

Everdell + All 3 Expansions

(Expansions listed after base game, Solo game will not be covered here)

Set-Up:

1. Lay out the board, construct the Ever Tree, and place it on the stump at the top of the board.
2. Place the resources along their section of the river. Place the VP (Victory Point) tokens and “Occupied” tokens nearby.
3. Shuffle the Forest Cards and place 1 on each Forest clearings. Only use 3 cards with 2 players. Extras go to the box.
 - Only in the 4p game will the 2nd space on each Forest card be used.
4. Place the 4 Basic Event Tiles next to the river. Randomly place 4 Event Cards face-up on the Ever Tree’s lower branches.
 - “An Evening of Fireworks” should list Lookout and Miner Mole at the top (is fixed with card in Pearlbrook exp.)
5. Shuffle the Critter/Construction deck (Main Deck) and lay 8 cards face-up in the middle of board (called the Meadow.)
 - Place this Main deck inside the Ever Tree trunk face-down. (If it ever runs out, reshuffle the discard pile.)
6. Each player takes 2 workers of 1 color. Select a 1st player. 1st/2nd/3rd/4th player draws 5/6/7/8 cards from the Main deck.
7. Each player’s 4 remaining workers are placed on the top branch of the Ever Tree. 1 worker in Spring, 1 worker in Summer and 2 workers in Autumn.

Game Flow:

- Everdell is played in turns starting with the 1st player, going clockwise, until all players have passed in Autumn and the game ends. The player with the most points wins! (See End Game below)
- The game is played in 4 rounds (seasons), but unlike most games that start and stop during each game round, Everdell is fluid and it’s possible for players to be in a different season than other players. (See “Preparing for Next Season” below.)
- **On a player’s turn they will do 1 of 3 things: Place a Worker, Play a Card, or Prepare for Next Season.**

Player’s Turn:

- **Placing a Worker**
 - Place 1 of your available (not yet placed) workers onto a location space (paw print symbol) scattered around the playing area and immediately take the action granted to you. (See below for more details on the action spaces.)
 - If the location space is exclusive (paw print symbol in a closed circle), only 1 worker can go here. Period.
 - If the location is shared (paw print in an open circle), any number of workers can be there, even same color.
 - Basic Action Spaces (Exclusive and Shared)
 - ✓ Place a worker in 1 of the 8 action spaces on the south side of the river and take what is on the signpost.
 - ✓ Cards are drawn face-down from the Ever Tree.
 - Forest Locations (Exclusive)
 - ✓ Place a worker on a Forest card and earn what is shown. In a 4 player game, the 2nd space is available.
 - ✓ The Forest card “Draw 2 Meadow cards and play 1 for -1 any resource” means to play 1 of the 2 drawn.
 - Destination Cards (Exclusive)
 - ✓ Place a worker on an action space on a Destination card in front of you, or on an opponent’s Destination card with an “Open” sign next to card type icon. If using an opponent’s card, they earn 1 VP token.
 - ✓ **You can NOT place a worker on an action space on a Destination card in the Meadow.**
 - Events – (Exclusive)
 - ✓ Located on the 4 Cards of the Ever Tree branches and the 4 tiles on the north side of the river.
 - ✓ The 4 Event cards on the Ever Tree require that you have both listed cards (at the top) already in your city. When you place your worker on the Event card, take the card and do what it says for possible VP.
 - ✓ If the card says “you may place/give...” then the items must be from your own supply, not the general.
 - ✓ The 3-point tiles on the north bank are taken when you place a worker on the tile, however, the tile requires you to have the matching number of the shown type of cards in your city. (see below for types)
 - Haven (Shared)
 - ✓ May discard any number of cards. For every 2 you discard, earn 1 of any resource.
 - Journey – Available only in Autumn (Exclusive, only the 2-point space is Shared)
 - ✓ Place a worker on a space, discard cards equal to the shown value, and earn the points during end game.
- **Play 1 Card**
 - When playing a card, you can play 1 card from your hand, or 1 of the 8 cards from the face-up Meadow!
 - You have 15 virtual “slots” in front of you to make up your city. When you play a Critter/Construction card, it will take up 1 of these slots and is now “in your city” as long as it stays face-up. Event cards don’t go in your city.
 - There are 2 types of cards – Critters (common and unique) and Constructions (common and unique). The card says what kind it is just under the name. You can have any number of the same kind of “Common” card in your city at the same time, but you can only have 1 copy of each “Unique” card in your city (no duplicates on Unique.)
 - The big yellow circle with a number shows the VP this card is worth at the end of the game.

