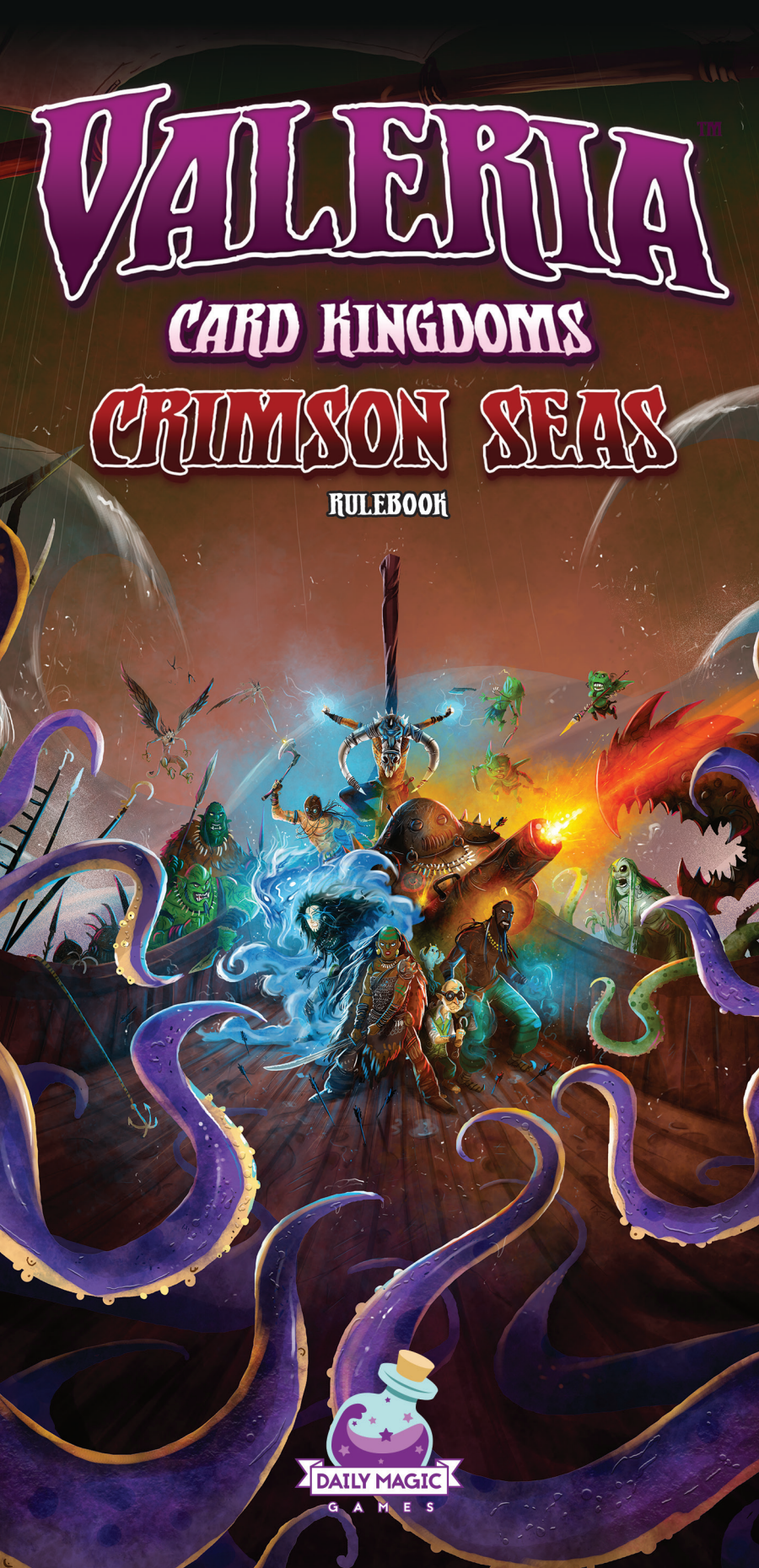
VALERIA™

CARD KINGDOMS

CRIMSON SEAS

RULEBOOK



DAILY MAGIC GAMES

The Story of Crimson Seas

The borders of Valeria expand to the Ocean of Nae where monsters and islands await. The rich country of Araby offers rare goods to import. Nae Aerie, a secretive island of magicians, have reached out to offer their powerful Tome. Execratys, a cursed island, has awaken after centuries of slumbering and threatens to take Valeria's resources. Amarynth has broken its treaty and has kidnapped several Valerian nobles. To prove you are the rightful new King or Queen of Valeria, you must hire citizens that are specialized to the high seas, collect maps, and sail to the islands in hopes of bringing back peace once more to the Kingdom of Valeria.

