

Everdell

The Gilded Book



COMPREHENSIVE EVERDELL RULES

A NEW YEAR BEGINS...

Within the charming valley of Everdell, beneath the boughs of towering trees, among meandering streams and mossy hollows, a civilization of forest critters is thriving and expanding. Ever since famed adventurer Corrin Evertail discovered the hidden realm long ago, the citizens have prospered under the shelter of the enduring Ever Tree.

From Everfrost to Bellsong, many a year have come and gone, but the time has come for new territories to be settled and new cities established. You will be the leader of a group of critters intent on just such a task. There are buildings to construct, lively characters to meet, events to host—it will be a busy year! Will the sun shine brightest on your city before the winter moon rises?

Prepare to be enchanted by the wondrous world of Everdell. Once you are here, you might never, ever, want to leave.



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OVERVIEW

In *Everdell*, you send critter workers to various locations on the board to gather resources. You use these resources to play cards faceup in front of you, forming your own woodland city.

Each turn, you take one of three possible actions:

- Place a Worker
- Play a Card
- Prepare for Season

You may **place one of your workers** on any location, so long as it is not blocked by another player. Immediately claim the listed resources or perform the action.

To **play a card**, you must pay the listed cost of resources. Cards may be played either from your hand, or from the area of faceup cards on the board.

If all of your workers are deployed, you may **prepare for the next season** by bringing back all of your workers, gaining a new worker(s), and performing the action described for the following season.

A player is finished when they have played through the last season (autumn) and cannot perform any more actions. After all players have finished, the player with the most points is the winner.

CONTENTS OF THE COMPLETE COLLECTION

- 5 Game boards, 1 Market board
(*Bellfaire*), & 2 Wonder board overlays
(*Pearlbrook*)
- 6 Player boards (*Bellfaire*) &
2 Nightweave/Player boards (*Mistwood*)
- 1 Wooden Ever Tree
- 186 Critter meeples (23 sets of 6 Workers,* 1
Frog Ambassador, and 1 *Rabbit Traveler*)
- 8 Big Critter meeples &
8 Plastic Saddles (*Spirecrest*)
- 1 Nightweave meeple (*Mistwood*)
- 263 Critter and Construction cards (128
Everdell, 10 *Legends*, 15 *Extra! Extra!*, 3
Rugwort, 20 *Pearlbrook*, 59 *Newleaf*, 5 *Corrin*
Evertail, 8 *Through Every Season*, 10 *More*
Legends, 5 alternate art *Corrin Evertail*)
- 40 Special Event cards (16 *Everdell*,
6 *Pearlbrook*, 9 *Bellfaire*, 9 *Newleaf*)
- 22 Forest cards (11 *Everdell*,
4 *Pearlbrook*, 4 *Bellfaire*, 3 *Newleaf*)
- 23 Player Power cards (15 *Bellfaire*, 4 *Newleaf*,
4 *Mistwood*)
- 12 River Destination & 12 Adornment cards
(*Pearlbrook*)
- 42 Discovery & 12 Weather cards (*Spirecrest*)
- 32 Visitor cards (*Newleaf*)
- 20 Nightweave Activity & 5 Scoring cards
(*Mistwood*)
- 8 Nightweave Personality cards
(*Mistwood*)
- 33 Nightweave Plot &
13 Plan cards (*Mistwood*)
- 7 Basic Event tiles (4 *Everdell*,
1 *Bellfaire*, 2 *Newleaf*)
- Twigs, Berries, Resin, & Pebbles
- 50 Metal Point tokens
- Occupied tokens (with stickers)
& 6 Open Signs
- Pearls & 4 Wonders (*Pearlbrook*)
- 4 Market tokens & 7 Garland Award tiles
(*Bellfaire*)
- 8 Axolotl/Any tokens &
1 Rugwort token (*Bellfaire*)
- 6 Everdell Map tiles & 24 Map
(Expedition) tiles (*Spirecrest*)
- 18 Golden Occupied tokens (with stickers)
(*Newleaf*)
- 6 Tickets & 6 Reservation
tokens (*Newleaf*)
- 18 Train Car tiles &
Station Bag (*Newleaf*)
- 14 Web tokens & 2 Season
tokens (*Mistwood*)
- 1 d8 (*Everdell*) & 1 d12 (*Mistwood*)
- 1 Comprehensive Score Pad
- Critter Meeple stickers
- 5 Art Signature Tapestry cards
- 1 Victory Card

*8 Spider critters for use with *Nightweave's Lair*

This list describes the components included in the Complete Collection. The Big Of Box of Storage and Click Clack's Upgrade Pack do not include all of these items.

May include extra punchboard tokens due to the manufacturing process.



BELFAIRE BOARD



PEARLBROOK BOARD



EVERDELL BOARD



NEWLEAF BOARD



SPIRECREST BOARD



NIGHTWEAVE BOARD



PLAYER BOARDS



NIGHTWEAVE BOARD



EVER TREE



DICE



METAL POINT TOKENS



BERRIES



TWIGS



RESIN



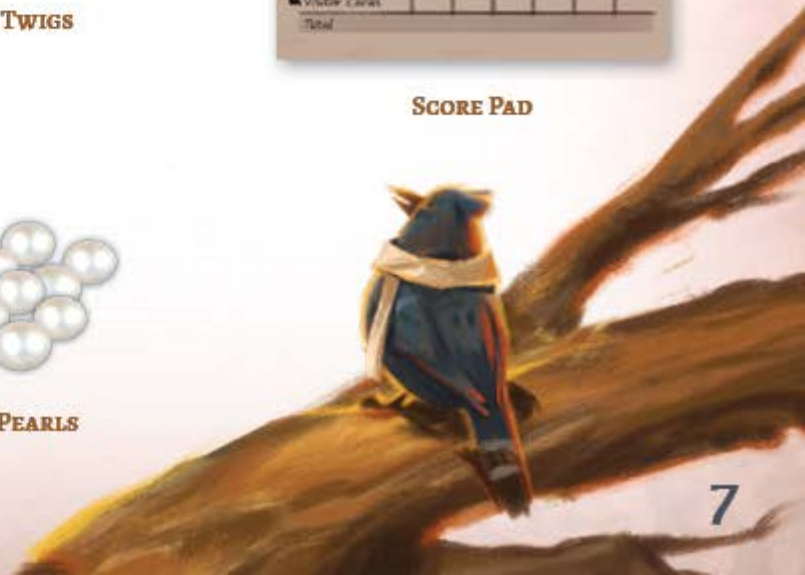
PEBBLES



PEARLS



SCORE PAD





BASE GAME



BELLEAIRE

NEWLEAF

BASIC EVENTS



WONDER BOARD OVERLAYS



OPEN SIGNS



WONDERS



MARKET BOARD



GARLAND AWARDS



OCCUPIED
TOKENS



GOLDEN OCCUPIED
TOKENS



RUGWORT
TOKEN



AXOLOTL/ANY
TOKENS



MARKET TOKENS



DOUBLE-SIDED
SEASON TOKENS



WEB TOKENS



PLASTIC SADDLES



EVERDELL
MAP TILES



MAP TILES



STATION BAG



TRAIN TICKETS



RESERVATION
TOKENS



TRAIN CAR TILES



23 SETS OF 6 WORKER MEEPLES WITH MATCHING RABBIT TRAVELERS AND FROG AMBASSADORS. THERE ARE 8 SPIDER MEEPLES FOR USE WITH NIGHTWEAVE'S LAIR.



BIG CRITTER MEEPLES & NIGHTWEAVE



MEEPLE STICKERS



CRITTER & CONSTRUCTION CARDS



FOREST CARDS



SPECIAL EVENT CARDS



PLAYER POWER CARDS



ADORNMENT CARDS



RIVER CARDS



WEATHER CARDS



DISCOVERY CARDS



LEGENDARY CARDS



VISITOR CARDS



ACTIVITY CARDS



PERSONALITY CARDS



PLAN CARDS



PLOT CARDS



NIGHTWEAVE SCORING CARDS



TAPESTRY ART CARDS



VICTORY CARD



EVERDELL SETUP

- 1 Place the *Everdell* game board on the table. Place the Ever Tree on the stump at the top of the board.
- 2 Place the twigs, resin, pebbles, and berries in piles along the bank of the river. Place the point tokens and occupied tokens beside the board. Note: Resources are not limited, so use an appropriate substitute if you run out.
- 3 Shuffle the Forest cards and place one card faceup on each of the 4 forest clearings. Place only 3 Forest cards when playing with 2 players, leaving the bottom right forest clearing empty. Put the remaining cards back in the box.
- 4 Place the 4 basic Event tiles along the river, then shuffle the special Event cards and place 4 special Events on the lower branches of the Ever Tree. Place 5 special Events with 5 players, and 6 special Events with 6 players. Put the remaining special Events back in the box.
- 5 Shuffle the Critter and Construction cards to form the main deck. Randomly place 8 cards faceup in the Meadow. Place the main deck facedown in the Ever Tree.
- 6 Each player chooses a color and starts with 2 workers of that color. The first player will draw 5 cards from the deck, the second player 6 cards, the third player 7 cards, and the fourth player 8 cards. If playing with 5 to 6 players, the first and second players each draw 5 cards, the third and fourth players each draw 6 cards, and the 5th and 6th players each draw 7 cards.
- 7 Each player places their 4 other workers on the upper branches of the Ever Tree: 1 worker on spring, 1 on summer, and 2 on autumn. If playing with 5 or 6 players, do not place any workers on spring; return any unused workers to the box.

The most humble player goes first.

TO SKIP EXPANSION SETUP AND SEE HOW TO PLAY, GO TO PAGE 28.

6
PLAYER 1



6
PLAYER 2



2
THERE IS NO LIMIT TO THE AMOUNT OF RESOURCES A PLAYER MAY HAVE DURING THE GAME. IF ANY OF THE RESOURCES RUN OUT, USE SOMETHING ELSE AS A SUBSTITUTE.



THE FACEDOWN DISCARD PILE WILL BE FORMED HERE.

May discard any from your hand. For every 2 you discard, gain 1 .

6
PLAYER 4



6
PLAYER 3



SOLO (RUGWORT) SETUP

In solo play, you will be playing against Rugwort. Select a player color for Rugwort (he prefers black) and set up the game for 2 players (i.e., place only 3 Forest cards on forest clearings). You have a starting hand of 5 cards. Rugwort does not have a hand of cards but gets the 8-sided die instead.



Take one of Rugwort's workers and place it on the top-left Forest card, blocking it. Place his other worker on the 3 twigs Basic location, blocking it.

Unless otherwise stated, all expansion setup instructions in this rulebook are identical for solo and regular gameplay.

FOR AN ALTERNATE SOLO OPTION, SEE THE RULES FOR THE MISTWOOD EXPANSION ON PAGE 24. TO SKIP AHEAD TO SOLO (RUGWORT) RULES, GO TO PAGE 42.

EXPANSION SETUP

It is recommended that you use only one of the major expansions per game: either *Pearlbrook*, *Spirecrest*, or *Newleaf*.


To play with *Everdell's* expansion content, follow the appropriate additional setup instructions that follow.

PLAYER POWERS SETUP

Player Powers (first introduced with *Bellfaire*) give each player a unique ability. During game setup, each player should be dealt 2 Player Power cards and choose 1. Return the remaining Player Power cards to the game box. Remove the first worker for each player from the "Spring" section of the Ever Tree; it will not be used in games with Player Powers. Return the extra workers to the box.

Solo Note: You may not use the Rats Player Power in a Rugwort solo game. Rugwort does not receive a Player Power card.

EXTRA! EXTRA! SETUP

Extra! Extra! cards carry the  symbol. The exciting and powerful cards from this expansion can simply be shuffled into the main deck during setup. As they are fairly powerful, only those looking for a more complex experience should include them in the deck.



LEGENDS SETUP


Legendary cards carry the  symbol. During setup, separate the Legendary cards into Constructions and Critters, shuffle, and randomly deal each player 1 Legendary Construction and 1 Legendary Critter (these are not considered part of players' hands). Place any remaining Legendary cards back in the box, unseen.



More Legends: The *Mistwood* expansion introduces 10 new Legendary cards that can be used separately or combined with those offered in the original Collector's Edition.

Solo Setup: Rugwort does not receive any Legendary cards.

RUGWORT CARDS SETUP

Rugwort cards carry the  symbol. These 3 cards can simply be shuffled into the main deck during setup, but be warned: like Rugwort himself, they are quite mean!

Rugwort cards can be used with or without solo play; one does not require the other.



CORRIN EVERTAIL SETUP

The Corrin Evertail cards (introduced in *Mistwood*) carry the  symbol. Shuffle these 5 cards into the main deck during setup. These cards are quite powerful and recommended for experienced players.



THROUGH EVERY SEASON SETUP

Through Every Season (introduced in *Mistwood*) offers new Farm cards that have unique effects. Replace the 8 original Farm cards from the base game with the 8 new special Farm cards, identified by the  symbol.





TO SEE HOW TO PLAY WITH EXPANSIONS, GO TO PAGE 44.

BELFAIRE SETUP

Bellfaire offers a number of different modules and components that you may include when playing *Everdell* or one of its expansions. Choose which modules of *Bellfaire* you wish to include in your game. Setup is identical for regular and solo gameplay, except for Player Power cards (page 14).

1 Player Boards: These boards may be used as an area to store resources, workers, and point tokens. Players may choose any board.

2 Forest Locations: *Bellfaire's* 4 Forest cards are all identified by the  symbol. You may shuffle these cards into the deck of other Forest cards during setup.

3 Special Events: *Bellfaire's* special Event cards, identified by the  symbol, can be added as you choose:

- Shuffle them in with all of the other special Event cards during setup.
- Shuffle and draw 2 of these special Events and 2 of the base game special Events during setup.
- Select only from these *Bellfaire* special Events.

