

Version 1.12

All of these are taken from the forum on BGG and consist of a compilation of answers provided by the game designer, James Wilson. However, James has stated many times that people should feel free to house rule over him and play whichever way they feel is most fun. I've included links to each answer, in case you don't trust my interpretation. For the most part, I've just copied and pasted the questions and answers, but in some cases I've paraphrased. Please let me know if you think something is in error.

Changes since the previous version are in red.

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1 Errata

1.1: The event **An Evening of Fireworks** should list requirements as **Lookout** and **Miner Mole** (not Tower and Miner Mole). This is fixed in the second printing.

1.2: Solo rules should state that Rugwort will claim any basic Events he has achieved at the end of the game (in addition to each Prepare for Season action).

(<https://boardgamegeek.com/article/29739995#29739995>)

1.3: The Collector's Edition Rulesheet states, "Legendary cards represent unique Critters and Constructions in the world of Everdell." This is not meant to imply that these cards count as "Unique Critters" or "Unique Constructions." See 2.7.1.3.

2 FAQ

2.1 Action Spaces

See 2.2.1.6.

2.1.1

Q: Can you have multiple workers in the journey?

A (<https://boardgamegeek.com/article/28569190#28569190> & 2nd printing rule book, page 8, under Journey):

You may send more than one of your workers on a Journey, but the 5,4, and 3 Journey locations are exclusive, so only 1 worker of any color may be on them. Of course you also need to discard cards equal to the value of the spot you go to, so it isn't likely that you would send more than 1 worker there.

2.1.2

Q: When using the Forest space that says, "Draw 2 Meadow cards and play 1 for -1 <any resource>", does the card you play (for 1 less resource) have to be one of the 2 you drew?

A (<https://boardgamegeek.com/article/29581698#29581698>):

Yes.

2.1.3

Q: When using the Forest space that says, "Draw 2 Meadow cards and play 1 for -1 <any resource>", is playing the card mandatory? Also, if I have 8 cards in my hand, can I go here to get the 1 card for -1 resource (since I'm playing it immediately), or even to simply discard 2

cards from the Meadow?

A (<https://boardgamegeek.com/article/29711880#29711880> & <https://boardgamegeek.com/article/29716833#29716833>)

It is optional to play the card. But if you have 8 cards in your hand, you can't draw any cards from the Meadow. If you had 7 cards, you could draw 1 card and (optionally) play it for -1 resource.

2.1.4

Q: Can I play a worker on a Destination card in the Meadow?

A (<https://boardgamegeek.com/article/29647520#29647520> & rule book, page 8, under Destination Cards):

No. As per the rule book, you can play a worker on a Destination card in your city, or in an opponent's city if it has the Open sign.

2.1.5

Q: For the "Draw 2 Meadow cards and play 1 for -1 any" Forest location, can you play one of the drawn cards for free if you have an unoccupied construction matching one of the cards drawn from the Meadow?

A (<https://boardgamegeek.com/thread/2422647/article/34755513#34755513>):

Yes, you could play the drawn card for free via an Occupied token.

2.2 Cards

2.2.1 Miscellaneous

2.2.1.1

Q: If you discard a Critter gained for free from a Construction, do you discard the **Occupied** token?

A (<https://boardgamegeek.com/article/28004279#28004279> & 2nd printing rule book, page 9, under Critters):

No, you do not remove the Occupied token ever. Each Construction can only ever grant you one free Critter.

2.2.1.2

Q: When told to give cards to someone else, can you choose to give them to an opponent that had a full hand, forcing the cards to get discarded?

A (<https://boardgamegeek.com/article/29711880#29711880> & 2nd printing rule book, page 10, under Drawing Cards)

You must choose someone who has room in their hand for all the cards, if possible.

2.2.1.3

Q: When do triggered effects (e.g. the **Historian**) come into play vs. the played card's effect?

For example, if I have a Historian and a full hand of 8 cards, and I then play the **Bard** from the Meadow, do I discard cards for the Bard first, giving me room in my hand to draw a card for the Historian?

A (<https://boardgamegeek.com/article/29750007#29750007>):

The played card and its effects are resolved before any triggered events. See also 2.2.1.5.

2.2.1.4 (previously 2.2.9.2)

Q: Some cards (e.g. **Chapel**, **Clock Tower**) specifically mention putting point tokens on them. If those cards are removed, e.g. with **Ruins**, do you lose those points? And what about other cards that don't specifically say to put the points on them? For example, if I play a **Bard** and discard 5 cards to get 5 points, do those points go on the Bard? And if I later put the Bard in the **Dungeon**, do I lose those points?

A (<https://boardgamegeek.com/article/29581809#29581809>):

If you remove a card that has point tokens on it, you lose those point tokens. Only put point tokens on a card if it tells you to--you do not put them on the Bard or Monk, etc.

2.2.1.5

Q: What order do effects occur when you play a card?

A (<https://boardgamegeek.com/article/29863832#29863832> & 2nd printing rule book, page 10, under Timing):

1. Use "card playing abilities" (*Dungeon*, *Judge*, *Innkeeper*, etc.)
2. Pay resources or use Occupancy token.
3. If the card comes from the Meadow, replenish the Meadow.
4. Place the newly played card in the city. (If the played card effect removes another card from the city, that card is removed immediately before the new card placement.)
5. Resolve newly played card effects.
6. Resolve triggered effects (active player's order preference).