Components

- 1 Island Board
- 30 Goods Tokens
- 24 Tomes Tokens
- 20 Map Tokens
- 5 Coxwain Starter Cards
- 16 Noble Cards
- 60 Citizen Cards
- 10 Domain Cards
- 24 Monster Cards

If you are missing any components, please email us at:
contact@dailymagicgames.com

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

Game Setup

These instructions append the base game Setup section. After initial setup, follow the steps below:

❶ Place the Island Board above all of the center stacks.

❷ Shuffle the Goods tokens face-down. Place 3 Goods tokens face-up in the 3 Goods slots located in *Araby*. Leave the rest of the Goods tokens face-down next to the board as the supply.

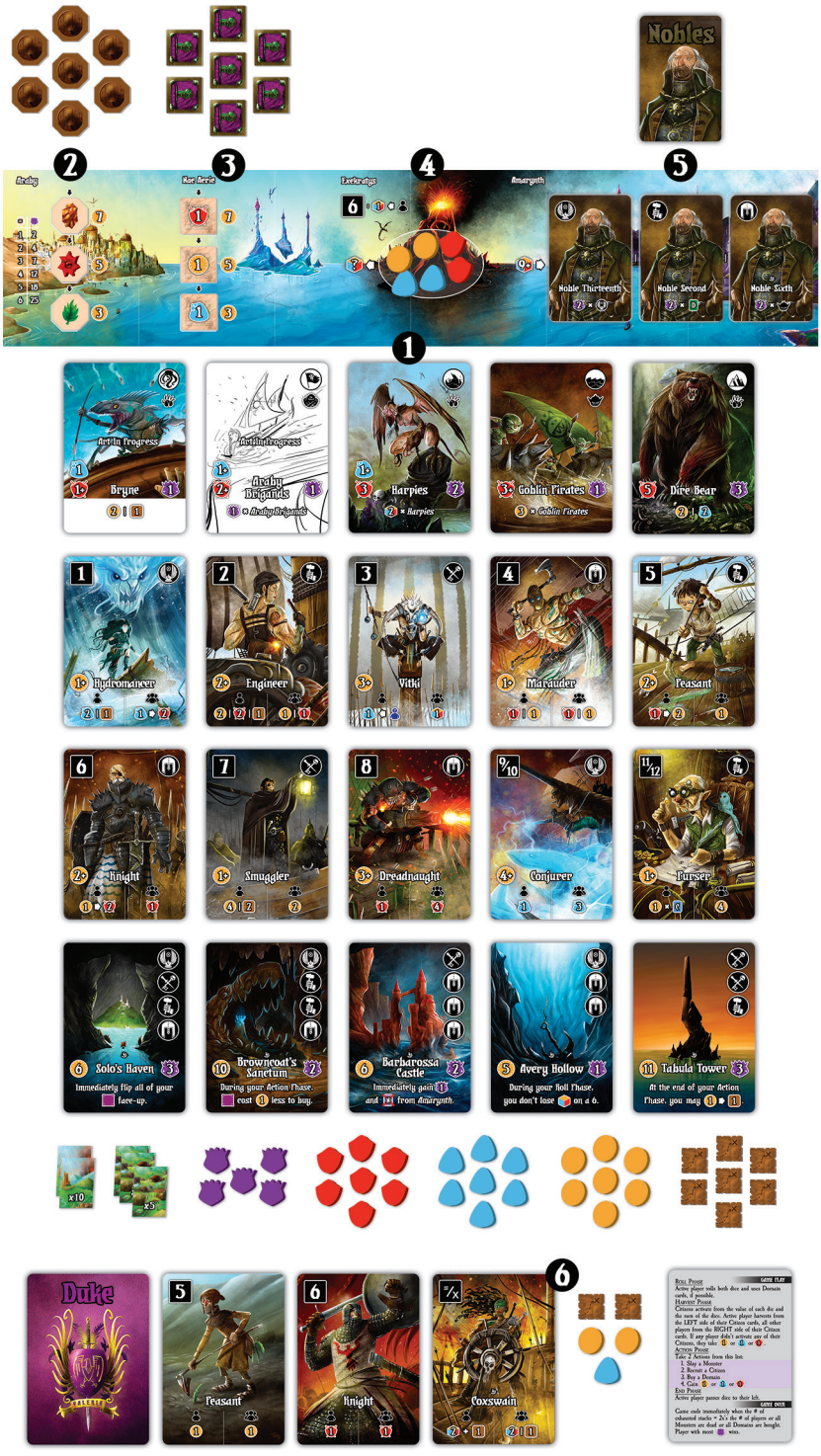
❸ Shuffle the Tome tokens face-down. Place 3 Tome tokens face-up in the 3 Tome slots located in *Nae Aerie*. Leave the rest of the Tome tokens face-down next to the board as the supply.

