

Event Card Rules

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 Cards

Take 1 Exhausted card per player and 1 Event card per player and shuffle them together. Place the shuffled cards in a stack above the Monster row. 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, 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.

King's Guard Rules

The *King's Guard* cards are added to Valeria: Card Kingdoms as an Event during the game. The instructions below describe the rules changes. All other standard rules apply.

Playing As Event

Following the Event Card Rules, shuffle the *Recruit the King's Guard* Event card into the Exhausted card stack. Place the *King's Guard* Citizen cards face down next to the Exhausted card stack. During the game, when the *Recruit the King's Guard* Event card is revealed, place it in the empty slot as usual, then place the *King's Guard* cards face up on top of it. This stack is always considered Exhausted in terms of the end-game conditions, regardless of whether there are *King's Guard* Citizen cards there or not.