2.2.1.6 (previously 2.2.7.3)

Q: Some cards, like the **Innkeeper**, **Crane**, or **Dungeon**, specify they cannot be combined with other card-playing abilities. What exactly is a "card-playing ability?" Can I still use the **Judge**, **Courthouse**, or **Historian**?

A (<https://boardgamegeek.com/article/29625582#29625582> & <https://boardgamegeek.com/article/29627985#29627985> & <https://boardgamegeek.com/article/29629021#29629021> & <https://boardgamegeek.com/article/29875621#29875621> & <https://boardgamegeek.com/article/29877267#29877267> & <https://boardgamegeek.com/article/34756663#34756663>)

If I understand your question correctly, yes. You could play a Critter with the Innkeeper then gain the Shopkeeper bonus afterward, assuming you had the Shopkeeper in your city already. But the Judge could not be combined with the Crane or Innkeeper, etc, because his ability is a card-

playing ability. A "card-playing ability" is any ability that changes the cost of playing a card (even if it doesn't decrease it), so the Inn's ability is also a card-playing ability. Note that this also makes the Forest space that says "Draw 2 Meadow cards and play 1 for -1 any" a card-playing ability. You cannot use two card-playing abilities when playing a single card, even if the cards do not say that they may not be used with any other card-playing ability. For example, you cannot use both the Judge and the Inn when playing a card. I do not consider using an Occupied token to be a card playing ability.

2.2.1.7

Q: Once I've reached my limit of 15 cards in my city, can I discard a card from my city to play a new one, or can I build over an existing card?

A (<https://boardgamegeek.com/article/29553625#29553625>):

The only way to remove cards is through in-game effects, like the Dungeon, University, Ruins, etc.

2.2.2 Chapel

See 2.2.1.4, 3.2.2.1.

2.2.2.1

Q: For card abilities such as the **Chapel's** and **Clock Tower's** that require you to place point tokens on it, do these point tokens come from your pool or the general supply?

A (<https://boardgamegeek.com/article/27921610#27921610> or <https://boardgamegeek.com/article/29544940#29544940>):

They actually come from the general supply.

2.2.3 Clock Tower

See 2.2.1.4, 2.2.2.1, 3.2.2.1, 5.2.2.3.1 .

2.2.3.1

Q: Is the **Clock Tower's** ability optional?

A (<https://boardgamegeek.com/article/27925187#27925187>):

Clock Tower ability is technically optional, and it does require that you have a worker on a basic or forest location to activate it.

2.2.4 Ranger

See 2.2.7.4, 2.4.7.1, 3.2.1.2.

2.2.4.1

Q: If you discard the **Ranger**, does the second **Dungeon** cell become unavailable, and you have to discard any critter in there?

A (<https://boardgamegeek.com/article/28004279#28004279>):
If you later get rid of that Ranger, you keep the prisoner in the cell.

2.2.4.2

Q: Can the **Ranger** go in the second space of the **Dungeon**?

A (<https://boardgamegeek.com/article/29624971#29624971>)
You are not allowed to put the Ranger in the second cell.

2.2.5 Miner Mole

2.2.5.1

Q: When using the **Miner Mole**, if my opponent has a **Husband** and I have a **Wife** and a **Farm** can I copy the husband for the production effect?

A (<https://boardgamegeek.com/article/28237757#28237757> & <https://boardgamegeek.com/article/28238072#28238072>):
Miner Mole basically becomes that card in that city, so if your opponent has a Husband/Wife and Farm combo, then he copies the Husband's ability. So no, you could not link their Husband card with your Wife/Farm combo. But if your opponent has a Husband/Wife and Farm combo, then he can copy the Husband's ability.

2.2.5.2

Q: If I use my **Miner Mole** to copy his **Farm** and then activate my **General Store**, do I get the bonus berry (assuming I don't have any Farms in my city)?

A (<https://boardgamegeek.com/article/29582161#29582161>):
So the Miner Mole basically becomes a Production card in an opponent's city for the moment that you activate him. So you could copy a Farm and get a berry, but he wouldn't remain the Farm for your General Store.

2.2.5.3

Q: Can I use the **Miner Mole** to copy a **Storehouse**? How does that work?

A (<https://boardgamegeek.com/article/29605727#29605727>):
You cannot use a Miner Mole in your city to copy a Storehouse in another city. However, you could use a Miner Mole in your city to copy a Miner Mole in another city, then activate a Storehouse in your own city, placing the resources on your storehouse--not on the Miner Mole.

2.2.6 Peddler

See 2.2.13.1, 2.7.5.1.

2.2.6.1

Q: When using the **Peddler**, do the resources need to match, i.e. Can I use a twig and a berry to gain a pebble and resin?

A (<https://boardgamegeek.com/article/28238072#28238072>):

Resources do not need to match. You can pay 1 of any resource to gain 1 of any resource, two times. So yeah, pay a twig and berry and gain a resin and stone.

2.2.7 Dungeon

See 2.2.1.4, 2.2.1.7, 2.2.4.1, 2.2.4.2.

2.2.7.1

Q: If I have 15 cards in my city already, can I use the **Dungeon/Crane/Innkeeper** and play a new card in the (now free) space?

A (<https://boardgamegeek.com/article/29420112#29420112> & <https://boardgamegeek.com/article/29593228#29593228>):

Yes, this could be done. And it could be a great strategy too!

2.2.7.2

Q: Can I use the effects of a **Dungeon** to help play a **Ruin** and discard that same **Dungeon** with the **Ruin** effect?