4 Bellfaire Board: Instead of using the Ever Tree, you may use the Bellfaire board. Place your workers along the top of the board in the Season locations: 1 worker on spring, 1 on summer, and 2 on autumn. If playing with 5 or 6 players, do not place workers on spring. Return them to the box, instead; they will not be used.

Place the special Events along the bottom of the Bellfaire board. You may place the main deck on the stump of the Ever Tree, or off to the side of the board to help with visibility.

5 Flower Festival Event: This is an extra basic Event. Place the Flower Festival basic Event beside the main board, or on the designated space on the Bellfaire board. If you are playing with *Pearlbrook*, do not include this, or any basic Event.

6 Garland Awards: Shuffle the Garland Awards and draw 1, placing it faceup either beside the main board or on the designated area on the Bellfaire board.

7 Market: Place the Market board beside the main board, or use the Market area on the Bellfaire board. Place the 4 Market tokens on the “gain” side of the Market.

TO SEE HOW TO PLAY WITH BELFAIRE, GO TO PAGE 47.





1 (Top left area)

2 (Top right area: Pay 3 Twig, then gain 3 Ivy.)

3 (Bottom: Special Events)

4 (Top center: Summer +1 Meadow, Draw 2)

5 (Left: Flower Festival Event)

6 (Center: Agricultural Fair)

7 (Right: Market Only 1 worker per player here.)

Spring (+1 Rabbit, +5 Rabbits, No players)

Summer +1 Meadow, Draw 2

Autumn +2 Rabbit

Market Only 1 worker per player here.

Flower Festival Event

AGRICULTURAL FAIR 6 1st, 3 2nd, Miss Proposition

Special Events

PEOPLE: GENERAL STORE UNDER NEW MANAGEMENT When selected you may place up to 5 Rabbits here. Task: = 1 Task: = 2	CEMETERY: SHEPHERD REMEMBERING THE JAZZERS 3 For each buried worker in your Cemetery...	4 UNIQUE CUTTERS GATHERING OF LEOPARDS 5	5 ↑ PAY 2 PIT LACING CONTEST 6
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PEARLBROOK SETUP

- 1 Place the River board to the left side of the main game board. Place the pearls on the Shoal.
- 2 Place the Wonder (overlay) boards beneath the Ever Tree, covering the costs for the basic Events (no basic Events will be used with this expansion). Place the Wonders on their spots on the boards.
- 3 Shuffle the River Destination Citizen cards and set aside 2 of them, unseen. Then do the same with the River Destination Location cards. Then shuffle those 4 together, unseen, and place 1 facedown on each of the 4 spots on the River board. Place 1

pearl on top of each of these facedown River Destination cards. Place the remaining River cards back in the box unseen.

- 4 Shuffle the *Pearlbrook* Critter and Construction cards into the main deck before dealing out cards.
- 5 *Pearlbrook's* Forest cards are all identified by the symbol. You may shuffle these cards into the deck of other Forest cards during setup.
- 6 When setting up the special Events, use at least 1 *Pearlbrook* special Event.





7 Shuffle the Adornment cards and deal 2 facedown to each player. Return the rest to the box, unseen. Players may look at these cards at any time. They are not considered part of a player's hand.

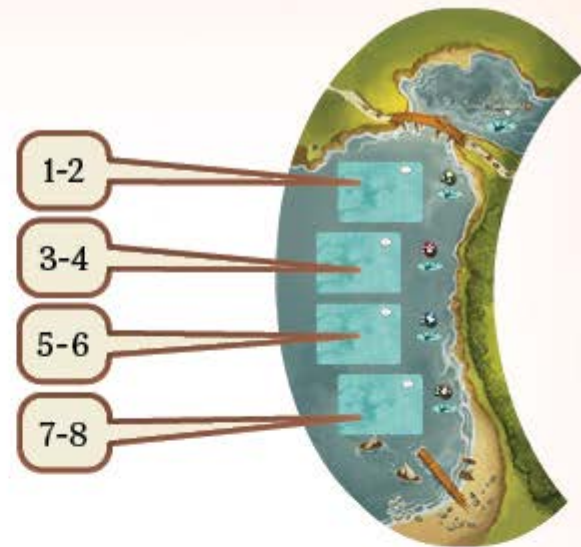
8 Give each player the frog Ambassador that matches the color of their workers.

SOLO SETUP

Set up the solo game as normal (see Solo (Rugwort) Setup, page 14), and set up the *Pearlbrook* expansion with the following adaptations:

Rugwort does not receive Adornment cards.

Roll the 8-sided die and place Rugwort's frog Ambassador on a River Destination according to the die roll's result:



Rugwort gains the pearl on the River Destination. Flip the River Destination card faceup and give Rugwort a second pearl. This River Destination is now blocked.

TO SEE HOW TO PLAY WITH PEARLBROOK, GO TO PAGE 50.



SPIRECREST SETUP

- 1 Place the Mountain board along the lower half of the main game board.
- 2 Divide the Weather cards into seasons, then shuffle and place 1 facedown, unseen, on each corresponding season spot on the Mountain board. Return the remaining Weather cards back to the box, unseen.
- 3 Divide the Discovery cards into 3 categories: Foothills, Peaks, and Ridge. Shuffle each group individually and place them facedown on their corresponding spots on the Mountain board.



FOOTHILLS




PEAKS



RIDGE

- 4 Give each player an Everdell map tile. This represents the first tile in your Expedition.

- 5 Shuffle the 24 map tiles and place 1 more than the number of players faceup on the Foothills portion of the trail. Place the same number of map tiles **facedown** on the Peaks trail and again on the Ridge trail. Return the remaining map tiles to the box, unseen.
- 6 Arrange the Big Critter meeples on the Mountain board or nearby.
- 7 Flip over the winter Weather card and place a rabbit Traveler meeple for each player on the Foothills icon  at the beginning of the trail.

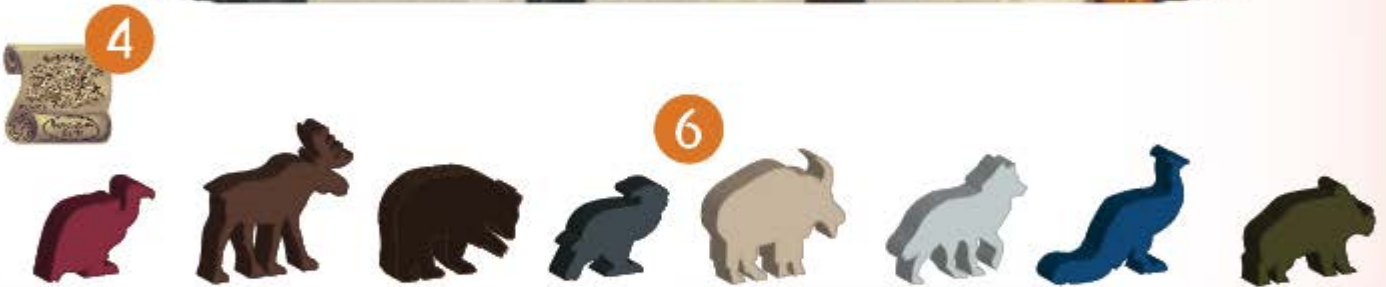
SOLO SETUP

Set up the solo game as normal (see Solo (Rugwort) Setup, page 14), and set up the *Spirecrest* expansion with the following adaptations:

Place 1 Everdell map tile in Rugwort's area and place his Traveler on it.


Place 2 map tiles on each area of the trail, with the tiles on the Foothills faceup, and the Peaks and Ridge tiles facedown.

TO SEE HOW TO PLAY WITH SPIRECREST, GO TO PAGE 54.





NEWLEAF SETUP

Newleaf setup is identical for regular and solo gameplay except where indicated.

- 1 Place the *Newleaf* Station board along the right side of the main board.
- 2 Shuffle the Critter and Construction cards with the *Newleaf*  symbol into the main deck before dealing out cards.
- 3 Shuffle the Visitor cards. Split the deck in roughly equal halves and place these as 2 faceup stacks on the visitor platform of the Station board.
- 4 Place 3 cards from the main deck faceup on the Station board.
- 5 Place the Train Car tiles into the bag, draw out 3 tiles, and place 1 on each of the empty train cars by the Station.
- 6 Give each player 3 Golden occupied tokens. *Solo game*: Rugwort does not receive these.

Additional Optional Setup: *Newleaf* offers a number of modules and components that you may include when playing *Everdell* or any of its other expansions.

- 7 **Tickets:** Give each player a Ticket with the Outbound side faceup.
 - 8 **Reservations:** Give each player a Reservation token with the  side faceup.
- Solo game:** Rugwort does not receive a Ticket or a Reservation token.
- 9 **Forest Locations:** *Newleaf's* 3 Forest cards are all identified by the *Newleaf*  symbol. You may shuffle these cards into the deck of other Forest cards during setup.

- 10 **Special Events:** *Newleaf's* special Event cards can be added as you choose:

- Shuffle them in with all of the other special Event cards during setup.
- Shuffle and draw 2 of the *Newleaf* special Events and 2 of the base game special Events during setup.
- Select only from these *Newleaf* special Events.

Note: Due to the large number of additional main deck cards when playing with *Newleaf*, it is recommended that you remove card-dependent special Events from the base game (such as Flying Doctor Service and Remembering the Fallen) before selecting special Events to add to your game.



II Basic Events: *Newleaf* offers 2 extra basic Events. Place them on the main board in their designated spots. This increases the number of basic Events available during your game. If you are playing with *Pearlbrook*, do not include these or any other basic Events.

TO SEE HOW TO PLAY WITH NEWLEAF, GO TO PAGE 60.

Option for *Newleaf* Cards: These may be used without any other *Newleaf* components. To add just these cards to the base game:

Remove both Locomotive cards and then shuffle the *Newleaf* Critter and Construction cards into the main deck. Give each player 3 Golden occupied tokens.



MISTWOOD: SOLO (NIGHTWEAVE'S LAIR) SETUP

Mistwood features Nightweave, a new challenging *Everdell* adversary for solo or two-player games. Nightweave is compatible with all of *Everdell's* expansions, but cannot be played with *Rugwort* solo play.



Nightweave counts as a player. When playing solo against Nightweave, set up *Everdell* for 2 players (i.e., place only 3 Forest cards on forest clearings). When playing with 2 human players, set up *Everdell* for 3 players.

While setting up *Everdell*, remove the "Everdell Games" special Event card. Each human player gets a starting hand of 5 cards.

1 Place both Nightweave boards (her lair) to one side of the main board.

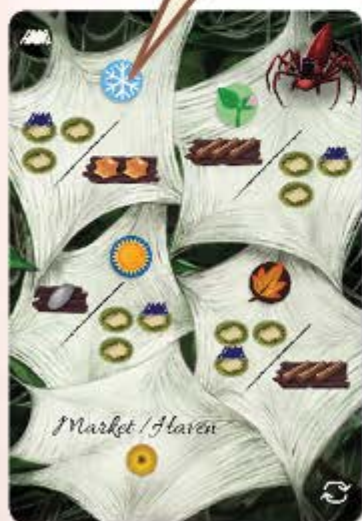
2 Give Nightweave the 8-sided die. For solo play, draw 1 card from the top of the main deck and place it facedown by Nightweave's lair. This is the first card in Nightweave's hand. When playing with 2 human players, Nightweave starts with 2 cards in her hand instead of 1.

3 Select a level of difficulty (from 0 to 4, with 4 being the most difficult) and place the matching Scoring card by the Nightweave boards. The difficulty level affects how many points Nightweave accumulates and how many additional points she scores at the end of the game.

4 Sort Activity cards by season. Note: If you are not playing with *Pearlbrook*, remove the 2 Activity cards with the  symbol and return them to the box before sorting. Leave Activity cards with the  symbol in the deck, even if you are not playing with *Newleaf*.

THE FIRST SEASON SYMBOL IS FOR WINTER, MEANING THIS IS A WINTER ACTIVITY CARD.

THE FIRST SEASON SYMBOL IS FOR AUTUMN, MEANING THIS IS AN AUTUMN ACTIVITY CARD.



WINTER



SPRING




SUMMER



AUTUMN

4 AN ACTIVITY CARD'S SEASON IS SHOWN BY THE FIRST SEASON SYMBOL THAT APPEARS ON IT. IT IS THE FIRST SEASON WHERE NIGHTWEAVE CAN TAKE AN ACTION USING THIS CARD.



5 Randomly select 2 of the 5 winter Activity cards with the spider worker  in the top left corner, and return one of these 2 cards to the box unseen. Set the other to the side unseen. Shuffle the remaining 7 winter Activity cards and place them facedown to form the Activity deck, placing the set-aside winter card facedown on top of this deck. The Activity deck will have 8 cards.

7 Place the Season token with the Winter side up near the Activity deck. Set the other Season token to the side. The Season token is a reminder of Nightweave's current season.

6 Stack the other seasons faceup near Nightweave's lair. These cards will be added to the Activity deck later.

8 Place Nightweave and 2 of the spider workers in her lair as shown.

9 Place the 6 remaining spider workers in Nightweave's lair under "Prepare for Season" as shown; these workers will become available to her later.

TO SEE HOW TO PLAY WITH MISTWOOD, GO TO PAGE 66.