- The cost of each card is located in the upper left. All cards show a resource cost which is simply paid to the supply in order for the card to be played. However, Critters also show a Construction name which, if that building is already in your city, you can play this critter for FREE! To show the Construction card was used to play this Critter, place an “Occupied” token on the Construction card. The Construction can’t be used again for Critter placement, but it still is used for its abilities/points! If that Critter is discarded, the occupied token stays!
- At the bottom of Construction cards shows the Critter who can be played in the future for free using this Construction card, as long as this Construction card is already in your city.
- Drawing Cards – Unless told to draw from the Meadow, draw cards from the deck in the Ever Tree trunk. There is a **hard maximum limit of 8 cards in your hand**. If you are to ever exceed this for any reason (drawing, being given cards, rewards) you can’t take cards that would put you over 8. You may not take and then discard!
- If you have to “give” cards and all players are at 8 cards, just discard the cards. Still counts as “giving cards.”
- If an ability lets you draw from the Meadow, draw all cards first, then refill when done.
 - Tan Traveler Cards – Activates 1 time when played. Never activates again.
 - Green Production Cards – Activates when played AND when entering Spring and Autumn.
 - Red Destination Cards – Activates when workers are placed. Cards with “open” signs can also be used by opponents. When used by an opponent, the owner gets a 1 VP token from the supply.
 - Blue Governance Cards – Grants ongoing bonuses and earns rewards AFTER activating the required card.
 - Purple Prosperity Cards – Grants end game bonus VP.
- **Preparing for Next Season** (This action may only be performed once all of your workers have been placed.)
 - When you are ready to, on your turn, declare that you are “Preparing for next Season” and take back all your workers. (If you do this after Autumn, you are declaring that your game is finished, don’t recall workers then.)
 - Entering Spring, gain 1 worker from the Ever Tree and all Green Production cards in your city activate 1 time, any order you choose.
 - Entering Summer, gain 1 worker from the Ever Tree and take 2 face-up cards from the Meadow into your hand.
 - Entering Autumn, gain your last 2 workers from the Ever Tree and all your Green Production cards activate just like during Spring (in any order you choose.)
 - **!!!!IMPORTANT!!! – After you “Prepare for next Season,” you do not wait for other players to “catch-up” with you.** During your next turn you will keep playing by “Placing a Worker” or “Playing a Card” as usual and other players will enter the next season at their own pace (or might already be ahead of you.)
 - When you “Prepare for Next Season” at the end of Autumn, you are declaring your game is over. Do not recall your workers. Leave them where they are. You can’t be “given” any cards in hand, but you can still have cards added to their city (Fool). Your buildings can still be used if “Open” and available.
 - Eventually, all players will “Prepare for next Season” at the end of Autumn, ending the game. Go to End Game.

End Game:

- After the last player “Prepares for Next Season” ending Autumn, the game ends. Add up points in the following way:
 - **Base Card VP** (Number in Yellow circle on cards face-up in your city)
 - **VP Tokens** (tokens earned throughout the game, and tokens on face-up cards in your city)
 - **Prosperity Card Bonus VP** (Purple Prosperity Cards in your city)
 - **Journey VP** (see bottom left of the board)
 - **Event Cards/Tiles** (any cards placed under Event cards only count toward the Event card VP.)
- The winner is the player with the most VP. Ties are broken by the player with the most Events (not Event VP), then by the player who has the most leftover (unused) resources. (Resources still in the Storehouse are not yours!)

Clarifications (from FAQ): **Also visit pages 17-20 in the rulebook for more Critter/Construction clarifications!**

- If you meet a requirement and play a card (or take an Event), then later lose cards so you don’t meet the requirements anymore, you do NOT have to return cards or undo actions. You only have to meet requirements at the time it matters.
- Occupied tokens will NEVER be removed from a card unless the card itself is removed from the game. If a card is ever removed, any pieces on it are lost, BUT any workers that aren’t permanently locked to the removed card are kept to the side (or put on the replacing card’s action space, don’t activate this space) to be recalled next season.
- The “Ranger” opens up the 2nd dungeon slot, but the Ranger itself can’t be placed in that 2nd dungeon slot.
- Only put tokens/resources ON a card if it tells you to. Unless it is an Event card, the items come from the general supply.
- You can play the “Ruins” into a full city (all slots filled) because it will take the spot of the destroyed Construction card.
- Each “Farm” lets either a “Husband” or a “Wife” to be played for free, not both as you can’t play 2 cards on 1 turn.
- “Husband/Wife” can’t be split once paired, and can’t be joined at a later time if occupying separate spaces in your city.
- When you play a card, the “Judge” lets you turn 1 resource of that card’s COST into any other resource you want to pay.
- You are allowed to take partial actions (for example, draw 2 cards, but only have room in your hand for 1 more card.)