❹ Place 2 Strength, 2 Magic, and 2 Gold tokens within the white circle on *Execratys*.

❺ Shuffle the Noble cards. Place 3 Noble cards face-up in the 3 Noble slots located in *Amarynth*.

❻ Give each player 1 Coxwain Starter card and 2 Map tokens. Return unused *Coxwain* Starter cards to the box; they will not be used this game. Place the rest of the Map tokens in the Bank with the other Resource and Victory Point tokens.

Begin the game as normal.


Nobles
Araby
Nor Aerie
Exekratys
Amarynth
Noble Thirteenth
Noble Second
Noble Sixth
Art in Progress
Bryne
Art in Progress
Araby Brigands
Harpies
Goblin Pirates
Dire Bear
Hydromancer
Engineer
Vitki
Marauder
Peasant
Knight
Smuggler
Dreadnaught
Conjurer
Purser
Solo's Haven
Immediately flip all of your face-up.
Browncoat's Sanctum
During your Action Phase, cost 1 less to buy.
Barbarossa Castle
Immediately gain 1 and from Amarynth.
Avery Hollow
During your Roll Phase, you don't lose on a 6.
Tabula Tower
At the end of your Action Phase, you may 1 1.
x10
x5
Duke
Peasant
Knight
Coxswain
Roll Phase
Active player rolls both dice and uses Domain cards, if possible.
Harvest Phase
Citizens activate from the value of each die and the sum of the dice. Active player harvests from the LEFT side of their Citizen cards, all other players from the RIGHT side of their Citizen cards. If any player didn't activate any of their Citizens, they take or or .
Action Phase
Take 2 Actions from this list:
1. Slay a Monster
2. Recruit a Citizen
3. Buy a Domain
4. Gain or or
End Phase
Active player passes dice to their left.
Game ends immediately when the # of educated stacks = 2x's the # of players or all Monsters are dead or all Domains are bought. Player with most wins.

New Icons



Ship: This icon can be found on cards next to the card name. This icon marks the card as a card that can only be used in a game that is being played with this expansion. All other cards can be freely integrated with the base game or other expansions.



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".

Icons that Represent Components

These icons are present across all card types. When there is a number on top of these icons, it means that it represents that many of the token/card. If these icons are by themselves as a reward or power, it means that you take that many tokens/cards.There is no limit to the amount of tokens/cards you may have at any one time.



Map: Represents the Map tokens. Maps are needed to execute the new ***Sail*** action (see "Sail" on page 5). Maps are not a Resource.

Goods: Represents the face-up Goods tokens in 1 of the 3 slots in *Araby,* unless otherwise specified. Collecting like-sets of Goods tokens will gain you Victory Points at the end of the game (see "Goods" on page X).



Tome: Represents the face-up Tome tokens in 1 of the 3 slots in *Nae Aerie,* unless otherwise specified.



Nobles: Represents the face-up Noble cards in 1 of the 3 slots in *Amarynth,* unless otherwise specified. Nobles will give you extra opportunities to gain Victory Points at the end of the game (see "Nobles" on page X).



Wild: Represents all of the three different Resources in the game (Strength, Gold, and Magic). 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.

New Monster Icons

There are five new Monster Areas in the game.



The Deep



Skerry



Dark Waters



Cutthroats



Warden: The Warden is a new Monster Type. Wardens belong to the Monster Area shown on their respective card. During Setup, the Warden is placed above the Boss Monster (below all other Monsters) in its Monster Area stack, regardless of its Strength value.

New Game Flow Rules

The following rules append and modify specific sections of the base game rules. All other standard rules apply.

Roll Phase

At the end of the Roll Phase, for each 6 you roll (including the sum of 6 on both dice), you must place 1 Resource token of your choice in the circle on *Exekratys*.

Harvest Phase

During the Harvest Phase, your Coxwain Starter card is activated when none of your Citizens are activated or in the case of doubles regardless of whether you are the Active player or not.

> Example: Kira rolled a 3 and a 4. She has no Citizens with that Activation Number, so she activates her Coxwain and takes 2 matching Resources of her choice and 1 Map token.

The Coxwain does not activate two times if both conditions are met.

The following paragraph from the base game rules is ignored when playing this expansion: "If the dice roll did not activate any of a player's Citizens, then that player may take any one Resource from the bank regardless of whether they are the Active player or not."