1 Place 6 spider workers in the lair under "Prepare for Season".

2 Place a red die.

3 Place a Toxicology card.

4 Place a Difficulty Level card.

5 Place 8 Winter Activity Cards in a box.

6 Place Spring, Summer, and Autumn seasonal cards.

7 Place a Winter Season token.

8 Place Nightweave and 2 spider workers in the lair.

9 Place 6 spider workers in the lair under "Prepare for Season".


NIGHTWEAVE SETUP WITH OTHER EXPANSIONS

Nightweave can be combined with most other expansions or modules, except for Rugwort solo play. Set these up for 2 players if playing solo against Nightweave, or 3 players when playing with a friend. Make the following changes:

PLAYER POWERS

Do not use the Spider Player Power. Nightweave does not get a Player Power.

PEARLBROOK

While sorting the Activity cards into seasons, add the 2  cards to their seasons.



Replace the spring spider worker with the frog Ambassador.

SPIRECREST

Remove Stormvale from the Peaks Discovery cards before shuffling.

BELFAIRE

Special Events: Use 2 *Bellfaire* and 2 base game special Events, placing 1 *Bellfaire* Event at each end of the row of special Events.

Market: Place the Market tokens randomly in a single row on the “trade” side of the Market board.

Flower Festival Event: Place in the middle of the other basic Events on the main board.

NEWLEAF

Give the 12-sided die to Nightweave, instead of the 8-sided die.

Nightweave does not get Golden occupied tokens, a Ticket, or a Reservation token.

Use only *Newleaf* and/or *Bellfaire* special Events.

NIGHTWEAVE BONUS MODULES

When playing with these modules, do not include any other expansion material.

Set up Nightweave normally and select which of the following module(s) you wish to include.

Place the Web  tokens on Nightweave's board to have available during play.



Personalities: Choose 1 Personality card and place it by Nightweave's lair. Return the rest of the Personality cards to the box.

Plots: Shuffle the Plot cards and place them facedown by Nightweave's Lair.

Plans: Choose 1 Plan card and place it by Nightweave's lair. Return the rest of the Plan cards to the box.



Note: Plots and Plans are for solo play only and cannot be combined with each other.




HOW TO PLAY

Play proceeds clockwise. Each player must take one of the following actions per turn:

- Place a Worker
- or Play a Card
- or Prepare for Season

PLACE A WORKER

Your workers are necessary for the expansion and success of your city. Deploy them to various locations in Everdell in order to gather resources, draw more cards, host events, or embark on a journey.

To visit a location, place one of your workers on any available  symbol. You must immediately take the listed resources or perform the indicated action. The worker is considered deployed to that location until you bring them back with the Prepare for Season action. However, the worker will only gather resources or perform the action when first placed on that location.

You may not place a worker only to block a location; you must be able to perform some or all of the actions at that location.



YOU CANNOT PLACE A WORKER AT THE INN IF YOU HAVE NO ROOM TO PLAY A CARD IN YOUR CITY.

There are two general types of locations: **exclusive** and **shared** (portrayed with closed and open rings, respectively). Only 1 worker may visit an exclusive location. Unless otherwise indicated, multiple workers, even from the same player, may visit a shared location.



Most locations are exclusive. Shared locations appear only on *Everdell's* various game boards.



THE  SYMBOL INDICATES A LOCATION THAT YOUR WORKERS CAN VISIT. EXAMPLE: PLACING A WORKER ON THIS LOCATION LETS YOU DRAW 2 CARDS FROM THE DECK AND GAIN 1 POINT TOKEN.

LOCATIONS TO VISIT

BASIC LOCATIONS

These locations are along the path by the river near the top of the game board.




WHEN YOUR WORKER VISITS THIS LOCATION, GAIN 2 TWIGS AND DRAW 1 CARD FROM THE DECK TO YOUR HAND.






FOREST LOCATIONS



These are varied and generally more powerful locations to visit. In a two or three-player game, there is room for only 1 worker on each Forest card. The locations with the  symbol are only available in games with more than 3 players. Regardless of player number, you may not place 2 of your own workers on a single Forest card.

HAVEN



May discard any  from your hand.
For every 2  you discard, gain 1 .

The Haven is a shared location on the game board. There is no limit to the number of workers that may be placed on it, even from the same player. When you place a worker here, you may discard **any** number of cards from your hand, and gain 1 of any resource (twigs, resin, pebbles, or berries) for every 2 cards you discard (round down).

JOURNEY



In autumn only, you may send a worker on a Journey. You must discard cards from your hand equal to the listed points of the Journey location you choose. The 5-point, 4-point, and 3-point locations are exclusive, and the 2-point location is shared. The deployed worker is worth the listed points at the end of the game. You may send more than one worker on a Journey. Journey locations are permanent; workers may not be removed from here.

DESTINATION CARDS

Destination cards feature one or more exclusive locations. You may place a worker on any available Destination card location in your own city.

You may also place a worker on any available Destination card location in an opponent's city if that card has an **OPEN** symbol. When you do so, that opponent gains 1 or more point tokens from the general supply, as indicated by that card's Open sign.



YOU MAY PLACE A WORKER ON ANY AVAILABLE DESTINATION CARD LOCATION IN YOUR OWN CITY.



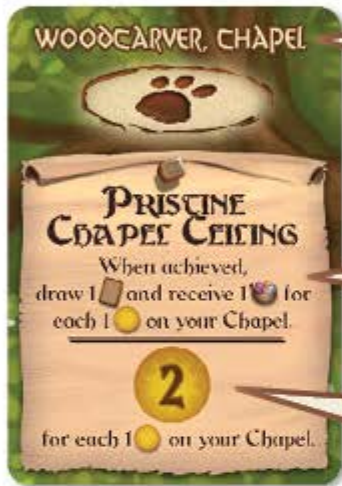
WHEN AN OPPONENT VISITS THIS LOCATION, THE OWNER GAINS 1 POINT TOKEN FROM THE GENERAL SUPPLY.



EVENTS



GRAND TOUR REQUIRES YOUR CITY TO CONTAIN 3 RED DESTINATION CARDS.



PRISTINE CHAPEL CEILING REQUIRES YOUR CITY TO CONTAIN WOODCARVER AND CHAPEL.

THIS SPECIAL EVENT BENEFITS YOU IMMEDIATELY.

IT MAY ALSO SCORE YOU EXTRA POINTS AT THE END OF THE GAME.

You may place a worker on any remaining basic Event or special Event *only if* you can immediately achieve that Event. To achieve the Event, your city must meet all the listed requirements on the Event, and you must pay any required resources at the time you place your worker there.

Only one player may achieve each Event. Place the achieved Event with your worker on it by your city now or when you Prepare for Season. You get the worker back like normal next season. Note: Your achieved Event belongs to you and may not be achieved by another player. You do not have to return it if the required cards are later removed from your city.

Events with abilities provide immediate benefits **when achieved**. Events with listed point values will score these at the end of the game (see *The Archive* for details).



PLAY A CARD

You build your city in Everdell by playing cards. On your turn, you may play **one** card from either the Meadow or from your hand. Pay the listed resource requirements to the general supply. Play the card faceup in front of you to add it to your growing city.

There are two types of cards in the game: **Critters** and **Constructions**. Critters and Constructions can be Common, Unique, or Legendary (see Legends on page 45).



COMMON TERMS AND ICONS

Gain: Take listed resources or point tokens from the general supply.

Pay: Place listed resources from your supply into the general supply.

Draw: Take a card from the top of the main deck and add it to your hand.

Reveal: Reveal cards from the top of the main deck for all players to see.



Point token



End of game points



Card



Pearl



Any resource (twig, resin, pebble, or berry)



Twig



Resin



Pebble




Berry



When you visit an Open location in an opponent's city, they gain the indicated number of point tokens from the general supply.

"Any Resource"

This behaves exactly like the  symbol, referring only to twigs, resin, pebbles, or berries, but not pearls. Pearls are part of the *Pearlbrook* expansion and can be used only when directly stated on a card or in the rules.



City Limit: You may have multiple copies of any Common card in your city, but you may only have one copy of any Unique or Legendary card.



Requirements: All Critter and Construction cards have resource requirements. For example, to play the Courthouse card shown above, you must first pay 1 twig, 1 resin, and 2 pebbles to the general supply. Critter cards can be played in the same way, however, **they may instead be played for free** if the matching Construction card listed in the top left of the Critter card is already in your city.

For example, to play the Judge Critter card shown below you may either pay the required cost of 3 berries, or, if the Courthouse is already in your city, you may play the Judge card for free (without paying any resource cost).



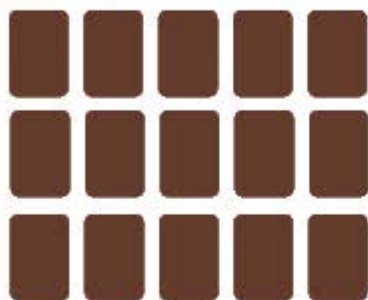
To play a Critter for free, place an occupied token on the related Construction card (the Courthouse, in this case) as shown below.



You may only gain 1 free Critter per Construction, which you keep track of throughout the game using the occupied tokens on the cards. Note: The occupied token is not removed from the Construction card if the free Critter is later removed from your city, but you also do not lose the free Critter if the Construction card is later removed.



City: Your city has a **maximum of 15 spaces** to play cards into. Each card takes up 1 space. Recommended layout is 3 rows with 5 cards in each. Event cards do not count against this 15 card limit, nor do any new card types introduced with various expansions (Adornments, Discovery cards, or Visitors).



SUGGESTED CITY LAYOUT

Cards remain in your city unless another ability removes them. For example, the University allows you to discard 1 Critter or Construction card from your city.

Note: If a card is discarded that has a permanent worker, point tokens, or resources on it, those are lost with the card. If the card has a non-permanent worker, leave the worker on the card until the worker returns when its owner Prepares for Season (see page 38).



CARD TYPES

Cards have different effects once they are in your city. Some cards are activated immediately when played which means carefully following the instructions on the card. Others only activate when a worker visits them or after you play other cards. Some provide bonuses upon scoring or during play.



Tan Traveler: Activates once immediately when played. It never activates again.



Green Production: Activates once immediately when played, and once during the Prepare for Season actions in spring and autumn.



Red Destination: Activates when a worker is placed on it. Cards with the **OPEN** symbol may be visited by opponents.



Blue Governance: Offers different ways to play cards for a discount or grants bonuses after playing certain card types. A card's bonus is not earned for playing itself.



Purple Prosperity: Worth both the base points and the listed bonus points at the end of the game.

Point tokens and resources that are specifically placed on a card may only be used how that card specifies. They may not be used for any other card or ability. Point tokens left on the card at the end of the game will be added to your total for scoring purposes.

HOW TO PLAY A CARD

When you play a card, follow the sequence of actions listed here, when applicable. Note that the first 3 steps take place before actually placing the new card into your city.

1. Use one “card-playing ability.” A card-playing ability refers to **any effect** that influences the cost of playing a new card (Example: Dungeon and Judge both affect the resources required to play a new card). Sometimes a card-playing ability is triggered. For example, Inn triggers its card-playing effect (pay 3 fewer resources) when a worker is placed there. **You may never use more than one card-playing ability to play a new card.** See Card-Playing Abilities on page 36.

2. Pay resources, or use an occupied token if playing a Critter card for free.

3. If the card came from the Meadow, replenish the Meadow.

4. Place the newly played card into your city. If the played card effect removes another card from your city, that card is removed immediately *before* the new card placement (so you don't go over the 15-card limit).

5. Resolve the newly played card effect, if appropriate (see Card Types, page 34). For example, Green Production cards are activated immediately when played, but Red Destination cards are simply placed in your city because they only activate when a worker visits them.

6. Resolve any triggered effects from other cards in your city (such as Courthouse and Shopkeeper). Triggered effects occur as a result of playing a card **into your city**. The active player determines the order these are resolved in.



IF THE SHOPKEEPER IS ALREADY IN YOUR CITY, YOU GAIN 1 BERRY AFTER YOU PLAY A CRITTER. YOU DO NOT GAIN A BERRY FOR PLAYING THE SHOPKEEPER CARD.



YOU DO NOT TRIGGER ANY EFFECTS FOR PLAYING THE FOOL INTO AN OPPONENT'S CITY.

CARD-PLAYING ABILITIES



THIS CARD ALLOWS YOU TO REPLACE ONE OF ANY RESOURCE WITH ANOTHER KIND OF RESOURCE WHEN YOU PLAY A NEW CARD INTO YOUR CITY.



IF YOU HAVE BOTH THE INNKEEPER AND THE JUDGE, YOU MAY ONLY USE ONE OF THESE WHEN PLAYING A NEW CRITTER CARD INTO YOUR CITY.



THIS FOREST CARD HAS A CARD-PLAYING ABILITY, ALLOWING YOU TO PLAY A CARD FOR 1 FEWER RESOURCE.



SOME DISCOVERY CARDS FROM SPIRECREST HAVE CARD-PLAYING ABILITIES AS WELL.



PLAYER POWER CARDS DO NOT COUNT AS CARD-PLAYING ABILITIES AND SO CAN BE COMBINED WITH CARD-PLAYING ABILITY CARDS.

DRAWING AND DISCARDING CARDS

Always draw cards from the main deck, unless specifically told to draw them from Meadow cards (or from Station cards when playing with *Newleaf*).

There is a strict hand limit of 8 cards. You cannot ever have more than 8 cards in your hand. If you get to draw cards, you can only draw up to your hand limit. For example, if you have 7 cards in your hand and an ability allows you to draw 2 cards, you may only draw 1 card.

If you give cards to an opponent, you must choose an opponent who has room in their hand, if possible; give as many cards as possible, then discard any remaining.

Note: When playing with 5 or 6 players, the hand limit is 7 cards.

If a Meadow card is *played*, immediately replace it with a new card from the main deck. If an ability allows players to draw cards from the Meadow, draw all cards first and then replenish.

