost in the upper right corner, and flip the card over as indicated.
- The leader card will instruct you on how it works and earns points. The card has a grey VP symbol for end game.