Action Phase

Two new Actions are added to the list of possible actions:

- **Sail**
- **Gain a Map**

These Actions are described in more detail on page X.

Ending the Game

The following conditions are added to the list of end-game conditions; if:

- **Goods must be replenished, but there are not enough Goods tokens to fill in all 3 slots.**
- **Tome must be replenished, but there are not enough Tome tokens to fill in all 3 slots.**
- **Nobles must be replenished, but there are not enough Noble cards to fill in all 3 slots.**

Scoring

The following scoring opportunities are added to the list:

- **Total Victory Points from Goods** (see page x).
- **Total Victory Points from rescued Nobles** (see page x).

NOTE: If your Noble scores on Citizen Role icons, be sure to include the Citizen Role icons found on your Citizens and Domains.

New Actions Rules

Two new Actions have been added to the game and one Action has been modified. All other standard rules apply.

Sail

This action allows a player to visit one of the four Islands located on the Island board. In order to Sail:

1. **Select an Island** to visit.
2. **Pay 1 Map** token to the Bank.
3. **Visit the Island** and perform an Island Action. If you're visiting:
   - *Araby*, pay the Gold to the right of a Goods token to take it and place it face-up in your tableau. You may purchase any or all of the face-up Goods tokens in Araby in this way.
   - *Nae Aerie*, pay the Gold to the right of a Tome token to take it and place it face-up in your tableau. You may purchase any or all of the face-up Tome tokens in Nae Aerie in this way.
   - *Execratys*, take all of 1 Resource type from the Island.
   - *Amarynth*, you may rescue 1 Noble by paying 9 of any 1 Resource type plus an additional 1 of the same Resource type for each Noble card in your tableau. Take any 1 of the 3 face-up Nobles and place it face-up in your tableau. You may only rescue 1 Noble per visit in this way.
4. **Refresh the Island** board. If you visited:
   - *Araby*, move Goods tokens down to cover up empty slots. (In this way, Goods become less exepensive.) Draw new Goods tokens from the supply and place them face-up in any remaining empty slots.
   - *Nae Aerie*, move Tome tokens down to cover up empty slots. (In this way, Tome become less expensive.) Draw new Tome tokens from the supply and place them face-up in any remaining empty slots.
   - *Amarynth*, draw a Noble card from the Noble deck and place it face-up in the empty slot.

Gain a Map

This action allows a player to take one Map from the Bank.

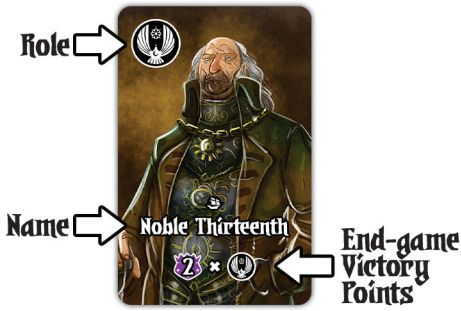
Build a Domain

The following sentences in step 1 has been modified (see red text): "In order to build a Domain, the Citizens and Nobles in your tableau must have Citizen Role icons that match those on the Domain card. If the Domain card shows multiples of a Citizen Role icon, then you must have an equal number of matching Citizens or Nobles in your tableau."

New Card Anatomy

Noble Cards

Noble cards represent the nobles of Valeria that have been captured by the *Amarynth* empire. Nobles you have rescued remain face-up during the game.



The icon in the top left corner is a Citizen Role icon added to your tableau. The icons at the bottom show you how you can earn extra Victory Points when you add up your score at the end of the game.

If your Noble scores on Citizen Role icons, be sure to include the Citizen Role icons found on Citizens, Domains, and Nobles.

New Token Anatomy and Rules

Goods Tokens

Goods tokens represent rare goods from *Araby*. There are 5 Good Types:



Goods tokens remain face-up during the game.

At the end of the game, you will gain Victory Points based on like-sets of each Good Type according to the list below. This can also be found on the Island board for quick reference.

	1	2	3	4	5	6
	2	4	7	12	18	25

Tome

Tome tokens represent powerful books imbued with magic by the magicians on *Nae Aerie*. A Tome token will have 1 of the 3 Resources (Gold, Strength, or Magic) on it. This Resource is re-useable during the game.

When you purchase a Tome token it comes into your tableau face-up. At any time during the game, you may flip the Tome token face-down to use it as if it were the Resource depicted on the token.

At the end of your End Phase, flip any face-down Tome token face-up.

An opponent may never take your Tome.

Card Clarifications

Did you find any errors are are confused by anything?
Please email contact@dailymagicgames.com

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