If the deck ever runs out, shuffle the discard pile to form a new deck. In a game with 5 or 6 players, if you run out of all cards in the main deck and the discard pile, you may draw from the Meadow cards as if they were the main deck. If you run out of cards in the Meadow, no more cards may be drawn for the remainder of the game, unless cards are discarded, allowing you to create a new main deck.

If an ability requires you to *discard* cards, this is always from your hand unless otherwise specified. Place discarded cards face-down on the discard pile.



EXCEPTION: SOME PLAYER POWERS ALLOW YOUR HAND LIMIT TO EXCEED 8 CARDS.



PREPARE FOR SEASON

If you have placed all of your workers and you cannot play a card or do not wish to, then you must prepare for the next season:

- Bring back all of your deployed workers.
- Gain the listed bonuses for the next season, as shown atop the Ever Tree (explained in more detail below).
- After doing so, your turn is finished, and play continues with the next player.

Thematically, the game begins in late winter and ends as the next winter approaches. Autumn is the last Prepare for Season action you may perform in the game.

Important: Players do not have to perform the Prepare for Season action at the same time.

When preparing for the next season, new workers from the Ever Tree join your growing city. Gain the corresponding worker(s) and the next season's listed bonus as described here:



In spring, you gain 1 new worker and activate all green Production cards in your city in any order you choose. Note: In games with Player Powers or with 5 or 6 players, do not gain a worker when you Prepare for spring.



In summer, you gain 1 new worker, and draw up to 2 Meadow cards, if able to do so. There is no Production (green Production cards are not activated) when preparing for summer, but green Production cards still activate immediately if played during this season.



In autumn, you gain 2 workers and activate all green Production cards in your city in any order you choose.



Example: On your first turn, you place a worker on the 3 twigs space and take the resources.

On the following turn, you place a worker on a Forest location to gain 1 twig, 1 resin, and 1 berry.

On the next turn, you play a Farm from your hand by paying the listed cost of 2 twigs and 1 resin; you immediately gain 1 berry from the Farm.



On your next turn, you play a Barge Toad from the Meadow by paying 2 berries, and then immediately gain 2 twigs from the Barge Toad because you have a Farm in your city.

On your next turn, you do not have enough resources to play any more cards, and all of your workers are deployed, so you prepare for the next season. You bring back your deployed workers, and then gain the bonus listed for spring: gaining one new worker from atop the Ever Tree, and activating all green Production cards in your city, which are your Farm and Barge Toad, immediately gaining you a berry and 2 twigs.



END GAME AND SCORING

When you have placed all of your workers in autumn and cannot perform any more actions, or do not wish to, you have finished the game and must pass on your turn. In a game with 5 or 6 players, discard your hand at this time. In a 5- or 6-player game with *Pearlbrook*, *Spirecrest*, or *Newleaf*, score for any cards in your hand first, then discard.

If a player has passed, they cannot be given any cards or resources, although their workers remain deployed and they can receive point tokens when workers visit their city. If cards or resources have to be given to a player and all other players have passed, discard instead.

Any unfinished players continue playing until all players have passed.

Add all points to determine the winner:

- The base value of each card
- Point tokens
- Purple Prosperity card bonuses
- Journey points
- Events

If there is a tie, the player who achieved the most Events wins. If there is still a tie, the player with the most leftover resources is the winner.

SCORING EXAMPLE (PAGE 41)

Base points for cards: 22

Point tokens: 14 (includes 2 point tokens left on Chapel and 1 on the Clock Tower)

Prosperity card bonus points: 10 (3 for Gatherer, 2 for Architect, 5 for King)

Journey points: 4

Events: 12 (6 for Performer in Residence, 3 for Ministering to Miscreants, 3 for Grand Tour)

Total: 62

WHEN PLAYING WITH EXPANSIONS, SCORE FOR THE FOLLOWING AS WELL:

Bellfaire:
Garland Awards

Pearlbrook:
Adornment points
Wonder points
2 points per leftover pearl

Spirecrest:
Discovery cards
Earned Expedition points

Newleaf:
Visitor cards





5-6 PLAYER GAMES

All normal rules apply with these adaptations:

Drawing Cards: Players have a hand limit of 7 cards instead of 8.

Prepare for Season: Do not gain a worker when you Prepare for spring.

End Game: After you have passed at the end of the game, discard any cards in your hand.

SOLO (RUGWORT) RULES

When playing *Everdell* solo, you will be competing against a cantankerous old rodent known as Rugwort and his pack of rowdy, rambunctious, rat ruffians. He will be returning to Everdell for three years in a row, each time bearing a new title of nastiness. You must find a way to overcome his dastardly tricks and rid Everdell of his filth once and for all!

The three years represent three levels of difficulty and are not meant to be played back to back as one full game (though an adventurous critter might attempt such a feat).

Play the game as normal with these new rules:



YEAR I: "RUGWORT THE RASCAL"


Rugwort does not have a hand, and does not gain resources. His actions follow yours. Any time after you play a card, Rugwort gets to play a card. If you played a Meadow card, first replenish the card. If you are required to

give an opponent cards or resources, discard them instead.

Note: When one of Rugwort's workers is on a Meadow card, you cannot play, draw, or discard that card. Rugwort only gets to play a card *after* you have fully resolved playing your card, including any triggered effects.

Play a Card: To play Rugwort's card, roll the 8-sided die; the number rolled will determine which of the 8 Meadow cards Rugwort gets to play into his city. The cards are numbered 1-8, with the top left being 1 and the bottom right being 8.

Replenish the Meadow card after he has played his card. Rugwort does not have to pay resources to play a card.

For Rugwort's city, place his cards in stacks according to color types so you can clearly see how many he has of each color. The card's ability and point value do not matter. Rugwort may have more than 15 cards in his city. **Note:** You may visit  Destination cards in Rugwort's city.

Prepare for Season: After you have performed the Prepare for Season action, Rugwort immediately performs his Prepare for Season action, which consists of these steps:

1. Check to see if he has enough colored cards in his city to achieve any of the available basic Events. If so, place those Event(s) in his city.
2. Do not remove Rugwort's workers from the board. Take his new worker(s) and place them on the #1 Meadow card for spring, the #2 Meadow card for summer, and #3 & #4 Meadow cards for autumn. By the end of the game he will have a worker on the top 4 Meadow cards. You cannot play, draw or discard these cards anymore, but Rugwort still can.
3. For spring and summer, move his Forest worker counterclockwise to the

next Forest card. For autumn, remove his Forest worker and place it on the 3-point Journey space.

4. In spring, move his worker from the 3 twigs location to the 2 resin location. During summer, move his worker to the 1 pebble location. During autumn, move his worker to the 1 berry and 1 card location.

End Game: After you have passed to end the game, check to see if Rugwort has enough colored cards in his city to achieve any of the available basic Events. If so, place those Event(s) in his city. Then score to see if you beat Rugwort!

YEAR 2: 'RUGWORT THE ROTTEN'

Same rules as Year One, except, in autumn, place Rugwort's worker on the 4-point Journey space instead of the 3-point space.

Scoring: Same as for Year One, except Rugwort gains 6 points for every special Event that you did not achieve, instead of 3.


YEAR 3: 'RUGWORT THE RAPSCALLION'

Same rules as Year Two with these two additions:

- In autumn, place Rugwort's worker on the 5-point Journey space instead of the 4-point space.
- During Rugwort's autumn Prepare for Season action, he kidnaps one of your workers! Do not move his worker to the 1 berry and 1 card space—instead remove his worker and one of your workers from the game. Now you will only have 5 workers to use for the last season of the game.

Beat him in Year Three and the bards of Everdell sing of your triumph! The historian records your victory to be preserved and remembered for all time! The old rat Rugwort skulks away, leaving Everdell in peace...for now.

RUGWORT SCORES:

- 2 points per card in his city (3 points for each purple Prosperity  card)
- 3 points for each basic Event
- 3 points for each special Event that you did not achieve (6 points each when playing Year 2 or 3)
- 3 points for his worker on Journey (4 when playing Year 2 and 5 when playing Year 3)
- any point tokens that you gave him.

Rugwort scores only as indicated; ignore any base points and bonus points on his cards.

SCORING WITH EXPANSIONS:

Pearlbrook

2 points per pearl
Wonder points

Spirecrest

All Expedition points

Bellfaire

Garland Award points
4 points for Flower
Festival Event


Newleaf

Rugwort's Visitor cards

SOLO (RUGWORT) VARIANTS

For a more challenging solo game, try adding one or more of these variants:

Cranky: If you roll an 8, you must randomly discard 1 card from your hand.

Glitzy: Every Prosperity  card Rugwort plays is worth 5 points instead of 3.

Hasty: During Rugwort's Prepare for Season action, he will immediately achieve the leftmost special Event.

Lucky: If you roll the same number that was previously rolled, give Rugwort 1 point token from the general supply.

Squatty: Rugwort scores 2 points for every space in your city where you have not played a card.

EXPANSIONS

PLAYER POWERS



Player Powers give each player a unique ability. All powers are additions to the normal rules of the game, so they do not replace the normal functions of workers that are allowed in the game.

When using Player Powers, **do not gain a worker when you prepare for spring.**

Player Powers are not considered “card-playing abilities” so their effects may be combined with card-playing abilities from other cards.


Player Powers do not combine with *Spirecrest's* Big Critter abilities.

If playing with Player Powers in a solo (Rugwort) game, it is recommended that you also include one or more of the solo variants (page 43). You may not use the Rats Player Power in a Rugwort solo game. Rugwort does not receive a Player Power card.

EXTRA! EXTRA!



It's a lively time in Everdell: The carnival is in town with fire jugglers, the scurrble championships are about to commence, and the gazette is hard at work reporting on all the events!


 *Extra! Extra!* cards are quite powerful. Only those looking for a more complex experience should include them in the main deck.

These cards are played in the same way as other Critter and Construction cards. They are listed here but described in more detail in *The Archive*:

- Carnival
- Gazette
- Juggler
- Scurrble Champion
- Scurrble Stadium
- Town Crier



LEGENDS

 Legendary cards are powerful upgrades of other Critters and Constructions in *Everdell*. These special cards add variability and complexity to the game. It is recommended that you do not use them until you are familiar with the base game, and then only when you feel like a twist on a regular game.

Mistwood introduces 10 new Legendary cards which can be used separately or in conjunction with those offered in the original Collector's Edition.

Legendary cards do not count against your hand limit and are not considered to be in your hand.

Legendary cards are played in the same way as other Critter and Construction cards, with these key differences:

If you have the card listed in the **red banner** in your city, discard that card to play the Legendary card for free. Otherwise, you may play a Legendary card by paying its cost in resources. You may **not** play a Legendary card for free by any means other than discarding the card listed in the red banner. If you have more than one copy of the red banner card, discard only one. From now on, whether you played the Legendary card for free or not, you may not play any more copies of the listed card into your city.

If you discard a card from your city to upgrade it to a Legendary, move any occupied token or worker on that card onto the Legendary card.

Example: If you have a worker on an Inn and then upgrade the Inn to the Legendary Green Acorn, that worker would now be blocking the space on the Green Acorn (though you would not activate it at this time).

The Legendary card counts as the card listed in the red banner for all purposes, including for achieving Events, and for using a Construction to play a Critter card for free (see How to Play a Card, page 33).



Every Legendary card opens up an additional space in your city.

Legendary cards still take up a city space. A Legendary card can be played even if your city is full; it will occupy its own additional space. **Legendary cards cannot be discarded for any reason.**

Legendary cards may not be copied by any effect.

Solo (Rugwort) Rules: Any time you play a Legendary card, give Rugwort 3 point tokens, and then he gets to play 2 cards instead of 1.

The diagram illustrates the upgrade process. On the left, a Queen card is shown with a red banner that says 'REPLACES THE QUEEN'. In the center, an Inn card is shown with a red banner that says 'REPLACES THE INN'. On the right, the upgraded cards are shown: Amilla Glistendew (a Critter card) and The Green Acorn (a Construction card). A callout from The Green Acorn says 'CREATES NEW CITY SPACE'. The cards are shown in a city grid, with the Inn being replaced by The Green Acorn and the Queen being replaced by Amilla Glistendew.

You may discard an Inn in your city to upgrade it to The Green Acorn. You may not play any more Inn cards into your city. Similarly, you may discard a Queen card to play Amilla Glistendew.

RUGWORT CARDS



That old rascal Rugwort is up to no good as usual! He may be scheming to become the king of Everdell, but the fair critters of the valley know better than to trust anything he says. Still, he seems to find a way to show up where he's not wanted... which is basically everywhere.

The cards in the Rugwort Cards expansion are fairly mean. You have been warned! These cards are played in the same way as other Critter cards, except they may be played for free by placing an occupied token on any Construction in your city of the appropriate type.

CORRIN EVERTAIL



Corrin Evertail, the legendary founder of Everdell, faced many dangers and trials to discover the Emerald Valley. His visionary leadership has inspired countless critters to greatness, and made Everdell the treasured land that it is today. Live out his legend!

While similar to other Construction and Critter cards, Corrin Evertail Construction cards can be used to play any Critter card of the indicated color for free, and Corrin Evertail Critter cards can be played for free using any Construction card of the indicated

color. For example, you can play Corrin Evertail the King (instead of a Teacher) by placing an occupied token on a School.



THROUGH EVERY SEASON



Since the beginning of Everdell's history, farming has been a vital part of the valley's way of life. Farmers face a number of challenges through the seasons of the year and must adapt as the weather changes. Experience the story of an Everdell farm throughout the year!

The special Farm cards replace the basic Farms and often give you the choice of two abilities. You may choose only one each time the card activates.




BELFAIRE

For the last 99 years, the critters of Everdell have been hard at work building cities in their beloved valley. Now it is time to celebrate! The king and queen are throwing an unprecedented year-long event to commemorate the 100th year since Everdell's founding. Come and celebrate the Bellfaire!