A (<https://boardgamegeek.com/article/29593228#29593228>):

Yes.

2.2.7.3 (moved to 2.2.1.6)

2.2.7.4

Q: For cards like the **Cemetery**, **Dungeon**, and **Monastery**, if I have the **Critter** which unlocks the second spot, can I use the second spot before using the first?

A (<https://boardgamegeek.com/thread/2490947/article/35665508#35665508>):

No, you can not fill the "second" spot before the first.

2.2.7.4

Q: If I have a **Ranger** and both cells of my **Dungeon** are empty, can I use both cells to reduce the cost of playing a card by 6 resources?

A (<https://boardgamegeek.com/article/29853214#29853214>):

You can only do one at a time, not both.

2.2.8 University

See 2.2.1.7, 2.7.3.1.

2.2.8.1 (covered by 2.2.8.3 and 2.2.1.4)

2.2.8.2

Q: When you use **Ruins** or **University**, do you get the exact same resources the card cost or any resources you choose equal to the total cost?

A (<https://boardgamegeek.com/article/29761619#29761619>):

You get the exact resources of the card you discard.

2.2.8.3

Q: If you discard a card that has workers permanently stuck on it, ie the **Cemetery**, what happens to the worker? If a worker is on a destroyed card that doesn't permanently lock the worker, do you get it back?

A (<https://boardgamegeek.com/article/29570504#29570504> & <https://boardgamegeek.com/article/29578870#29578870>):

If you use University on the Cemetery and it has buried workers, just put those buried workers on the University; you don't get them back. In the case of using Ruins on a construction that has a worker that is not there permanently, you would place that worker on the Ruins and get it back during the next Season action. Same would apply to the University.

2.2.9 Ruins

See 2.2.1.4, 2.2.1.7, 2.2.7.2, 2.2.8.2, 2.2.8.3, 2.7.3.1, 2.7.5.1.

2.2.9.1 (covered by 2.2.8.3)

2.2.9.2 (moved to 2.2.1.4)

2.2.9.3

Q: Can you play a **Ruins** card in a full city?

A (<https://boardgamegeek.com/article/29749999#29749999>):

You can play the Ruins into a 15-card city, because it will take the spot of the ruined Construction.

2.2.9.4

Q: Can you use a **Ruins** card on another Ruins?

A (<https://boardgamegeek.com/article/32996404#32996404>):

You can play Ruins with Ruins.

2.2.9.5 (moved to 3.2.4.2.1)

2.2.10 Postal Pigeon

2.2.10.1

Q: When you play a **Postal Pigeon**, you reveal 2 cards and can play one of them. If this extra card is a Construction and you have a **Courthouse** in your city, would you get the free resource for playing the Construction? Similarly, if you have a **Historian**, would you get to draw a card after playing both the Postal Pigeon and the extra card?

A (<https://boardgamegeek.com/article/29581809#29581809>):

Yes. Postal Pigeon can be awesome...but other times, all that comes in the mail is bills.

2.2.11 Husband

See 2.2.5.1, 2.6.1.4, 2.7.4.2.

2.2.11.1

Q: If someone has a **Husband/Wife** pair, is the Wife card worth 3 points or 5 points (base 2 + bonus 3)?

A (<https://boardgamegeek.com/article/29586324#29586324> & rule book, page 10, under Card Types):

5 points. All purple cards are worth their base points and their end game bonus points.

2.2.11.2

Q: If I have a paired **Husband** and **Wife**, can I later split them. (Someone might want to do this when Passing to fill the last empty space in their city to prevent someone from playing a **Fool** into their city.)

A (<https://boardgamegeek.com/article/29586965#29586965>):

When he played the wife, he could opt to not have them paired, but they would not get their bonus then for being paired. But if they were already paired, he could not separate them.

2.2.11.3

Q: Conversely, if I initially play the **Husband** and **Wife** in separate spaces, can I later pair them up?

A (<https://boardgamegeek.com/article/29589380#29589380>):

Nope. Honestly, the only reason I could ever see maybe not pairing them is because of the Fool example you brought up. And even then, you would get 3 bonus points for pairing them, as opposed to to the -2 from the Fool...so not sure it's worth it.

2.2.12 Wife

See 2.2.5.1, 2.2.11.1, 2.2.11.2, 2.2.11.3, 2.6.1.4.

2.2.13 Shopkeeper

See 2.2.1.6.

2.2.13.1

Q: If I have a **Shopkeeper** and I play a new card such as a **Monk/Doctor/Peddler**, can I use the berry provided by the Shopkeeper as one of the resources that I pay/give/trade with the new card?

A (<https://boardgamegeek.com/article/29593228#29593228> & 2nd printing rule book, page 10, under Timing):

No. See 2.2.1.5.

2.2.14 Farm

See 2.2.5.1, 2.2.5.2, 2.7.1.6, 2.7.4.2.

2.2.15 Storehouse

See 2.2.5.3, 2.2.38.1, 2.6.1.2.

2.2.16 Cemetery

See [2.2.7.4](#), 2.2.8.3.

2.2.17 Monastery

See [2.2.7.4](#), 2.2.8.3.

2.2.18 Bard

See 2.2.1.3, 2.2.1.4.

2.2.19 Courthouse

See 2.2.1.6, 2.2.10.1.

2.2.20 Historian

See 2.2.1.3, 2.2.1.6, 2.2.10.1.

