



## The special cards

The number in the upper left-hand corner of each card is to make it easier to find each card in the following listing.

### Light-colored backs:

#### Movement

- 1) If you end your movement on the same space as one or more other players, then the bank pays the required coins instead of you.

#### Action a) Obtain equipment items or commissions

- 2) You may turn one additional page for free (there are two of this card).  
Note: Since you are allowed one free page turn per turn, you can turn a total of three pages for free should you have both copies of this card!
- 3) Once during the game, you may buy an equipment item of a type you already own. Place this card beneath the duplicate item.
- 4) You may have a total of four incomplete commissions. The fourth commission you buy costs 2 coins instead.

- 5) When you are in a city, you may pay 2 coins to both take provisions **and** carry out the other action possible in this city.  
Note: You may thus carry out both actions possible in the city – take provisions **and** either buy equipment / commission cards (city with a book) or load gemstones (city with a harbor).

#### Action b) Load gemstones

- 6) Pay 2 coins to move one gemstone from the discard space in the middle of the game board to the space on which your pawn is standing.  
Note: You may immediately load this gemstone, provided you have a matching empty equipment card.
- 7) This special card is an equipment card showing a cart. You may only play it out if you already have a cart, which is then removed from the game and replaced with this one.  
Note: Loading this card costs only 1 coin (instead of 2).
- 8) This special card is an equipment card showing a horse. You may only play it out if you already have a horse, which is then removed from the game and replaced with this one.  
Note: Loading this card costs only 1 coin (instead of 3).

# Valdora with special cards

Variant for 2 to 5 experienced Valdora players

Note: The four blank cards are provided for players to use in creating their own special cards. They are otherwise not used in the game.

All rules from the base game remain in effect with the following additions:

## Game Setup

Separate the special cards according to the color of their backs and shuffle them, face-down, in two separate piles. Give each player **1 card** with a **dark-colored back** and **3 cards** with **light-colored backs**. Players should keep their special cards hidden from other players. With fewer than 5 players, remove the extra special cards from the game without revealing them.

## Gameplay

To use a special card's power, the player must have played the card out on a previous turn – players may not use cards in the same turn in which they were played.

To play a special card, a player must **discard** as many craftsmen tiles of **different colors** as indicated by the number in the seven-sided shape in the upper right-hand corner of the card. These craftsman tiles are removed from the game and returned

to the game box (they will not count towards points at the end of the game). The player places the special card in front of himself. Players may play out as many special cards in a turn as they wish. Players may use the power of each special card with a light-colored back **once each turn** unless otherwise indicated. However, they may not use cards in the same turn in which they were played. The special cards with dark-colored backs bring points at the **end of the game**, provided that they have been played out and that the requirements indicated on the cards have been fulfilled.

The Duel and Special Cards variants can be combined with each other.

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- 9) This special card is an equipment card showing a ladle, a new equipment item for gold. Loading this card costs 1 coin.  
Note: Gold pans and ladles are different equipment items!
- 10) On harbor spaces or the city with the harbor, you may load one more gemstone than the number of ships located there.  
Note: You can still only load gemstones for which you have the matching empty equipment cards.
- 11) If you load at least two gemstones on your turn, then you receive 1 coin from the bank **after** loading (there are two of this card).  
Note: If you have both copies of this card, then you receive a total of 2 coins for loading at least 2 gemstones. You may still not have more than 6 coins.

### Action c) Complete commissions

- 12) You may pay 3 coins to replace one gemstone required to complete a commission with a gold instead.

### Turn end

- 13) If you have no coins at the end of your turn, then you receive 1 coin from the bank.

### **Dark-colored backs:**

- 14) You score 10 points for this special card if you have no incomplete commissions at the end of the game.
- 15) You score 5 extra points for each workshop you have at the end of the game.
- 16) You score 10 points for this special card if you have 3 or more bonus tiles at the end of the game.
- 17) You score 3 points (instead of 1) for each gemstone left on your equipment cards at the end of the game.
- 18) You score 10 points for this special card if you have both the cart and horse at the end of the game.

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