Bellfaire offers a number of modules and components that you may include when playing *Everdell* and its expansions. The details for each are described below.

Player Boards: These boards are convenient for storing resources, workers, and point tokens. Players may choose any board.



Forest Locations: *Bellfaire's* Forest locations are all identified by the  symbol and can be added during setup.



Special Events: *Bellfaire's* special Events are all identified by the  symbol and can be added in various ways during setup.



Flower Festival Event: Added during setup; to achieve this basic Event, you must have 1 of each of the 5 card colors in your city, and place a worker on the Event to claim it in the usual way.



Garland Awards: These are special awards granted by the king and queen to cities that display excellence. At the end of the game, the player who has the most cards in their city of the type listed on the Garland Award will gain an additional 6 points. The second-place player will gain an additional 3 points.

If players are tied for either bonus, they each gain those bonus points.

Your city must contain at least 1 of the listed card types to be eligible for the award.



Market: This is a shared location that can be added independently via the Market board or as part of the Bellfaire board. **When placing a worker here, you must choose to either gain or trade resources using Market tokens.** You may only have 1 of your workers deployed to the Market at a time.

Gaining Resources: Choose one of the available Market tokens, gain the indicated resources and cards, then move that token to the “trade” side.

Trading Resources: Choose one of the available Market tokens, pay the indicated resources, and discard the number of cards listed on that token. Then gain 3 point tokens and 2 of any resources from the general supply, and move the Market token back to the “gain” side.



Player Powers: Player Powers give each player a unique ability. All powers are additions to the normal rules of the game. See Player Powers, page 44, for more details.





Bellfaire Game Board: This can be chosen during setup to replace the Ever Tree. The Bellfaire board features the Market location and spaces for the Flower Festival Event and Garland Award tiles.



SOLO (RUGWORT) RULES FOR BELLAIRE

Rugwort was not invited to attend the Bellfaire, so he decided to throw a party for himself. Something he does often.

All normal solo rules (see Solo (Rugwort) Rules, page 42) and *Bellfaire* rules apply.

Solo (Rugwort) Variants: Originally included in the *Bellfaire* expansion, you can find details for more challenging gameplay on page 43.




BELLAIRE BOARD SET UP TO PLAY WITH THE FLOWER FESTIVAL, GARLAND AWARDS, AND MARKET MODULES.

PEARLBROOK

Deep below the shimmering surface of the Pearlbrook River, a mysterious civilization of waterfolk is waiting. You will send your amphibious frog Ambassador on diplomatic journeys to trade information and resources with the river dwellers. In exchange, you will be gathering a new and valuable resource: pearls. Collect enough pearls and you can construct fabulous Wonders and Adornments, to make your city the pride of Everdell!



Pearl

Pearls are a special resource only used when playing *Pearlbrook*. The “any resource”  symbol does not include pearls. It represents the standard resources of twigs, resin, berries, and pebbles.

On your turn, you have **two new actions you can take:**

- Place your frog Ambassador
- Play an Adornment card

You can still take only one action per turn.

AMBASSADORS



This symbol indicates locations that can only be visited by your



new frog Ambassador. No workers can visit these locations. Ambassadors can visit the Shoal or available River Destination cards. Any number of Ambassadors can visit the Shoal at the same time, but only one Ambassador can visit a River Destination card at any one time.

While visiting a location, your Ambassador is considered deployed there, just like a worker. You will bring back your Ambassador during the Prepare for Season



action with your workers. Your Ambassador may not be used as a normal worker nor is it affected by cards that specifically affect workers, such as the Ranger.

RIVER DESTINATIONS

Your Ambassador may visit any available River Destination card so long as you meet the listed requirements and no other Ambassador is already there.

Example: You must have at least 3 green Production cards in your city to visit this River Destination card. No other player can already have an Ambassador there.





The first time a River Destination card is visited, the visitor gains the 1 pearl on top of it, then flips that card faceup. If you are able to meet the requirements on the revealed card, you may use that card to gain the listed reward(s).



River Destination cards are either citizens or locations:

- River Citizens require you to discard certain cards from your hand to gain a point token and a pearl.
- River Locations require you to pay a point token and a certain resource to gain cards and a pearl.

SHOAL

Your Ambassador may visit the Shoal to gain 1 pearl by paying 2 of any resource and discarding 2 cards.

ADORNMENTS



You were dealt 2 Adornment cards during setup. Each Adornment card costs 1 pearl to play and does not take up a space in your city. Adornment cards do not count toward your hand limit. Do not draw a new Adornment after playing one. You may play both Adornment cards you were dealt, but not both on the same turn.

When played, the ability on the top half of the card activates immediately. The bottom half shows how many points the Adornment is worth at the end of the game.



Example: The Bell adornment gives you 3 berries when you play it. You may also draw 1 card for each Critter in your city at this time. At the end of the game, you gain 1 point for every 2 Critter cards in your city.

WONDERS

Wonders take the place of basic Events in *Pearlbrook*. On your turn, you may place 1 of your workers on a Wonder location to build an available Wonder. To do so, you must pay the listed amount of resources and pearls, and also discard the listed number of cards from your hand. You cannot use any card abilities to assist in building Wonders.

After paying the cost, place the Wonder beside your city. You will get your worker back when you prepare for the next season.

Any Wonders you have built are worth their listed points at the end of the game. You may build more than 1 Wonder. Once a Wonder is built, it cannot be built by any other player.

Wonders do not count as Events, and they are not affected by cards that specifically act on or through Events, such as the King or Gazette.

SCORING

In addition to normal scoring (see End Game and Scoring, page 40), score for the following:

- Adornment points
- Wonder points
- 2 points per leftover pearl resource



Mistrise Fountain is worth 15 points, Seaglass Amulet is worth 3 points, and 1 leftover pearl make a total of 20 additional points!

VISIT THE WONDER LOCATIONS ON THESE BOARD OVERLAYS TO BUILD A WONDER.





SOLO (RUGWORT) RULES FOR PEARLBROOK

Rugwort returns!

You succeeded in chasing away that old Rapscaillon before, and Everdell enjoyed a time of peace and tranquility. However, tales of the new riches and beauty found in Pearlbrook have lured him out from his dark haunts, and once again he is trying to claim Everdell for himself. You must stop him!

All normal solo rules (see Solo (Rugwort) Rules, page 42) and *Pearlbrook* rules apply with these adaptations:

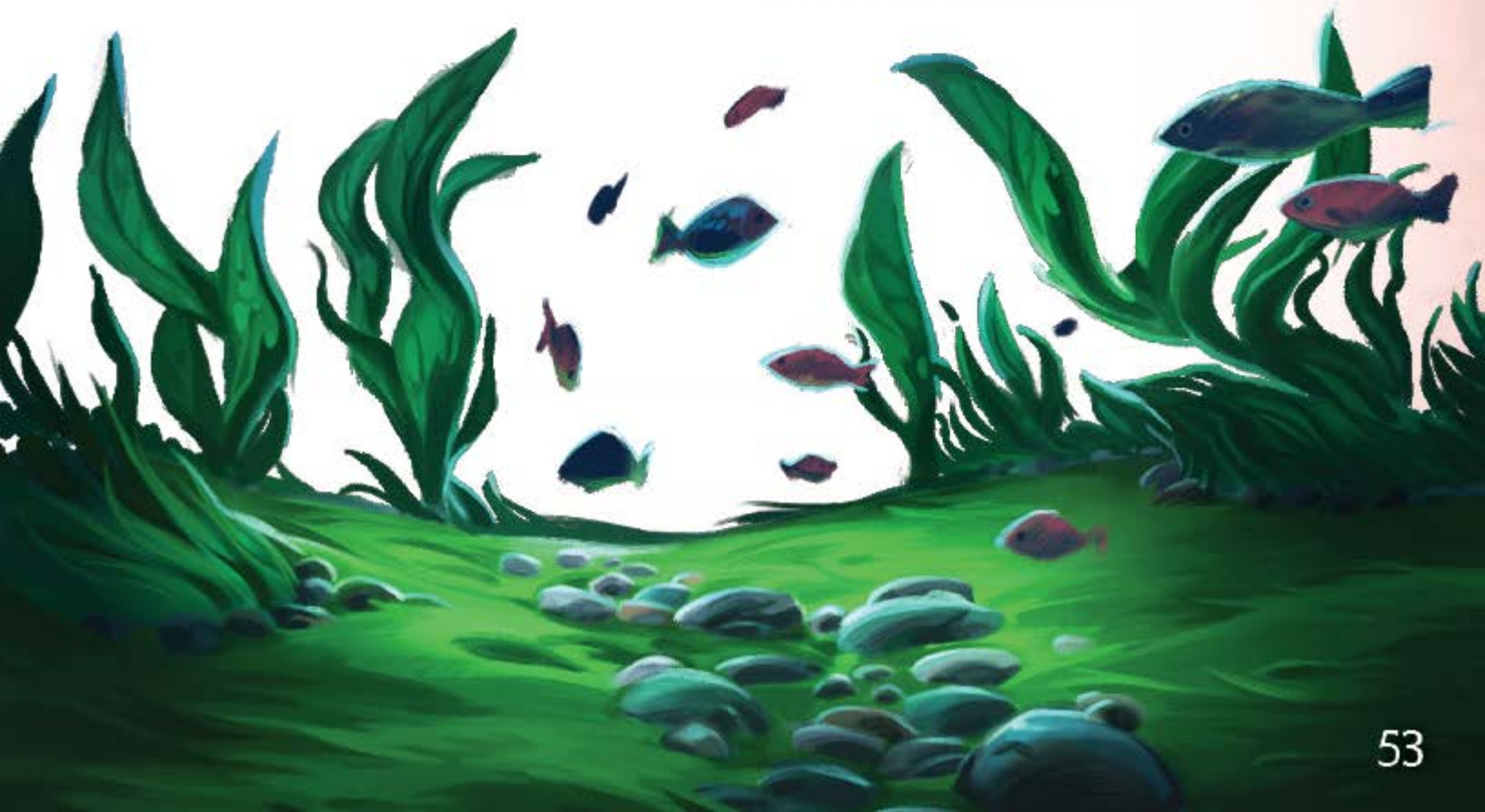
Adornments: When you play an Adornment card, give Rugwort 5 point tokens.

Prepare for Season: During Rugwort's Prepare for Season, move his Ambassador down 1 space on the river; if he's on the last River Destination card, move him up to the first. If the new River Destination he is visiting is unrevealed, Rugwort gains the pearl there. Then, flip over the card and give him 1 more pearl. If the location is already revealed, he only gains 1 pearl.

End Game: After you have passed at the end of the game, Rugwort will build Wonders. Rugwort only needs to pay pearls to build Wonders. He will always build the Wonder that is worth the most points. It is possible for him to build more than 1 Wonder.

Example: Rugwort has 6 pearls at the end of the game. You have built Starfall's Flame for 25 points, but none of the other Wonders. Rugwort spends 3 pearls each to build Sunblaze Bridge for 20 points and the Mistrise Fountain for 15 points.

Scoring: Any pearls Rugwort has left over are worth 2 points each. He also scores the listed points for any Wonders he builds.



SPIRECREST

Far beyond the comfortable boundaries of the Everdell Valley, adventure is waiting! Ancient ruins? Critters from foreign lands? Giants? Gather traveling supplies and courage! You will be sending your rabbit Traveler on a daring journey through the mountains of Spirecrest. Along the way you will face challenging weather, make amazing discoveries, and gather maps to plan a final Expedition. You will be remembered for your epic journey in Everdell for many seasons to come.

EXPLORE

After each Prepare for Season action, you must also Explore, which consists of the following 3 steps:

1. Chart: Take 1 of the map tiles from the area your Traveler is exploring and place the map tile at the end (to the right) of your Expedition (see following).

2. Discover: Reveal 3 Discovery cards from the area your Traveler is exploring and then play 1 into your area after paying the indicated cost.

3. Travel: Move your Traveler to the next area on the trail. Reveal the Weather card and the map tiles if they are not already revealed.

CHART

Choose any 1 of the faceup map tiles on the area of the trail that your Traveler is currently exploring. Take the map tile and place it at the end (to the right) of your Expedition.

YOUR EXPEDITION

As your rabbit Traveler explores the mountains of Spirecrest, you will gain map tiles. Your Expedition begins with the Everdell map tile that you receive during setup. When you gain a new map tile, place it to the right of the Everdell map tile as shown:



The next map tile you gain will then be placed to the right of that map tile. Each player will gain a total of 3 map tiles over the course of the game. This forms the Expedition that your Traveler may embark on at the very end of the game (see Expedition, page 58).

DISCOVER

After choosing and adding a map tile to your Expedition, take the top 3 cards from the Discovery card deck corresponding to the area you are exploring. This will be the Foothills deck the first time you Prepare for Season.

Place these 3 cards faceup along the bottom of the Mountain board, beneath the cost markers on the board as shown, with the top card being placed under the leftmost marker, the second card in the middle, and the third card on the right:



These cards represent different discoveries that your Traveler has made during their journey. You get to pick only 1 of these cards to play into your area. These cards do not count against your city size limit.

The first card in the row is free to play. To play the second card, you must either discard 1 card from your hand, or pay 1 of any resource. To play the third card, you must discard 2 cards from your hand, pay 2 of any resource, or discard 1 card and pay 1 resource.

Play the Discovery card beside your city. Place the 2 Discovery cards that you did not play facedown at the bottom of their deck.

DISCOVERY CARD LEGEND



There are several different types of Discovery cards that you may encounter. All of the Discovery cards are outlined in detail in *The Archive*. Note that Discovery cards that affect the costs of playing cards are considered to have “card-playing abilities” and **may not** be combined with cards like the Innkeeper or the Crane (see How to Play a Card, page 35).