2.2.21 Monk

See 2.2.13.1.

2.2.22 Doctor

See 2.2.13.1.

2.2.23 Fool

See 2.2.11.2, 2.5.3, 2.8.3, 3.2.3.2.1.

2.2.23.1

Q: Can I play the Fool into my own city?

A (<https://boardgamegeek.com/article/29753449#29753449>):

You can not play the Fool into your own city.

2.2.24 Barge Toad

See 2.7.4.2.

2.2.25 Ever Tree

See 2.7.1.4.

2.2.26 Innkeeper

See 2.2.1.6, 2.2.7.1.

2.2.26.1

Q: Can you use an **Innkeeper** to play another Innkeeper?

A (<https://boardgamegeek.com/article/32996404#32996404>):

You can play an Innkeeper with an Innkeeper.

2.2.27 Crane

See 2.2.1.6, 2.2.7.1.

2.2.28 Judge

See 2.2.1.6.

2.2.28.1

Q: If I use the **Judge** to replace a resource when I play the **Shepherd**, do I still pay the replaced resource to my opponent?

A (<https://boardgamegeek.com/thread/2473640/article/35439913#35439913>):

Yes.

2.2.28.1

Q: If I have the **Judge**, when I play a Critter or Construction, can I exchange a resource in my supply with another resource?

A (<https://boardgamegeek.com/article/29668401#29668401>):

No. The Judge lets you trade resources while playing a card--so if a card requires 2 twigs and 1 resin, you can substitute one of the resources out with something else you have. You could play it for 1 twig, 1 resin, and 1 berry.

2.2.29 Inn

See 2.2.1.6.

2.2.30 Gazette (Extra! Extra! Card)

2.2.30.1

Q: On the Gazette, it states to put a point token on the card each time you collect an Event.

What is the source of that token?

A (<https://boardgamegeek.com/article/29637206#29637206>):

It comes from the supply.

2.2.31 Teacher

2.2.31.1

Q: If the **Teacher** activates when I have 7 cards in my hand, do I still draw 2 and give 1 to an opponent?

A (<https://boardgamegeek.com/article/29664440#29664440>):

There are no exceptions to the 8-card hand limit. You would only draw 1 and keep it.

2.2.32 Juggler (Extra! Extra! Card)

2.2.32.1

Q: If you decide to pay 1 wood to reveal 1 card, do you need to decide in advance how many wood you will pay, or can you do it one at a time?

A (<https://boardgamegeek.com/article/29753449#29753449>):

You don't need to decide in advance; you can pay 1 wood at a time.

2.2.33 Town Crier (Extra! Extra! Card)

2.2.33.1

Q: If all of my opponents have 8 cards in their hand so that when I "give" one of them 2 cards the cards actually get discarded, does that still count as "giving them cards?" Do I still get the 3 points?

A (<https://boardgamegeek.com/article/29753496#29753496>):

It still counts.

2.2.34 Post Office

2.2.34.1

Q: Can you place a worker on the **Post Office** if you have no cards in hand to give to an opponent?

A (<https://boardgamegeek.com/article/29571669#29571669>):

Nope. You have to have the cards to give.

2.2.35 Undertaker

See 2.8.4.

2.2.36 General Store

See 2.2.5.2.

2.2.37 Queen

See 2.7.1.5.

2.2.38 Architect

2.2.38.1

Q: Do resin and pebbles left on your **Storehouse** at the end of the game count for scoring the **Architect**?

A (<https://boardgamegeek.com/article/29875636#29875636>):

If you do not place a worker there to collect them, you don't have them.

2.2.38.2

Q: Do you get 1 VP for each unused amber or pebble, or 1 VP for each set of amber and pebble? (I.e.: would 2 amber and 1 pebble score 3 points or 1 point?)

A (<https://boardgamegeek.com/article/30270474#30270474>):

It's every amber and every pebble, so two amber and one pebble would be three points.

2.2.39 Shepherd

See [2.2.28.1](#), [5.2.3.2.1](#).

2.3 Prepare for Season

2.3.1

Q: When you Prepare for Season, do you then wait for everyone else to finish that season before everyone progresses to the next season?

A (<https://boardgamegeek.com/article/29567605#29567605> & various others & 2nd printing rule book, page 11):

No, each player does the Prepare for Season action in their own time. If you would like a thematic explanation for this: Here's how I answer it. Everdell is a place situated in a valley, meaning it is surrounded by mountains. Some of the critters will be building their cities near those mountains or even up on those mountains, which will invariably result in different climates among the cities. So while you are technically preparing for seasons at different times, you are also experiencing seasons at different times. I lived in the mountains for years, and people in the valley would be planting gardens while we still had snow. Yes, it was slightly depressing. I live in the valley now.

2.3.2

Q: Do you activate production cards in any order?

A (<https://boardgamegeek.com/article/28237757#28237757> & 2nd printing rule book, page 12):

Production cards are activated in any order you choose during the season Production.

2.4 Events

2.4.1 Miscellaneous

2.4.1.1

Q: If I complete an event that requires a certain amount of city tiles and then I adjust my city and no longer have the requirements do I have to return that event?

A (<https://boardgamegeek.com/article/29553625#29553625> & 2nd printing rule book, page 8, under Events):

If you have the requirements for an event and claim it, you are not required to keep those cards listed in the requirements. You can get rid of them later, if you choose.

