

Valda – Gameplay FAQ

Territory Control

Q: If you control two god area's: can you take 2 god cards (of the corresponding areas) at the beginning of your game phase or does it stay 1 god card + 1 card from base deck. And what does above mean if you have 2 temples at Freya?

A: If you control one god area, you can take 1 god card + 1 card from the base deck. Showing them, depends if you have a temple at Freya or not. If you control two god areas, you can take 1 god card from one domain and the other one from your second area. So no card from base deck in this case. If you have 2 temples at Freya and control two god areas, then you don't show your cards drawn in the game phase and you take 1 god card from your first domain, a second at your other area and the third card is drawn from the base deck.

Q: What happens if you lend a temple with the 'Infiltration' card and you can lock a god area?

A: If you have a 3rd temple in that area when borrowed, then you lock the area until the end of your turn (as you give back the temple after your turn). You do get a follower for that lockdown.

Basic yellow Cards

Q: Card Yggdrasil: is this 3x building in your game phase + 2x in the building phase?

A: No, when Yggdrasil is played, you'll get 3 building options instead of 2 in the building phase. It's a 'late effect' card. You play it in the game phase but you gain the advantage in the building phase. Also, you can't cumulate multiple Yggdrasil cards. Number on card = maximum.

Q: When you see '+1 action' on the yellow card, does it mean that we win an action or that the action cost one more action?

A: Cards that mention '+1 action' doesn't cost any action to play.

Q: Card 'Rune of Fertility': Which die needs to be rolled?

A: The die is the colour that the icon is in. If the icon colour is white, then roll with the white die. You'll find Rune of Fertility cards with a different colour in the god decks. Roll with the corresponding colour die.

Q: Card 'Drakkar': do you draw your top god card closed or open?

A: Closed. Only the cards in the game phase (if you don't own a temple at Freya) are drawn open. Also, you can draw from any area, you don't need to own a temple in it.

Q: There is a card that lets you look at 3 god cards. Do they have to be from the same god?

A: You can take a look at the top card of 3 different god areas. You cannot look at the top 3 cards from 1 god deck.

Attack (red) Cards

Q: Card Ragnarok (Surtur deck): does it mean that all players loose 2 followers including yourself?

A: The card affects everyone, that mean every other player than the attacker must/can play a defense card. If you don't defend you'll loose 2 followers. Resolve this card for every player (except the attacker).

Q: If your temple is destroyed, do you lose a follower?

A: No. Only with other attack cards you can lose followers, not by losing a temple.

Q: When a temple is destroyed, do we have to remove the temple from the game or does it get back to player's hand?

A: Just put the temple back at the player's 'hand'.

Q: When stealing cards (Card: 'Fenrir') from an opponent is it a blind steal? As in I would not get to see what I am stealing.

A: It is indeed a blind steal. You take a random card from the opponent's hand.

Q: Card 'Exiled': Do I have to move the temple from the attacked person or can I move my own temple? Difference to card 'Loki'?

A: 'Exiled' is an attack (red) card so the attacker can choose where the temple will 'land' if the attack is not defended. This is different with the Loki (yellow) card as you can move your own temple to an other place of choice.

Q: Card 'Bewitched': can I steal two followers from the attacked person and add them to my followers?

A: Correct.

God cards

Q: Card 'Infiltration' (Loki deck): how does it work? Can you lend a Surtur's temple?

A: You can borrow an opponents' temple for your turn. It must also exist on the game board. You gain the divine ability of the temple. For example; you can borrow the temple of Odin (who belongs to a fellow player) and turn your resources into followers in the followers phase.

You can't lend a Surtur temple as you don't get his power in your turn.

Q: Card 'Loki Trickster God' (Loki deck): is it an attack? Can you move opponents temples with it?

A: Loki Trickster God card is a yellow card and let you move a temple of your own to an area of choice. It is different than the attack card 'Exiled'.

Q: When you move a temple do you get a follower and/or a card in the new location? I am guessing no.

A: Indeed, you don't get a follower or card when a temple is moved. This also applies for the 'attack card 'Exiled'. Only by building a temple, you get a follower and a card.

Q: Card 'Sacrifice' (Surtur deck): how does it work?

A: You can put cards on the discard pile and for every card you get a follower. Up to 4 cards.

Q: Card 'Tyr God of War': how does it work?

A: Take a defence card from the discard pile. Don't play this if you know there are no defence cards in the discard pile because the card and action will go to waste.

Q: Card 'Odin Leader of the Gods' (Odin deck): Is it 1x gold/diamond change into 5x blood drops or is it 1x gold/diamond change into 1x blood drop, can be done up to 5 times?

A: Change 1 gold/ diamond into 1 divine blood. You can do this 5 times.

Q: Card 'Freya Goddess of Fertility' (Freya deck): Could you maybe explain the action of this yellow card?

A: You can switch up to 4 cards from your hand with the base deck AND you get an extra card from the basic deck.

God Weapons

Q: When can you play 'Loki's Backstab' (Dagger)?

A: You cancel out the last (probably second) building in the building phase. The player doesn't lose his or her resources. That means he or she will not be able to build all the desired structures in this turn.

Q: Gods cards: they can be played at any time?

A: Only the special god weapons can be played at any time, not regular god cards.

God Powers / Abilities

Q: For Tyr's and Surtur's temples, do the bonus apply for each card or the amount of all cards?

A: The bonus applies for each card.

Q: When looking at my player board, I see that I can only do 2 attacks when I have one temple at Surtur (in a 2-3 player game). What if I own 2 temples at Surtur?

A: There's indeed a slight error on the player board. When you have 2 temples at Surtur (in a 2-3 player game) you have 2 attacks AND the attacks are +1 attack power.

Q: For Tyr's and Surtur's temples, if we get 2 temples, are the powers cumulative?

A: Powers are not cumulative. See player boards, what you see is what you get. One exception (as mentioned above): when you have 2 temples at Surtur with 2-3 players you can attack 2 times with +1 attack power.

Q: When we have the two Tyr's temples and a player is attacking you with a card level 2, do we have to use a defence card?

A: Yes you always have to use at least one defence card. You don't own an automatic shield.

Phases

Q: In the beginning of the game phase, if you happen to draw a red card, can that be played as one of the actions?

A: No, you can't play attack cards or defence cards in the game phase. The cards drawn in the game phase (open) function as your cards and go to your hand after your game phase.

Q: After building a temple, you can take 2 cards from the god deck and keep one. Are those closed cards or open?

A: Those are closed. Only taking cards in game phase are open.

Discard Pile

Q: If we run out of basic cards: do we have to reshuffle the discard pile ? Do we have to reshuffle the god cards well, or is that a different discard pile?

A: All played cards go to 1 discard pile. You reshuffle the discard pile if the base deck is empty. Also shuffle the played god cards into the new deck.

Resources

Q: If the available blood/gold/diamond/cubes/temples runs out from the available pool, the player cannot get them/build them?

A: No, it is an infinity pool, they are not limited. Resources need to roll. 90 resource blocs are not easy to hoard as you need them to build anything. Otherwise it would encourage anti-play.