DISCOVERY CARDS

Play or Place Immediately: Some cards are placed or have an effect immediately when played.



Big Critters are considered “workers” but they possess unique abilities. They may visit all the normal locations that other workers can, such as resource-gathering spots, Destination cards, etc. They may also be moved with cards like the Ranger. However, they may not benefit from Player Powers.

Locations: These may be locations that only you can visit or Open locations that other players can visit as well.

Ongoing Effects: Gain an ongoing ability that will remain in effect for the duration of the game, or for as long as the card states.



Trails and Cities: These cards affect endgame scoring.

Big Critters: If you play a Big Critter card, take the matching meeple. This Big Critter replaces 1 of your workers. You may optionally use a plastic saddle clip to attach your worker to the Big Critter so they are riding them.



TRAVEL

Your Traveler begins the game exploring the Foothills and will progress to the Peaks, the Ridge, and finally to your Expedition.



After claiming a map tile and playing a Discovery card, move your Traveler to the next designated area on the trail:

- If the Weather card for that area is not yet revealed, reveal it now.
- Follow the rule restrictions of this Weather card until you prepare for the next season.
- If the map tiles in this area are not yet revealed, flip all of them faceup now.

When you perform the last (autumn) Prepare for Season action:

- Turn over the autumn Weather card if it is not already revealed.
- Move your Traveler off the Mountain board and onto the Everdell map tile at the beginning of your Expedition.
- Follow the rule restrictions of the autumn Weather card.

WEATHER



WINTER: FOOTHILLS



SPRING: PEAKS



SUMMER: RIDGE



AUTUMN: EXPEDITION

You will explore a new area during each season: Winter: Foothills; Spring: Peaks; Summer: Ridge; Autumn: Expedition. **You must follow the rule restrictions of its corresponding Weather card for as long as you are in that season.** You are only affected by the Weather card for the current season you are in.

Different players may be affected by different Weather conditions at the same time in the game, depending on which season they are currently in.

Weather effects that force you to discard cards take effect at the end of your turn, after you have fully resolved your placement or card abilities.

Ignoring Weather: If the Weather effect requires you to pay an additional cost to play a card, you may ignore this effect if you are playing the card for free (via occupied token or other effect). Cards like Lookout ignore Weather effects that apply to Forest and Basic locations.

EXPEDITION

At the end of the game, immediately after you pass, your Traveler may embark on their Expedition. Each map tile of your Expedition will grant you endgame points, but only if you pay the listed cost to travel there first. (You may spend point tokens on cards to help pay for these costs.) You choose how many map tiles you will travel through, if any. You must travel through your Expedition in the order that you charted it.

For example, you must pay the cost listed on the first tile to the right of the Everdell map tile before you can pay the cost on the second tile, and finally the third. Move your Traveler to the farthest map tile that you choose to explore. When you add up points, you will gain points for the map tile your Traveler is on, and all of the previous tiles to the left. You do not gain points for map tiles that you do not explore.

In this example, the player pays 3 resin and earns 4 points, but cannot pay the 3 pebbles required to continue on their expedition.



Note: Cards that score points based on left-over resources, such as Architect and Baker, are scored for resources that are left over *after* you pay for your expedition.



SOLO (RUGWORT) RULES FOR SPIRECREST

Rugwort is on the move!

He never was known for his original ideas, and now he is literally following in your footsteps! Rugwort has heard of the amazing discoveries being made in the Spirecrest Mountains, and he has hired a shady critter to follow you around on your journey, trying to scratch up whatever you leave behind. You must make sure that he wanders down the wrong path and doesn't return!

All normal solo rules (see Solo (Rugwort) Rules, page 42) and *Spirecrest* rules apply with these adaptations:

Weather: Rugwort ignores all Weather effects.

Chart: Rugwort takes the map tile that you do not choose from each area. Place it at the end of his Expedition.

Discover: Rugwort will gain a certain number of point tokens depending on which Discovery card you play. Give him 3 point tokens if you play the 0-cost card, 2 point tokens for the 1-cost card, or 1 point token for the 2-cost card.




Scoring and Expedition: At the end of the game, move Rugwort's Traveler to the end of his Expedition. He will score for every map tile in his Expedition.


NEWLEAF

New critters are arriving every day at the Newleaf train station! The first official city of Everdell, Newleaf, has grown into a thriving destination, and everyone is excited to explore all of Everdell while they are here. Attract eager visitors to your city, make your reservations, and build the most prosperous city Everdell has ever seen!

Newleaf offers modules and components that may be used when playing *Everdell* and its expansions. The details for each are described below.

Forest Locations: *Newleaf's* Forest locations are all identified by the  symbol and can be added during setup.



Special Events: *Newleaf's* special Events are all identified by the  symbol and can be added in various ways during setup.



Basic Events: Added during setup, these increase the number of basic Events available during your game.



- The Big City event requires you to have at least 15 cards in your city. This includes any Critter or Construction cards that share a space or that do not take up a space.



- The Scenic Flight event requires you to have at least 3 purple Prosperity cards in your city.



THE NEWLEAF TRAIN STATION

Newleaf is a bustling and growing city in Everdell, and now that the railway system is in full operation, many new critters and big ideas are coming into the Emerald Valley.

The Newleaf Train Station offers several exciting opportunities to enhance your strategic choices.

VISITORS

On your turn, you may place 1 of your workers on the Station to gain a Visitor. Visitor cards will score their listed point value if your city contains their requirements at the end of the game. Note that if a Visitor card requires a specific number of “leftover” resources, those resources may be used to satisfy both the Visitor card and any other end game scoring bonus (such as the Baker).

To gain a Visitor card:

- Place a worker on the Station. The Station is a shared location, allowing several workers at once, but you may have only 1 of your workers on this location at a time.
- Choose 1 of the faceup Visitor cards and discard it facedown on the Visitor discard pile.
- Place 1 of the 2 faceup Visitor cards by your city.
- Gain the reward shown on 1 of the Train Car tiles by the Station; set that tile aside and draw a replacement tile from the bag.



THIS VISITOR IS WORTH 5 POINTS AT THE END OF THE GAME IF YOU HAVE AT LEAST 4 RED DESTINATION CARDS IN YOUR CITY; OTHERWISE IT IS WORTH 0 POINTS.

Visitor cards are only worth points if you meet their requirements at the end of the game.

Whenever you take the last Visitor card in either stack, refresh the Visitor decks: Shuffle the discard pile. Split the deck and place one half faceup to replenish the empty deck. Place the other half faceup under the remaining Visitor deck.

Note: You will only place the used Train Car tiles back into the bag when the bag is empty.



STATION CARDS

Faceup Critter and Construction cards on the Station board work like Meadow cards and may be played on your turn. Whenever you play a card from the Station, also gain the reward listed on the Train Car tile beside the card.



This reward is gained **after** you have fully resolved the played card and any additional cards that may have activated as a result.

After you gain the reward, set the Train Car tile aside and draw a replacement tile from the bag. Replenish the card you played with a new card from the main deck.

Cards on the Station board are not Meadow cards, and therefore any abilities that affect Meadow cards (such as the Inn) do not apply to Station cards.

KNOLL



You may place a worker on the Knoll to choose any 3 cards from the Meadow and/or the Station to discard. Replenish the discarded cards from the main deck, then draw any 3 cards into your hand from the Meadow and/or the Station.

After drawing your cards, you may then gain the reward shown on 1 of the Train Car tiles. Set that Train Car tile aside and draw a replacement tile from the bag.

Finally, replenish the drawn cards.

The Knoll is a shared location, allowing several workers at once, but you may have only 1 of your workers on this location at a time.

NEWLEAF CARDS

Newleaf cards are played like normal Critter and Construction cards from the base game, except that they may not use normal occupied tokens. You must use your Golden occupied tokens instead. This is shown on these cards by a golden banner. The one exception to this is that you may place a normal occupied token on the Ever Tree card to play a *Newleaf* Critter card.

Golden occupied tokens can only be played with *Newleaf* Critter and Construction cards. You can never use more than 3 Golden occupied tokens. If you discard a card that has a Golden occupied token on it, you do not gain that token back.



THIS INVENTOR MAY BE PLAYED FOR FREE BY PLACING A GOLDEN OCCUPIED TOKEN ON ANY BLUE CONSTRUCTION IN YOUR CITY, SUCH AS A CLOCK TOWER.



THE EVER WALL ALLOWS YOU TO PLAY ANY PURPLE CRITTER (SUCH AS THE KING) FOR FREE INTO YOUR CITY, SO LONG AS YOU HAVE AN AVAILABLE GOLDEN OCCUPIED TOKEN TO PLACE ON THE EVER WALL.

TICKETS

This is an optional module which can be added (with or without the Newleaf Station) when playing *Everdell* and its expansions. Tickets allow you to move deployed workers up to 2 times during the game.

As the action on your turn, you may flip over your Outbound Ticket to move any 1 of your deployed workers to any new location.



Any time after you have prepared for summer, as an action on your turn, you may discard your Inbound Ticket permanently and again move 1 of your deployed workers to any new location.



You must follow all of the normal worker placement rules for the new placement of your worker. You activate the new location as normal, as if you had just deployed your worker. You may not use the ticket to move your frog Ambassador, Big Critter, or any worker on a permanent location.

RESERVATION TOKENS

This is an optional module which can be added (with or without the Newleaf Station) when playing *Everdell* and its expansions.

On your turn, you have **one new action available: reserve a card!** To do this, take any card from the Meadow or the Station and place it faceup beneath your Reservation token. On a future turn, you may play this reserved card for 1 fewer of any resource. This counts as a card-playing ability. After doing so, flip over your Reservation token so that it shows the "Season" side. You may not use your Reservation token again until you Prepare for Season.



When you Prepare for Season:

- If you still have a reserved card, you may choose to discard it now, allowing your Reservation token to be used for a different card in the coming season.
- If your Reservation token shows the "Season" side, flip it over to its other (-🍷) side.

The card in your reserve does not count as being in your hand, the Meadow, or the Station. You may use the reservation token's -🍷 or another card-playing ability when playing this card, but not both.

SOLO (RUGWORT) RULES FOR NEWLEAF

Stop that train!

Rugwort continues his antics by trying to infiltrate the Newleaf train station, luring critters to join him with false promises, and resorting to outright thievery when his usual tactics don't serve him. You must send that rat packing once and for all, with a one-way ticket never to return!

All normal solo rules (see Solo (Rugwort) Rules, page 42) and *Newleaf* rules apply with these adaptations:

Visitors: When Rugwort Prepares for Season, give him the highest value faceup Visitor card. If there is a tie, you choose which one. Rugwort scores the full points for each of his Visitor cards at the end of the game.

Station cards: Whenever you play a Station card, Rugwort gains 1 point token. Rugwort will then play a card following his normal card-playing rules.

Golden occupied tokens: When you use your Golden occupied tokens, give Rugwort these rewards from the general supply:

- 1st Golden occupied token: no reward
- 2nd Golden occupied token: 2 point tokens
- 3rd Golden occupied token: 3 point tokens

Tickets: When you use your Outbound and Inbound Tickets, roll the 8-sided die and give Rugwort a reward based on the roll:

- 1: no reward
- 2-3: 1 point token
- 4-5: 2 point tokens
- 6-7: Rugwort plays a card following his normal card-playing rules
- 8: Rugwort gains 1 point token and plays a card

Reservations: After you play a card using your Reservation token, Rugwort plays a card following his normal card-playing rules. Additionally, you must reveal 4 cards from the deck, and if any of them are the same color as the card you just played, Rugwort gets to play that revealed card as well. If more than 1 are the same color, you choose which card he plays. Discard the other 3.



MISTWOOD

Deep within the twisting branches of Mistwood, many secrets lie hidden. The Monks of Mistwood have recorded the tales of heroes past and present, including stories of Everdell's founder, Corrin Evertail, and other legendary figures from the Emerald Valley's timeline. Through every season, the monks help to watch over and shepherd the fair citizens of the valley.

But deeper within the wood, a mysterious threat has been patiently waiting, making plans and sinister plots... Will the fair valley survive the webbed takeover of the clever spider Nightweave and her army of spiderlings?

Mistwood offers some expansion content that may be included when playing *Everdell* and its other expansions (see pages 45-46). In addition, *Mistwood* features a challenging new solo and two-player game mode: *Nightweave's Lair*.

NIGHTWEAVE'S LAIR

Everdell has a brand new villainess! The spider Nightweave is sending out her spiderlings and weaving webs to create trouble for you. Now while playing *Everdell* solo or with a friend, you can pit your wits against Nightweave and her many sticky schemes!

Play the game as normal with these additions:

- Nightweave is the starting player. In a solo game, you will alternate turns with her.
- Nightweave's hand is kept in a stack, facedown. She does not have a hand limit. **Always shuffle her hand after adding cards.**

- Nightweave does not gain or lose resources, cards, or points when her workers visit locations. She ignores all costs when playing cards.
- Whenever you are required to give Nightweave cards, add them to her hand. **Nightweave also gains 1 point token per card given to her.**



THE POST OFFICE REQUIRES YOU TO GIVE AN OPPONENT 2 CARDS, BUT NIGHTWEAVE WILL GET 2 POINT TOKENS FROM THE GENERAL SUPPLY, AS WELL.

- Whenever you are required to give Nightweave resources, discard the resources, draw an equal number of cards from the deck, and shuffle them into Nightweave's hand. She does not get point tokens in this case.
- Whenever you are required to give Nightweave point tokens, she will gladly accept them.
- **Nightweave ignores all text on locations she visits and cards that are played into her city.** This includes allowing duplicate Unique cards in her city, and ignoring card-pairing rules, card activations, or bonus points (such as the Clock Tower). Exception: She will play the Fool into your city unless it is full or you already have one. In this case, she discards the Fool as her action.



