



Everdell Pearlbrook

Collector's Edition

ASSEMBLING THE WONDERS

Lighthouse, Fountain, & Gate:

1. Slide the bottom piece(s) into the top piece in the designated slot(s).
2. Final Assembly



Bridge:

1. Insert the three planks into the designated slots on the bridge arch with "20" on top.
2. Slide the other bridge arch onto the opposite side of the planks, aligning slots. If slots do not align on first attempt, flip second arch over.
3. Attach base pieces to bridge by sliding into designated slots at the bottom of bridge.
4. Final Assembly



Delve deeper into *Pearlbrook* with these Collector's Edition components.

CONTENTS

- 25 Glass pearls
- 4 Adornment cards
- 4 Forest cards
- 6 Special Event cards
- 4 3-D Wonders
- 6 Open/Closed signs
- 6 Axolotl workers
- 6 Starling workers
- 6 Platypus workers
- 3 Frog Ambassadors
- 1 Score pad
- 1 Rulesheet

COMBINING THE COMPONENTS

- Before setting up the game, add the Adornment, Forest cards, and Special Event cards to their respective pools of cards in the *Pearlbrook* expansion.
- Replace *Pearlbrook's* Wonder tiles with the 3-D Wonders.
- When playing, place the Open/Closed signs on Destination cards in your city to let other players know if a card's space is available or occupied.



INDEX

Mirror: You may copy any ability from an Adornment card already played by an opponent. End game: Worth 1 point for each unique colored card in your city, so a maximum potential of 5 points. Do not use this card in the solo game.

Scales: You may discard up to 4 cards from your hand to gain 1 of any resource for each you discard. End game: Worth 1 point for every card still in your hand, up to a total of 5.

Seaglass Amulet: Gain 3 of any resource(s), draw 2 cards, and gain 1 point token. End game: Worth 3 points.

Spyglass: Gain 1 of any resource, draw 1 card, and gain 1 pearl (you must still pay a pearl at first to play this Spyglass). End game: Worth 3 points for every Wonder you built.