2.4.1.2

Q: When do you score Event cards? For instance, if I achieve the Path of the Pilgrims, and I later add a worker to my Monastery, will I get points for it?

A (<https://boardgamegeek.com/article/29917510#29917510>):

When there is a point symbol with a number printed on the point symbol, it refers to end game points. All of the Special Events have end game points of some kind, except for A Brilliant Marketing plan, which has you taking point tokens at the time you score it.

2.4.2 Performer in Residence

2.4.2.1

Q: For the **Performer in Residence**, do the three berries come from the supply or for my own resources?

A (<https://boardgamegeek.com/article/29589388#29589388>):

You can place up to three berries from your supply on the card, which are then worth 2 points each at the end of the game.

2.4.3 Path of the Pilgrims

See 2.4.1.2.

2.4.4 A Brilliant Marketing Plan

See 2.4.1.2.

2.4.5 Croak Wart Cure

2.4.5.1

Q: If I use **Amilla Gustendew** to claim the **Croak Wart Cure**, do I still need to pay the 2 berries and discard 2 cards from my city?

A (<https://boardgamegeek.com/article/31957448#31957448>):

Yes, using Amilla just makes it so you don't need to have an Undertaker or Barge Toad.

2.4.6 Graduation of Scholars

2.4.6.1

Q: Do you need to show the critters that you put beneath the **Graduation of Scholars** to the other players, or do you put them secretly?

A (<https://boardgamegeek.com/article/32004968#32004968>):

There is no specific rule on this. I always play them face up because I like to announce who the scholars are. If you want an official ruling, I would say face up. If you want to play them face down, go for it.

2.4.7 Capture of the Acorn Thieves

2.4.7.1

Q: When I claim the event, can I put my **Ranger** under the Event Card?

A (<https://boardgamegeek.com/article/29567921#29567921>):

I have actually pondered this and have gone back and forth: can he be one of the thieves or not? I honestly couldn't come to a conclusion, so I didn't. I leave that one up to the players. I think there are viable arguments either way.

2.4.8 Ancient Scrolls Discovered

2.4.8.1

Q: After I reveal the 5 cards, my choice is to either DRAW or PLACE, but not both correct?

A (<https://boardgamegeek.com/thread/2390976/article/34324101#34324101>)

You choose which cards you want to keep or place under the event. You can keep them all, split between drawing and placing, or just place them all under the event.

2.5 Passing (End of Game)

2.5.1

Q: When you pass and end the game, do you remove your workers from the board?

A (<https://boardgamegeek.com/article/29567731#29567731>):

The workers stay there.

2.5.2

Q: After another player passes, can we still use his buildings?

A (<https://boardgamegeek.com/article/29581679#29581679>):

If another player has passed, meaning they have finished the game, and they have an unblocked Destination card in their city with the OPEN sign, you may visit it with one of your workers.

2.5.3

Q: Can I pass the **Fool** to my opponent if they've passed?

A (<https://boardgamegeek.com/article/29581715#29581715>):

Yes.

2.6 Rugwort Cards (Collector's Edition)

Note that all Rugwort cards are optional, as they are quite mean.

2.6.1 Rugwort the Rowdy

2.6.1.1

Q: When playing **Rugwort the Rowdy**, which player discards 2 cards?

A (<https://boardgamegeek.com/article/29544984#29544984> & 2nd printing Collector's rule sheet):

When you play him, you get to steal a green card from an opponent and play it into your city. Rugwort goes into their city, and he activates for them, requiring them to discard 2 cards.

2.6.1.2

Q: When playing **Rugwort the Rowdy**, do you activate the card that you take? Also, if you steal a **Storehouse** with resources on it, do you get the resources?

A (<https://boardgamegeek.com/article/29581809#29581809> & 2nd printing Collector's rule sheet):

You do activate the card you steal. If a Storehouse, you keep the resources on the Storehouse until you place a worker there to get them later.

2.6.1.3

Q: If I play **Rugwort the Rowdy** on an opponent, when his production activates in a later Prepare for Season action, can he steal a production card from an opponent's city?

A (<https://boardgamegeek.com/article/29624339#29624339>):

No. The italic print is part of the initial critter summoning cost and not a production activation. i.e. once Rugwort the Rowdy is played he stays with your opponent, he does not travel around each production phase.

2.6.1.4

Q: Any other special rules for how to deal with **Rugwort the Rowdy**?

A (<https://boardgamegeek.com/article/29627950#29627950> & <https://boardgamegeek.com/article/32835388#32835388> & 2nd printing Collector's rule sheet):

- *He can steal a Husband that is paired with a Wife, but he does not then share that space with the Wife.*
- *He cannot steal a Legendary card, because of the rule that Legendary cards cannot be*

discarded from a player's city for any reason.

- *He cannot steal a card on top of the Bridge of the Sky or the Silver Scale Spring because those cards may never be discarded from a player's city for any reason.*
- *He can only be played into an opponent's city if they have a space in their city. If an opponent has 15 cards already, he will steal one of their green cards first, then be placed into the empty space. However, this will not work with a paired Husband/Wife, or a card on top of the Bridge of the Sky, because he cannot take the place of those stolen cards.*

2.6.2 Rugwort the Ruler

2.6.2.1

Q: **Rugwort the Ruler** says, "1 [point] for each Event achieved by an opponent." Do I select a single opponent and score points for each of his/her achieved Events? Or do I score points for achieved Events of ALL my opponents?