- In a game with two human players, when Nightweave must target an opponent, use the tiebreaker (see Breaking Ties, page 73), selecting the player on her left for the clockwise tiebreaker and the one to her right for the counterclockwise tiebreaker.

- Nightweave has a unique deck of Activity cards that determines her actions for her current season. This season might

not be the same one as you are in. Use the Season tokens as a reminder. She begins her game in winter, just like you.

- The game ends when all human players have passed and Nightweave has Prepared for Season at the end of autumn.





NIGHTWEAVE'S TURN:

1. Turn over the top card of the Activity deck.
2. Nightweave must take the specified Action for her current season:



- Nightweave will perform the first action (to the left of the /) listed for the current season, if possible.
- If she cannot perform this action, she will take the second action (to the right of the /) for the current season.
- If she cannot take that action either, she will perform as much of the default action at the bottom of the card as she can. For example: On the card shown above, she would place a worker (if possible) on the Market or Haven and she would take point tokens.

A blocked location does not necessarily mean that Nightweave cannot take that action (see Placing Spider Workers, page 71).

3. If Nightweave is in the Meadow and she has no worker left in her lair when she draws an Activity card with  or , she must Prepare for Season.

Nightweave cannot take an action if:

- She must play a card into her city, but it is full (it already has 15 cards).*
- She must discard a card, but has none.**
- She must place a worker, but has none left to play or all possible locations of that type are blocked (see page 71).
- She must place a worker to claim a special Event when she has already claimed one for the season.
- She must build a Wonder/place an Adornment and can do neither. (Pearlbrook)

*If Nightweave's city is full when she enters the Meadow, she is still placed in the Meadow, but discards the Meadow card.

**Nightweave can complete a Play and Discard Action  &  even if she does not have a card to discard.


PLACE A SPIDER WORKER.





ACTIVITY CARDS WITH THESE SYMBOLS REQUIRE NIGHTWEAVE TO PLACE ONE OF HER WORKERS () OR HERSELF () ON A LOCATION.


NIGHTWEAVE ACTIONS


Card Actions


 **Draw:** Nightweave draws a card from the main deck and shuffles it into her hand.

 **Discard:** Nightweave discards the top card of her hand and gains 1 point token.


 **Play from Nightweave's hand:** Nightweave plays the top card of her hand into her city.

 **Play from the Meadow:** To play a Meadow card, roll the 8-sided die; the number rolled will determine which of the 8 Meadow cards Nightweave gets to play into her city. The cards are numbered 1-8, with the top left being 1 and the bottom right being 8. Replenish the Meadow. Note: If she is occupying the rolled space, she plays a card from the top of the main deck into her city instead.

 **Play and Draw:** Roll the 8-sided die to select a Meadow card to play into Nightweave's city. Replenish the Meadow. Then, she draws a card from the main deck and shuffles it into her hand. Note: If she is occupying the rolled space, she plays a card from the top of the main deck into her city instead.


 **Play and Discard:** Roll the 8-sided die to select a Meadow card to play into Nightweave's city. Replenish the Meadow. Then, she discards the top card of her hand and gains 1 point token.

- If she is occupying the rolled space, she plays a card from the top of the main deck into her city instead.
- If she cannot discard a card, she still takes this action, but does not get a point token.

 **Place a Worker:** Nightweave places 1 worker on the location specified (see below).



THE  ICON AT THE TOP-LEFT CORNER OF AN ACTIVITY CARD INDICATES THAT NIGHTWEAVE MUST PLACE A WORKER FOR ALL ACTIONS ON THIS CARD (EXCEPT THE DEFAULT ACTION).

 **Place Nightweave:** Roll the 8-sided die to select a Meadow card to play into Nightweave's city. Instead of replenishing the Meadow, place Nightweave in the empty space on the Meadow. This will only get replenished when she returns to her lair as she Prepares for Season. If her city is full, she can still take this action; discard the rolled Meadow card instead of playing it into her city.



Default Actions:


*** Collect Points:** When Nightweave must take the default action, she *always* collects point tokens when this is part of that action, even if she cannot complete any other instruction. She gains point tokens based on your selected difficulty level (0 to 4 point tokens).

Market/ Haven: Place one of Nightweave's *Haven* workers, if available, on the Haven. If you are playing with *Bellfaire's Market*, place one of Nightweave's workers at the Market, instead (she ignores the 1 worker per player limit); even if she has no worker to place, select and move a Market token using the tiebreaker (see *Breaking Ties*, page 73).

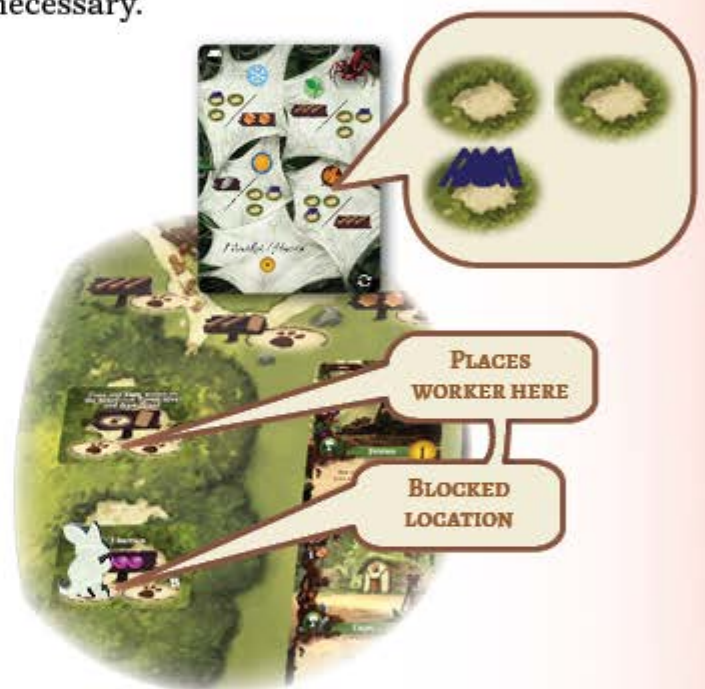
Discard: Nightweave discards the top card of her hand.



Draw: Nightweave draws a card from the main deck and shuffles it into her hand.

PLACING SPIDER WORKERS

Nightweave's workers are only placed on exclusive  locations. The exception to this is that a default action may place a worker on the Market or Haven.

If the location is blocked, proceed clockwise or counterclockwise, depending on the **tiebreaker** (see *Breaking Ties*, page 73), to the next unblocked exclusive location of that type, wrapping around the board if necessary.



Example: Nightweave must place a worker on the bottom-left Forest location, but this location is blocked. Instead, because the tiebreaker is clockwise (see *Breaking Ties*, page 73), she will place her worker on the top-left Forest location. If she had to place her worker on the  Basic location, and it was blocked, she would place her worker on the next unblocked, exclusive location to the right (going clockwise), so it would wind up wrapping around to the left side of the board, and being placed on the  location.

SPIDER WORKER LOCATIONS

 **Basic locations:**

Nightweave places a worker on the indicated Basic location.


Forest locations: Nightweave places a worker on the indicated Forest location.



This example requires Nightweave to place a spider worker on the top-right Forest location.



Nightweave's City:



Nightweave places a worker on any available Destination card (your choice) in her city that does not have an open sign . She treats all spaces as unlocked. She gains 2 point tokens when placing a worker on the card.



IF THERE IS A WORKER ON THE FIRST LOCATION OF THIS CARD, NIGHTWEAVE CAN STILL PLACE A WORKER ON THE SECOND (LOCKED) LOCATION, EVEN IF SHE HAS NO MONK IN HER CITY. SHE THEN GAINS 2 POINT TOKENS. SINCE SHE IGNORES CARD TEXT, SHE WILL BRING BACK HER DEPLOYED WORKERS WHEN SHE PREPARES FOR SEASON.



Open Destination Card:

Nightweave places a worker on a Destination card in your city (your choice) that has an . You gain point token(s) from the general supply as normal. If your city has no such location, place her worker on a Destination card with an  in her city. If she places a worker on a Destination card in her city, she gains any point token bonuses associated with it. If there are 2 human players, use the tiebreaker to select which player's city she tries to visit first.

Basic Event: Place a worker on a basic Event if she meets the Event's requirements. Otherwise she will claim any Event for which she has at least 2 of the required cards. If she does not meet either of these requirements or if she is eligible for more than one Event, use the tiebreaker to select an Event (see next page).


Note: Nightweave will always claim an Event if one is available. Place the Event in her lair as an Achievement when she Prepares for Season.

Special Event: Nightweave places a worker on a special Event if she meets the Event's requirements. Otherwise she will claim any Event for which she has at least 1 of the required cards (2 if playing with *Newleaf* or *Bellfaire* special Events). If she does not meet any of these requirements or if she is eligible for more than 1 Event, use the tiebreaker to select an Event (see next page). She may not claim 2 special Events in the same season. Place the Event in her lair as an Achievement when she Prepares for Season.

Journey: Nightweave places a worker on the indicated space. If it is blocked, move the worker based on the tiebreaker to the next unblocked exclusive Journey space. Nightweave does not discard any cards and she does not visit the shared Journey 2 space.

Market/Haven: If you are playing with *Bellfaire's* Market, Nightweave places a worker at the Market (see page 79); in all other cases, she places a worker on the Haven. Note that when the Market or Haven is not a default action, she must have a worker to take this action.




Points: Nightweave collects the indicated number of point tokens after placing a worker. When she collects , she gains point tokens based on your chosen difficulty level; if the difficulty level is 0, she collects no point tokens.




BREAKING TIES



Refer to the **tiebreaker arrow** on the current Activity card when Nightweave must break ties, or decide between equally eligible selections, or when she must place a worker on a blocked location.



For the clockwise  tiebreaker, start at the blocked location or the top left corner of that group of locations, cards, or tokens, and proceed clockwise to the first eligible location, card, or token. If these are in a row, proceed from left to right, and if they are in a column, proceed from top to bottom.



Example: if Nightweave is supposed to place a worker on a blocked Journey 3 space, and her tiebreaker arrow is clockwise, proceed clockwise (moving left to right in this case), and place the worker on the first available, exclusive Journey space (Journey 4).

For the counterclockwise  tiebreaker, start at the blocked location or the bottom right corner of that group of locations, card or tokens, and proceed counterclockwise to the first eligible location, card, or token. If these are in a row, proceed from right to left, and if they are in a column, proceed from bottom to top.

Example: If Nightweave is supposed to place a worker on the blocked Basic  location, and her tiebreaker arrow is counterclockwise, move from right to left to place her worker on the next available exclusive Basic location, in this case the  location.



PREPARE FOR SEASON

Once Nightweave is in the Meadow and all her workers have been placed, if she draws an Activity card requiring her to place a worker  or herself , she must immediately Prepare for Season:

PLACE A SPIDER WORKER.



PLACE NIGHTWEAVE



- Return Nightweave and all her deployed workers to her lair. Do not yet replenish the empty space Nightweave was occupying. Place any basic or special Events she achieved into her lair as Achievements.
- If Nightweave meets the **full requirements** of *another* basic Event at this time, she may claim it for free, placing it in her lair as an Achievement. If she qualifies for more than one, use the tiebreaker to determine which Event she claims.
- Return Web  tokens to her lair, if applicable.
- Reset the Activity deck: Shuffle together all played and unplayed Activity cards from the current Activity deck with the Activity cards for the next season. Place these shuffled cards facedown to form the new Activity deck.
- Flip or replace the Season token as a reminder of the new season Nightweave

will now be playing.

- **Nightweave** gains worker(s) and the next season's bonus as described here. Roll the 8-sided die when you need to select a random Meadow card. If the die roll indicates an empty Meadow space, select the next card clockwise.

- **Spring:** Gain 1 worker. Add 2 cards from the main deck to her hand. Discard 1 random card from the Meadow and replenish the Meadow.

- **Summer:** Gain 2 workers. Add 2 random cards from the Meadow to her hand. Replenish the Meadow.

- **Autumn:** Gain 3 workers. Add 2 cards from the main deck to her hand. Discard 2 random cards from the Meadow and replenish the Meadow.

END GAME

When Nightweave reaches the end of autumn and must Prepare for Season, her game is over. If you are playing with some of the expansions, Nightweave may have collected Critter and Construction cards in her lair as Achievements; place all such cards into her city. It does not matter if her city is full. *Note:* If she collected the Fool as an Achievement, it is discarded instead.

She may now claim **one** final basic Event if she meets all the requirements. Use the tiebreaker if she qualifies for more than one.

If Nightweave ends her game before you end yours, she can still collect point tokens from card effects, but you may not give her any resources or cards.

When both your game and Nightweave's have ended, calculate your score normally. Calculate Nightweave's score based on the chosen level of difficulty using the Scoring card you selected during setup. You win only if you score more points than Nightweave. If you tie, Nightweave wins.



NIGHTWEAVE SCORING

Most scoring for Nightweave is the same as for other players:

Add all points for

- The base value of each card
- Point tokens
- Journey points
- Basic Events

When playing with expansions, score for the following as well:

Bellfaire:

- Garland Awards

Pearlbrook:




- Wonder points
- 2 points per leftover pearl

Spirecrest:

- Discovery Cards
- Every Expedition map tile

Newleaf: Visitor cards (Discard the lowest value Visitor cards until the number of Visitor cards remaining equals the difficulty level. Score the remaining Visitor cards.)

The difficulty level you select during setup affects the scoring of a few other components. Some city cards score additional bonus points as the difficulty level increases. Others, such as Adornments and special Events score based on difficulty level. This information is on your Scoring card and summarized in the chart below.