Collector's Edition Extra Content

Extra Extra Cards (Bell icon):

- Adds 3 new Critters and 3 new Constructions to the game. Simply add them to the Main deck.
- The Juggler's wood payment can be pay 1, flip 1, pay 1, flip one. You don't have to commit all the wood upfront.

Legends Expansion (Feather icon): Also see the leaflet included in the game for more Legendary card clarifications.

- Regardless of what it says in the rules, these cards are **NOT "unique or common."** They are **"Legendary!"**
- During set-up, deal each player 1 Legendary Construction and 1 Legendary Critter. They do not count towards your hand limit of 8 and are not considered "in your hand." Put the rest in the box unseen.
- You play Legendary cards by paying the resources as usual, however, if you have the matching Red Banner card in your city that is shown on your Legendary card (the Red Banner is at the top of Critter cards, bottom of Construction cards,) you must discard 1 copy of that card from your city (not all of them, just 1) and replace it with the new Legendary card for free (**transfer the occupied token if the Construction card you are replacing has one on it.**)
- Once played, you can't add anymore of the Red Banner card to your city. For purposes of Events and Critters, the Legendary card counts as a copy of the Red Banner card.
- You can NOT play a Legendary Critter for FREE in combination with the "Ever Tree" card.
- **Legendary cards open up an extra slot in your city.**
- They can NEVER be discarded/taken from your city for any reason!
- As stated under "Clarification" above, if a Destination card, which has a worker on it, is replaced with a Legendary card (example Queen and Amilla,) the worker is transferred (unless permanently attached to the replaced card) and placed on the new card's action space without activating the action space.
- Once a Construction is built on the "Bridge of the Sky" card, you can't remove that construction with the "University" or "Ruins" and build on top of the "Bridge of the Sky" card again. See "Rugwort the Rowdy" below for more on this card.
- Even though it is placed under a Construction, the "Silver Scale Spring" allows for a "Peddler" to be played for free, and the occupied token will be placed on it, not the Construction covering it. It doesn't matter if the Construction covering it has an occupied token yet or not. Same goes for the "Bridge of the Sky" and an "Architect."
- Since the "Bridge of the Sky" and "Silver Scale Spring" cards still add points and +1 card slot to your city, I personally wouldn't fully cover the card. Maybe have the top card covering the picture so the bottom of the card can still be read and have occupied tokens placed if you play the matching Critter later on. These cards are still active!

Rugwort Cards:

- Just a warning... these cards are mean... and optional...
- Rugwort the Robber – "O" cards is still a hand.
- Rugwort the Ruler – Pick only 1 opponent to apply this card to.
- Rugwort the Rowdy –
 - The part of the card written in *italics* only refers to when it is played, not to when it activates as a production entering a city or at the start of Spring/Autumn.
 - When you play him, steal a Green Production from an opponent and activate that card. Rugwort goes into that player's city and activates too! That player discards 2 cards now!
 - If you steal a storehouse, the resources on the card go with it.
 - He can steal a husband paired with a wife, but he doesn't pair with the wife himself.
 - He can't steal a Legendary Card. Remember, Legendary cards aren't moved/discarded.
 - If stealing a card that is on top of the "Bridge in the Sky," Rugwort himself doesn't go on top of the "Bridge in the Sky" and the "Bridge in the Sky" is now free to be built on again.

I understand the Everdell rulebook isn't the best. It frustrates me to see important rules only mentioned in examples and other things quite ambiguous (scoring and Events.) I went to BGG and found an FAQ and other threads that designer James Wilson addressed personally in order to fill in the gaps and allow me to make this guide the best I can. A lot of clarification is explained in the FAQ regarding certain card combinations. I will talk about some here that are common and frequent, but I encourage you to look there if needed (or in the back of the rulebook in the Critter/Construction sections.) Also, I will be including clarification on the Legendary Card expansion here as well.