A (<https://boardgamegeek.com/article/29581747#29581747> & 2nd printing Collector's rule sheet):

Just one opponent.

2.6.3 Rugwort the Robber

2.6.3.1

Q: Several player powers in Bellfaire allow one to have hand limits greater than 8. So if one player has more cards in their hand than the other's hand limit, what happens with the excess cards?

A: No official response, but see 3.2.3.1.1.

2.7 Legendary Cards (Collector's Edition)

2.7.1 Miscellaneous

See 4.2.1.1.

2.7.1.1

Q: If I discard a Construction card to upgrade it to its associated Legendary Construction, and that discarded construction had an Occupied token on it, do I need to transfer the Occupied token to the Legendary Construction?

A (<https://boardgamegeek.com/article/29584635#29584635> & 2nd printing Collector's rule sheet):

You should transfer the occupied token to the Legendary Construction.

2.7.1.2

Q: Can you pay resources to place a Legendary card in your city even though you already have the basic card it replaces in your city?

A (<https://boardgamegeek.com/article/29592852#29592852>):

No, you must replace the basic card.

2.7.1.3

Q: Are legendary cards considered common/unique Critters/Constructions for end of game scoring?

A (<https://boardgamegeek.com/article/29592852#29592852>):

No.

2.7.1.4

Q: Can the **Ever Tree** play Legendary Critters for free?

A (<https://boardgamegeek.com/article/29624080#29624080> & 2nd printing Collector's rule sheet):

No, the Ever Tree cannot grant a free Legendary Critter.

2.7.1.5 (previously 2.7.2.2)

Q: If I replace a destination card with a worker on it with a Legendary card (e.g. replacing the **Queen** with **Amilla Glistendew**), what happens to the worker?

A (<https://boardgamegeek.com/article/29593228#29593228> & 2nd printing Collector's rule sheet):

As with using the Ruins or the University, you would move the worker to the Legendary card. In this specific example, since the worker is not placed permanently, you would get it back during your next Prepare for Season action.

2.7.1.6 (previously 2.7.4.1)

Q: If I have multiple copies of a basic common card in my city, do I have to discard all of them when I play the associated Legendary card (e.g. **Farms** and **Mcgregor's Market**)?

A (<https://boardgamegeek.com/article/29592852#29592852>):

You only discard one of them. You can keep the others, but of course you can't play any new ones.

2.7.1.7

Q: Can I use a regular Construction to play an associated Legendary Critter for free? For example, using a **Clock Tower** to play **Foresight** for free?

A (<https://boardgamegeek.com/thread/2395172/article/34387171#34387171>):

A Legendary Critter cannot be played for free via an occupied token. The only way to play a Legendary Critter is to pay the berry cost, or to play it for free via the Critter listed in the red banner on the card.

2.7.2 Amilla Glistendew

See 2.4.5.1, 4.2.3.1.1.

2.7.2.1

Q: When using **Amilla Glistendew**, do you have to use a second worker to claim the event?

A (<https://boardgamegeek.com/article/29471842#29471842> & 2nd printing Collector's rule sheet):

You do not have to deploy a second worker to the Event card. Like all the Cards in the Legendary expansion, Amilla has the potential to be very powerful!

2.7.2.2 (moved to 2.7.1.5)

2.7.3 Bridge of the Sky

See 2.6.1.4.

2.7.3.1

Q: If I build a construction on top of **Bridge of the Sky**, can I later use **University** or **Ruins** to get rid of the location I built there and build something new on top of it again?

A (<https://boardgamegeek.com/article/29589631#29589631> & 2nd printing Collector's rule sheet):

The answer is no.

2.7.3.2

Q: When scoring the Bridge of the Sky at the end of game, does its value copy a Prosperity cards bonus points?

A (<https://boardgamegeek.com/article/29753455#29753455> & 2nd printing Collector's rule sheet):

No, just the base point value.

2.7.4 McGregor's Market

2.7.4.1 (moved to 2.7.1.6)

2.7.4.2

Q: I have a **Farm** that I've upgraded into **McGregor's Market**. Now during production do I count McGregor's Market as a Farm for the production of the **Husband** and **Barge Toad**?

A (<https://boardgamegeek.com/article/29592270#29592270>):

Yes.

2.7.5 Silver Scale Spring

See 2.6.1.4.

2.7.5.1

Q: If I play the **Silver Scale Spring** under a Construction which already has an Occupied token on it, can I still use the Silver Scale Spring to play a free **Peddler** (assuming I didn't have an

Occupied token on the **Ruins** card which the Silver Scale Spring replaced - see 2.7.1.1), or have I already used up my occupancy token for this Construction?

A (<https://boardgamegeek.com/article/29822418#29822418>):

If you have not placed an occupancy token on the Silver Scale Spring, it is still available to place one, even if it is under a card.

2.8 Solo Play

See 1.2.

2.8.1

Q: Can Rugwort gain more than 15 cards in his city?

A (<https://boardgamegeek.com/article/28238072#28238072> & 2nd printing rule book, page 16, under Notes):

Rugwort gains a card every time you gain a card, even if that puts him over 15 cards. (He's a cheater like that)

2.8.2

Q: I understand that you can give Rugwort victory point tokens. But what about when you are required to give an opponent cards or resources? How does that work?

A (<https://boardgamegeek.com/article/29695453#29695453> & 2nd printing rule book, page 16, under Notes):

You just discard them.