Difficulty Level	Tame (Level 0)	Tricky (Level 1)	Troublesome (Level 2)	Tormenting (Level 3)	Terrifying (Level 4)
Bonus Points: Cards with 0 Point Value	0	1	1	1	2
Bonus Points: Prosperity  , Legendary  , Newleaf* 	0	0	1	2	3
Special Events (instead of printed value)	3	4	5	6	6
Adornments (instead of printed value)	3	4	5	6	7


*Bonuses are not scored twice. A *Newleaf* Prosperity card only gets one bonus applied for scoring. Remember, the card text does not apply to Nightweave so she only scores the bonus points listed here; she does not calculate bonus points listed on the cards.

NIGHTWEAVE MODULES AND EXPANSIONS

Nightweave can be played with several modules and expansions (with minor adjustments to the rules).

PERSONALITIES

This module affects Meadow cards adjacent to Nightweave when she is in the Meadow. Unless otherwise stated, affected cards include diagonals.

Use the Web  tokens as a reminder of which Meadow cards are affected by Nightweave when she is in the Meadow.



Consult the Personality card you selected during setup for the specific rules that apply to your current game. Personality card penalties or other effects apply **when you play or draw affected cards from the Meadow** for any reason. This includes when you are playing a Critter card for free by using an occupied token. They do not apply when Meadow cards are discarded. Nightweave's Personality card effects are triggered immediately when a Meadow card is played or drawn, before any other effects, if possible.

Achievements: Some Personality cards allow Nightweave to collect cards as

Achievements (such as The Nonchalant and The Nefarious). When Nightweave Prepares for Season at the end of autumn, any cards she collected as Achievements are added into her city, even if her city is already full. These cards count for claiming a final basic Event as well as for her score. If she collects the Fool as an Achievement, she will discard it rather than add it to her city.

PLANS AND PLOTS

These two modules are for solo play only and should not be combined. Nor should they be combined with other expansions. They are both means by which Nightweave influences the game to her benefit. Plans are long term, lasting the entire game, while Plots are short term schemes.



Foil: Some Plot and Plan cards allow you to pay a cost to foil (prevent or reduce) the card's effect on a per-instance basis. A foil's cost must be paid before any other card effect.



PLANS

Follow the instructions on the Plan card you have selected during setup. This card remains active throughout the game.

PLOTS

When Nightweave Prepares for Season, draw a random Plot card. This will replace any previously drawn Plot card. Add or remove Web tokens as necessary to reflect only the current Plot. Follow the instructions on the card until it is replaced when Nightweave Prepares for Season again. The last Plot card drawn when Nightweave prepares for



autumn remains in effect through final scoring.

Note that Nightweave does not have a Plot card during the first season (winter).

Types of Plots:

- **One-Time Plots:** Activate once when drawn. These give you an opportunity to “foil” her plot.



A FOIL ON THE PLOT CARD LETS YOU PREVENT SOME OR ALL OF ITS EFFECTS. FOR EXAMPLE, IF NIGHTWEAVE DRAWS THIS COPYCAT CARD AND YOU HAVE 5 CARDS IN YOUR HAND, SHE WILL GAIN 10 POINT TOKENS. HOWEVER, YOU MAY DISCARD ANY NUMBER OF THE CARDS IN YOUR HAND TO REDUCE THIS EFFECT. IF YOU DISCARD 4 OF THESE CARDS, SHE WILL ONLY COLLECT 2 POINT TOKENS FOR THE REMAINING CARD IN YOUR HAND.

- **Seasonal Plots:** These remain active all season and impose restrictions on locations, your city, or other assets. These plots have no foil.

PLANS AND PLOTS NOTES:

Web [purple token] tokens are used as specified on the card.

Spider workers are unaffected by a [purple token] unless otherwise specified on the card.

Your workers that are already on locations when a [purple token] is placed are unaffected.

[purple token] are not component limited. If you run out, use an appropriate substitute.

Playing a Critter card for free (with an occupied token) is considered as “Playing a card” for these card effects.




Copied locations do not incur penalties if the original location has a [purple token].

Example: While Nightweave’s Plot is Forest Bandits, all Forest locations have a [purple token] and Nightweave gains 2 [yellow token] when these are visited. She does not gain 2 [yellow token], however, when you copy a Forest location, such as when using Lookout.

Achievements: Some Plans allow Nightweave to collect cards as Achievements (such as Pulling Strings and Resourceful). When Nightweave Prepares for Season at the end of autumn, any cards she collected as Achievements are added to her city, even if her city is already full. These cards count for claiming a final basic Event as well as for her score. If she collects the Fool as an Achievement, she will discard it rather than add it to her city.

PLAYER POWERS

All normal rules apply. Some Player Powers are more powerful than others against Nightweave. You may balance the power by still gaining a worker when you prepare for spring (easier) or by increasing Nightweave's difficulty level or by using Plots or Plans (harder). Nightweave does not get a Player Power.

Rats Player Power: This Player Power works normally against Nightweave, except she will never take the Meadow card that the Rugwort token is on when her action is to place Nightweave in the Meadow ( & ). Instead, reroll the 8-sided die to choose a different card. If her action is , however, she will take the Meadow card with the Rugwort token if that card is selected by the die roll.

LEGENDS

All normal rules apply but with these adaptations:

When Nightweave Prepares for Season in summer and autumn, shuffle 1 random Legendary card into her hand along with the other cards she receives. Legendary cards do not take up a space in Nightweave's city. She can play them into her city, even if her city is full.

You cannot draw or play a Legendary card discarded by Nightweave; remove it from the game instead.

Legendary cards score the same way as purple Prosperity cards do: base card value, plus Bonus Points based on difficulty level. Legendary Prosperity cards only score the Bonus Points once.

Card Note: The Green Acorn works like

any other red Destination card when it is in Nightweave's city except that she gains 2 point tokens instead of 1 when it is visited.

EXTRA! EXTRA!

All normal rules apply; Nightweave ignores card text as usual.

RUGWORT CARDS

All normal rules apply except if Nightweave plays one of the Rugwort cards, **the card text will activate** as follows:

Rugwort the Rowdy: Nightweave takes the green Production card worth the most points from your city (your choice if there are more than one). She can do this even if her city is full. Place Rugwort the Rowdy in your city and discard 2 cards from your hand.

Note: If you play Rugwort the Rowdy into Nightweave's city, it plays normally, allowing you to steal 1 green Production card from Nightweave's city and causing Nightweave to discard 2 cards from her hand. However, it will never activate again. She gains 1 point token for each discarded card.

Rugwort the Robber: If Nightweave has more than 8 cards in her hand, randomly discard down to 8 cards before swapping. Nightweave does not get a point token, since you are swapping cards, not giving them to her. If you discover her hand had Legendary cards, shuffle them back into her new hand; you do not get replacement cards.

Rugwort the Ruler: This card's text applies to Nightweave's final score.



CORRIN EVERTAIL CARDS

These cards are not played into Nightweave's city but are placed in her lair as Achievements. If you play Corrin Evertail the Warrior, she will draw 1 card for each resource you give her (return the resources to the general supply). She will gain 1 point token for each card that you give her.

THROUGH EVERY SEASON

All normal rules apply; Nightweave ignores card text as usual.

BELFAIRE

All normal Nightweave rules and *Bellfaire* rules apply with these additions and adaptations:

Garland Awards: Cards that Nightweave collects as Achievements and adds to her city at the end of autumn count towards determining who wins the Garland Award.


Whoever has the most cards of the type indicated on the Garland Award receives an additional 6 points. If there is a tie, neither wins the award. To claim second place, either you or Nightweave must have at least half the number of that particular card type that the winner has in their city. In a 2-player game against Nightweave, score Garland Awards normally.

Market: Whenever Nightweave must place a worker on the Market or Haven, she always places the worker on the Market location, even if she already has one there. She then moves one Market token. When this action is part of the default action (at the bottom of the Activity card), she will move a Market token even if she has no worker to place. Use the tiebreaker to select which Market token to move.


PEARLBROOK

All normal Nightweave rules and *Pearlbrook* rules apply with these additions and adaptations:



Place Ambassador: 

Nightweave must place her frog Ambassador on the **unrevealed River Destination** she is most eligible for. Take the pearl from the top of the River card and one additional pearl from the general supply after revealing the card, placing both pearls in her lair. If all of the River cards are revealed, place the Ambassador on the River Destination card she is most eligible for and place 1 pearl in her lair. Use the tiebreaker if she is equally eligible for several cards.


Place a Worker: If Nightweave's last worker is her Ambassador, treat this action like the  action. Nightweave will not Prepare for Season until after her Ambassador has been placed.


Wonder & Adornment: Place a worker on the available Wonder with the highest pearl cost that Nightweave can afford. Pay the pearls from her lair (she does not spend cards or resources) and place the Wonder in her lair as an Achievement. Also, if possible, Nightweave pays 1 pearl to reveal and place her topmost Adornment card in her lair as an Achievement. She can do this even if she can not afford to build a Wonder.

Prepare for Season: At the end of autumn, when she would have to Prepare for Season (which ends the game for her), Nightweave can take one last Wonder with the highest pearl cost that she can afford. Pay the pearls from her lair and place the Wonder in her lair as an Achievement. If she cannot afford a Wonder, she cannot take one.

Scoring: Any pearls Nightweave has left over are worth 2 points each. She scores the listed points for any Wonders she has built. She scores points for her revealed Adornments based on the game's level of difficulty (see Nightweave Scoring, page 75).

Card Notes:

Ferry: Nightweave treats this as a standard  Destination card and will only be able to place a worker here.

Pirate Ship: When Nightweave must take the  action and if your city is not full, she will place a worker on her Pirate Ship and move it into your city. No other card text is resolved and her worker returns to her lair when she Prepares for Season.

SPIRECREST



All normal Nightweave rules and *Spirecrest* rules apply with these additions and adaptations:

Nightweave ignores all Weather effects.

While other players Explore after they Prepare for Season, **Nightweave must Explore before she Prepares for Season** so that there is an active tiebreaker direction.

Explore:

Chart: Claim a map tile from the appropriate part of the trail. Using the tiebreaker, select the map tile and place it in Nightweave's lair as an Achievement.

Discover: Using the tiebreaker, Nightweave will take the first Discovery card with a location  (such as Map Seller) or point value  (such as Gatherwind Trail). If the card has a location, it is placed by her city. It does not take up a space in her city. If the card has a point value, place it in her lair as an Achievement. If there are no such cards, Nightweave does not take any Discovery cards. Nightweave does not discard cards or resources when selecting a Discovery card.

Travel: Reveal Weather cards and map tiles if they are not already revealed. Nightweave is not affected by the Weather card.

Scoring: Nightweave scores full points for all map tiles and Discovery cards that she has collected as Achievements.


Card Notes:

Discovery Card Locations: Nightweave views Discovery cards as part of a city when placing workers. She ignores the worker limit text. Point tokens are awarded as usual.

Firebeak and Windlore: These Big Critters will activate as normal for the player when Nightweave draws or discards.

NEWLEAF

All normal Nightweave rules and *Newleaf* rules apply with these additions and adaptations:

Basic locations: Nightweave's workers may not visit these; place  tokens here during setup as a reminder and leave them there for the remainder of the game. These tokens do not affect the placement of your workers.



12-sided die: When Nightweave must roll the die to select a card from the Meadow, this now includes the Station:

- On a 1-8, select a Meadow card in the usual way.
- On a 9-11, select a Station card, numbered 9 to 11 from top to bottom.
- On a 12, select the highest point value Station card.

The 12-sided die affects these actions:



Place Nightweave: Roll the 12-sided die.


On a 1-8, select a Meadow card to play into Nightweave's city like usual (see Nightweave Actions, page 70), and place her in the empty space. Then take all of the *Newleaf* cards in the Meadow and add them to her hand. Replenish the Meadow, except for Nightweave's space. This will get replenished when she returns to her lair as she Prepares for Season.


On a 9-12, select a Station card to play into her city and place her in the empty space. Place the higher value faceup Visitor card at the Station as an Achievement in her lair. Discard the other faceup Visitor card. If her city is full, she can still take this action; discard the rolled Station card instead of playing it into her city.



Play a Card from the Meadow/Station: Roll the 12-sided die.

On a 1-8, select a Meadow card to play into Nightweave's city like usual. Replenish the Meadow.

On a 9-12, select a Station card to play into Nightweave's city. Additionally, Nightweave gains  (where * is the chosen difficulty level); discard all other Station cards, and then replenish.

If Nightweave is already occupying the selected space, Nightweave plays a card from the top of the main deck into her city instead, but will not gain .

Replenishing Station cards: The Station space that is occupied by Nightweave will only get replenished when she Prepares for Season.



Bonus Action: After Nightweave takes her action, if the current Activity card has the  symbol, Nightweave will discard the lower value Visitor card, and then draw the higher value Visitor card, placing it in her lair as an Achievement. Do not

take this action if Nightweave has to Prepare for Season.

Card Note: Whenever a player (including Nightweave) visits the Hotel in Nightweave's city, she gains 2 point tokens.

Scoring:

Visitor cards: The difficulty level determines the maximum number of Visitor cards that Nightweave can score. If necessary, discard her lowest value Visitor cards until she has as many Visitor cards as her difficulty level. Nightweave scores the listed point value of the remaining Visitor cards. If you are playing at difficulty level 0, she does not score for any Visitor cards.

Nightweave scores a bonus for each *Newleaf* card in her city as if it were a Prosperity card. *Newleaf* Prosperity cards do not score this bonus twice.

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James A. Wilson

For all the stories and art that did not fit in this rulebook, read...

Tales from the Green Acorn





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