Pearlbrook Expansion

Additional Set-Up:

1. Place the new board along the left side of the main board, matching the art. Place the Pearls at the top in the “Shoal.”
2. Place the 2 “Wonder board” covers over the basic event spaces on the main board (next to the Ever Tree,) again matching the art. (Basic events won’t be used with this expansion.) Place the 4 cardboard Wonders on their locations.
3. Separate the 12 River Destination cards (new) into Citizens and Locations.
 - Without looking, randomly select 2 cards from each stack, and shuffle these 4 cards together. Lay them (still face-down) in a vertical row in the pond (place 1 card beside each action space on the new board.)
 - Place 1 pearl from the Shoal on each of these 4 cards. Put the other 8 River cards back in the box unseen.
4. Shuffle the new Critter and Construction cards into the main deck of cards. Shuffle the new special events, and forest cards in their respective decks as well.
5. When selecting the Special Events, make sure to include at least 1 from the expansion.
6. Shuffle the Adornment cards and deal each player 2. Players can look at these cards anytime, and it doesn’t count towards hand limit.
7. Each player takes their Frog Ambassador along with their chosen colored workers.
8. Note – the Open sign posts are included as a visual to other players to know who has Red Destination cards available.

Changes to Gameplay:

- **River Destination Cards/Shoal and your Frog Ambassador**
 - There are 5 new spaces that show a Frog print (seen only on the new board.) These spaces can only be visited by your Frog Ambassador and not regular workers. The Frog Ambassador can’t go to spaces with the standard worker paw print symbol. When you change seasons, your Frog will return to you like other workers.
 - Before you can place your Frog onto 1 of the 4 spaces next to a River Destination card, you must have the depicted cards in your city (similar to how the basic events worked in the base game) and the space must be empty as they are closed circle spaces.
 - If the River Destination card is face-down, take the pearl and flip the card over for all to see. If you are able to fulfill the requirements, you may gain the rewards. Keep the card face-up going forward!
 - Citizens will require cards to be discarded for pearls and points. Locations will require points and resources to be paid for cards and a pearl.
 - The Shoal is a shared location which requires 2 resources and 2 cards discarded to gain 1 pearl.
 - Remaining Pearls are worth 2 points at the end of the game.
- **Adornment Cards**
 - As a new choice to do as your turn, you can spend 1 pearl to play 1 Adornment card. Perform the top half of the card immediately, and the bottom half is a new way to earn points at the end of the game.
 - These cards don’t take up a slot in your city nor do they count towards your hand limit. Don’t draw a new one!
 - You can play both cards, but in separate turns. Remember, playing a card counts as your whole turn!
- **Wonders**
 - Unlike Events, to take a Wonder, you must pay the required cost after placing your working on the matching space. Take the cardboard Wonder and earn these points at the end of the game. Retrieve your worker like normal when you change season.
 - You can’t use any card abilities at all to help with payment.
 - You can build more than 1 Wonder during the game, and they can’t be taken once built.

Bellfaire Expansion

(This expansion is modular, add whatever you like.)

Bellfaire Board:

- Place this board above the main board.
- The 3D Ever Tree is not needed as the spaces along the top of this board show the tree's spaces. (Helps visually.)
- This board also has spaces for "The Market," "Garland Awards," and "Flower Festival Event." (see below for details.)

Player Boards:

- Give one to each player. These provide a "border" to the west and north of your city.
- The board is designed to hold your resources/points. (No game play value.)

Forest Locations/Special Events:

- Shuffle these new cards into their respective decks.
- Feel free to use just the new events or 2 new ones and 2 old ones, however you like. (Just suggestions in rulebook.)

Flower Festival Event:

- Works like the events of the base game. If a player has 1 of each color card, place a worker on this tile and take the tile.
- The Bellfaire board has a spot for this tile (left side of the board.)

Garland Awards:

- During set-up, shuffle the tiles and place 1 face-up on the Bellfaire board in the middle next to the path.
- At the end of the game, the player(s) who have the "most" get 6 points, and the player(s) with the 2nd most get 3 points.