2.8.3

Q: Does playing the **Fool** trigger a die roll and play from Rugwort before we remove one of his city cards?

A (<https://boardgamegeek.com/article/29775577#29775577>):

No.

2.8.4

Q: When Rugwort has workers blocking Meadow cards, the rules say we can't play those cards. Can we still draw or discard them (e.g. with the **Undertaker**)?

A (<https://boardgamegeek.com/article/29808062#29808062> & <https://boardgamegeek.com/article/29839162#29839162> & 2nd printing rule book, page 16, under Notes):

They are totally blocked, you can't play them, draw them, or discard them.

2.8.5

Q: What happens when Rugwort plays a **Fool** but my city has reached the limit of 15 cards in it?

A (<https://boardgamegeek.com/article/31728752#31728752>):

He would just skip the turn and not play a card. Silly old Rugwort.

2.8.6

Q: What is the timing of when Rugwort gets a card? For example, I play the **Ranger**, which allows me to move one of my deployed workers to a new location. I move it to the Forest location that lets me draw 2 Meadow cards and play 1 at a discount. Does Rugwort get a card (for me playing the Ranger) before I draw the Meadow cards, meaning he might get the card I want, or do I complete my turn and then give Rugwort 2 cards (1 for the Ranger and 1 for the card played from the Meadow)?

A (<https://boardgamegeek.com/thread/2375393/article/34120193#34120193>):

My intention was that Rugwort should do his turn after you complete your turn. So after a turn in which you play a card (or card(s) with e.g. Postal Pigeon), then Rugwort plays 1 card for each card you played.

2.8.7

Q: Does Rugwort get to play a card only when I play a card using the "Play a Card" action, or does he get to play a card even if I play a card into my city using the "Place a Worker" action?

A (<https://boardgamegeek.com/thread/2457627/article/35236725#35236725>):

Rugwort plays a card every time you do, no matter how it was played.

3 Pearlbrook

3.1 Errata

3.1.1: The set up instructions in the retail edition of the Pearlbrook rule book say to use at least 1 Pearlbrook Special Event when setting up the Special Events. The Pearlbrook Special Events are only included in the Collector's edition of Pearlbrook, and so this should be ignored when playing with the retail edition.

3.2 FAQ

3.2.1 Miscellaneous

3.2.1.1 When a card instructs you to 'gain any resource,' does that include pearls?

A (<https://boardgamegeek.com/article/32560322#32560322>):

No, it does not.

3.2.1.2 Can the **Ranger** move your Ambassador to a new location, or can he affect only the Workers?

A (<https://boardgamegeek.com/article/30257272#30257272>):

He cannot. He only affects workers.

3.2.2 River Locations/Citizens

3.2.2.1

Q: Can you spend the coins (points) that may be sitting on cards like the **Clock Tower** or the **Chapel** to pay for the river ambassador locations? Furthermore, can points gained from Special Events be spent in this way or are these only for end game scoring?

A (<https://boardgamegeek.com/article/32629010#32629010>):

You cannot use point tokens that are placed on cards like the Clock Tower, but you could use point tokens gained from Special Events.

3.2.2.2

Q: Can I visit a Citizen/Location that I meet the requirements to but cannot interact with just to prevent another player from doing so?

A (<https://boardgamegeek.com/article/32798588#32798588>):

Yes, you could.

3.2.3 Cards

3.2.3.1 Bridge

3.2.3.1.1

Q: You have the **Bridge** out, 2 pearls and 10 cards in hand. You spend 1 pearl on an adornment. Do you have to discard down to 9 at the end of your turn?

A (<https://boardgamegeek.com/article/32706954#32706954>):

By the end of your turn you need to be at or below your current hand limit.

3.2.3.1.2

Q: If I put my frog ambassador on an unrevealed river destination and obtain the pearl on top of it, do I immediately resolve the effects of the **Bridge** before I flip and reveal the river destination?

A (<https://boardgamegeek.com/article/33278776#33278776>):

The intention is that you resolve the Bridge effect after you have completed the placement effects of the Ambassador.

3.2.3.2 Pirate

3.2.3.2.1

Q: What happens when you discard 4 and when you draw and reveal the first 3 total 7 but your last card is the **Fool**? Do you get the pearl or does the -2 push you back down to 5?

A (<https://boardgamegeek.com/article/32657453#32657453>):

The Fool would bring you down to a total of 5. Note the Pirate's flavor text.

3.2.3.3 Messenger

3.2.3.3.1

Q: What happens when a **Messenger** is sharing a space with a Construction and an action causes that Construction to be removed? Does it move to a new Construction? What if that was the only Construction in the city? If the Messenger shares a space with the **Pirate Ship** and the Pirate Ship sails to a different city; does the Messenger go with it?

A (<https://boardgamegeek.com/article/32762766#32762766>):

If the Construction the Messenger is with is removed from your city, move your Messenger to a new Construction. If there are no other Constructions, the Messenger stays in your city and would move to the next Construction that you play.

3.2.3.4 Pirate Ship

See 3.2.3.3.1.

3.2.4 Adornment Cards

3.2.4.1 Seaglass Amulet

3.2.4.1.1

Q: The **Seaglass Amulet** says “gain 3 resources, draw 2 cards, 1 point”. Do we have to do it in that order? Or can I draw cards first?

A (<https://boardgamegeek.com/article/32682067#32682067>):

Any order you’d like.

3.2.4.2 Compass

3.2.4.2.1 (previously 2.2.9.5)

Q: If I use the **Compass** adornment card to reactivate a **Ruins**, can I use it to ruin itself?

A (<https://boardgamegeek.com/article/33236296#33236296>):

My ruling would be a no.

4 Bellfaire

4.1 Errata

Nothing yet.

4.2 FAQ

4.2.1 Miscellaneous

4.2.1.1

Q: Can I still use Legendary cards with 5 or 6 players?

A (<https://www.kickstarter.com/projects/starlinggames/everdell-spirecrest-and-bellfaire/faqs>)

Yes you can. After you've completed all other setup, draw a number of Legends cards that is 1 more than the total number of players (for example, in a 6 player game, draw 7) and place them faceup in the play area. Starting with the last player, each player will choose a card. Put any unused cards back in the box, they will not be used.

4.2.2 Player Powers

4.2.2.1 Miscellaneous

See 2.6.3.1.

4.2.2.1.1

Q: I put my hedgehog on Honeypaw and went to the 3 twig basic location. Do both abilities apply together?

A (<https://boardgamegeek.com/thread/2463255/article/35312141#35312141>):

Both abilities do not apply together, only the big critter's ability applies. The big critter basically replaces one of your normal workers. Honeypaw is not a hedgehog, so the hedgehog's ability does not activate.

4.2.2.2 Rats (Obnoxious)

4.2.2.2.1

Q: Does the rat token disappear if the card it is on is drawn/discarded, or does it simply stay in the given card spot in the meadow, now on the card drawn from the deck used to replenish the meadow?

A (<https://boardgamegeek.com/thread/2328646/article/33560823#33560823>):

The token will stay in the given card spot in the Meadow, and be placed on the newly revealed card for that spot.

4.2.2.3 Foxes (Trackers)

4.2.2.3.1

Q: Can **Foxes** track **Lizards** to their secret Forest location?

A (<https://boardgamegeek.com/thread/2393516/article/34363684#34363684>):

Foxes cannot copy the Lizard's forest locations.

4.2.2.3.2

Q: What is considered a non-permanent location? Would events be considered this so you could steal an event from someone?

A (<https://boardgamegeek.com/thread/2428641/article/34844961#34844961>):

You cannot steal an Event. The only permanent locations are Journey and cards that say the worker stays there permanently, like the Cemetery. You could use the foxes power to copy Basic

locations, Forest locations, cards like the Inn, etc.

4.2.2.4 Lizards (Wanderers)

See 4.2.2.3.1.

4.2.2.5 Toads (Green Thumbs)

4.2.2.5.1

Q: If the **Drought** weather card is in play, can the **Toads** use their ability to activate a Green Production card when it's played?

A (<https://boardgamegeek.com/thread/2466183/article/35357628#35357628>):
They cannot.

4.2.3 Events

4.2.3.1 Miscellaneous

4.2.3.1.1

Q: A number of the new Event cards require that you pay resources or discard cards to claim the event. **Amilla Glistendew** lets you claim an event even if you don't meet the requirements. Do you still have to pay/discard even if you use Amilla?

A (<https://boardgamegeek.com/thread/2397530/article/34441226#34441226>):
You still have to pay.

5 Spirecrest

5.1 Errata

5.1.1 The index for the Winter weather card Deep Freeze lists it as Freezing Rain.

5.1.2 The index for the weather cards lists the Summer card Severe Wind under Spring, and the Spring card Tornado under Summer.

5.1.3 The rule book Contents section lists 15 Rabbit Travelers. 3 of the Rabbits only come in the Collector's Edition, so the rule book should only list 12 Rabbit Travelers, and similarly, the Collector's Edition rule sheet should list 3 Rabbit Travelers in the Collector's Contents section.

5.2 FAQ

5.2.1 Miscellaneous

Nothing yet.

5.2.2 Discovery Cards

5.2.2.1 Miscellaneous

See 4.2.2.1.1.

5.2.2.2 Truffle

5.2.2.2.1

Q: How does **Truffle** work when placed on a **Storehouse**?

A (<https://boardgamegeek.com/thread/2392318/article/34339347#34339347>):

You cannot activate an opponent's Storehouse for yourself with Truffle. If you placed Truffle on your own Storehouse, you would activate it, placing your choice of resource(s) on it as described on the card. Or you could use Truffle as a normal worker and place him on the Storehouse to gather all the resources there.

5.2.2.3 Honey paw

5.2.2.3.1

Q: If I use the **Clock Tower** to activate a space where I have **Honey paw**, can I use his ability?

A (<https://boardgamegeek.com/thread/2394762/article/34394386#34394386>):

The answer is no. Honey paw's ability only applies when he is placed.

5.2.2.4 Stubblehoof

5.2.2.4.1

Q: If I choose to bring **Stubblehoof** back when I Prepare for Season, do I still get to draw 1 card and gain 1 of any resource?

A (<https://boardgamegeek.com/thread/2395049/article/34394532#34394532>):

You only get the bonus if you leave Stubblehoof there.

5.2.3 Weather Cards

5.2.3.1 Miscellaneous

Nothing yet.

5.2.3.2 Heat Wave

5.2.3.2.1

Q: If I play a **Shepherd** during a Heat Wave, do I pay the extra berry to my opponent?

A (<https://boardgamegeek.com/thread/2425268/article/34784621#34784621>):

You would pay the opponent the extra berry.

5.2.3.3 Drought

See 4.2.2.5.1.