Market:

- During set-up, place the 4 crates above the Market (Gain sign.) Market tile provided if you don't use the Bellfaire board.
- During play, when you place a worker here (only 1 of each worker can be here at a time,) choose a crate.
 - If the crate is next to the "gain" sign, earn those resources/cards now.
 - If the crate is next to the "trade" sign, spend/discard the shown resources for 3 points and 2 resources of choice.
 - After performing the action, move the crate to the opposite side ("Gain" to "Trade" and vice versa.)

5-6 Players:

- Do not gain a worker when "Preparing for Spring."
- Play with 5/6 special events with 5/6 players.
- Hand limit if 7 instead of 8.
- Starting cards as followed. Turn order – 1st/2nd/3rd/4th/5th/6th start with 5/5/6/6/7/7 cards.
- When you finish your game, discard all cards you have in your hand.
 - If the draw deck runs out, shuffle the discard pile.
 - If no cards are left to make a draw pile, draw from the Meadow.
 - If the Meadow runs out, don't draw cards until more cards are discarded. (Stop hoarding cards!!)

Player Powers:

- Each set of player pieces now comes with a special player power card.
- During set-up, either deal 2 randomly to each player (picking 1) or let them pick who they want to be outright.
 - Give each player their matching faction card.
- This power is ongoing during the game. Follow the instruction on the card.
- When using Player Powers, don't earn a worker when "Preparing for Spring."
- See details on each card on page 6-8 of the rulebook.

Spirecrest Expansion

Set-up:

- Place the Mountain board below the main board. (Fits like a puzzle piece.)
- Divide the Weather cards by season. Shuffle each deck and place 1 face-down on the 4 spaces in the middle of the Mountain board – Winter, Spring, Summer, and Fall. (All the rest of the Weather cards go to the box.)
- Sort the Discovery cards by terrain – Foothills, Peaks, and Ridge.
 - Shuffle each deck and place each deck face-down on the 3 areas at the bottom of the Mountain board.
- Give each player a map tile that says “Everdell” on it. Shuffle the other 24 map tiles face-down.
 - Place 1 more map tile than the number of players on the Foothill section path face-up, one next to the other.
 - Placing face-down, put the same number of map tiles on the Peak and Ridge sections.
- Arrange the Big Critters on the Mountain Board (these are cosmetic but can be used as well.)
- Place each player’s Rabbit meeple on the Foothills icon on the Mountain board and flip over the Winter Weather card.
 - All players will follow the rules of the Winter card until they move to the next season at which time the next Weather card will come into play for that player.

Explore Action:

- Every time you “Prepare for Next Season,” you must perform the Explore action on the Mountain board. This action is taken in 3 steps as followed:
 - 1. Chart**
 - Choose any 1 of the face-up map tiles in your current area and place it to the right of your “Expedition Line.”
 - At the beginning of the game your Expedition Line will consist of only your Everdell map tile.
 - 2. Discover**
 - Take the top 3 Discovery cards from the deck corresponding to your current area and place 1 face-up in each of the 3 slots at the bottom of the Mountain board.
 - Pick 1 of these cards to play into your area (doesn’t take up a “slot” in your city), other 2 go to bottom of deck.
 - Pay the cost listed above the card you select. (First card is free.)
 - All of the Discovery cards are outlined on pages 8-10 in the rulebook.
 - If you obtain a “Big Critter,” take that critter along with a saddle. Take 1 of your regular workers and place it in the saddle and then place the saddle on the big critter. The big critter is now 1 of your workers.
 - 3. Travel**
 - Move your Rabbit meeple to the next area. If the Weather card is not flipped over (as you are the first player in this area,) flip it face-up. You now follow the rules for this new Weather card and no longer the previous card.
 - If the map tiles on this part of the trail are not face-up, flip them all face-up now.
 - When “Preparing for Autumn,” flip over the Autumn card if still face-down, then move your Rabbit meeple onto your “Everdell” map tile. Do nothing else for now, and follow the rules of the Autumn card.

Weather Cards:

- Different players might be affected by different Weather card based on their current season.
- Weather cards that force you to discard cards are performed at the end of each turn.
- If you play a card for free, Weather cards that add extra costs are ignored.

Expedition:

- At the end of the game, immediately after you pass, your Rabbit meeple can embark on their Expedition
- In order to move the Rabbit meeple to the next map tile (and thus earning the shown points,) you must discard the shown resources. Do this for each map tile.
- You can choose how far your Rabbit meeple goes, but it must go left to right.
- Earn points for each tile reached along the expedition. Tiles not reached are ignored.