



## SET UP

1. **Choose** which “remixed” version of Everdell you are playing with (pg. 3) based on available expansions and materials. Then (if applicable) remove named cards from the deck. (*IMPORTANT - shuffle the deck then double check you shuffled well to ensure combos are not all stacked next to each other from the previous game*).

2. At the beginning of the game, **roll** the included 8 sided from solo play, and gain resources as noted in the chart below. *These are your “leftovers” from the previous year in Everdell.*

1) 3 wood 

2) 2 wood. 1 Resin 

3) 1 Wood. 2 resin. 

4) 2 wood. 1 berry 

5) 1 wood. 2 berries. 

6) 1 wood. 1 stone. 

7) Draw 1 card. 1 stone. 

8) Draw 1 card. 2 wood. 

3. If playing with the Bellfaire expansion, an optional house rule is to use 1 Garland Award per player, in stead of just 1 for all players.

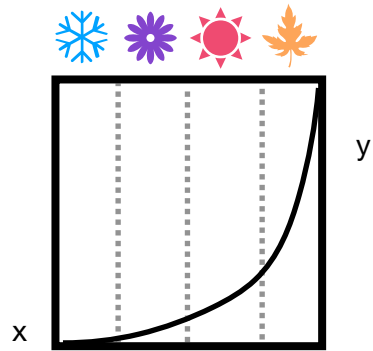
4. If playing with the **Pearlbrook** expansion, keep the basic events in their original positions, place the Wonders above the river board, and when placing River locations place them face up instead of face down. *1 pearl is still put on each space.*

5. Normal rules apply to the use of **Legendary** cards. *Just note that adding legendary cards can expand a village capacity beyond 15 cards.*

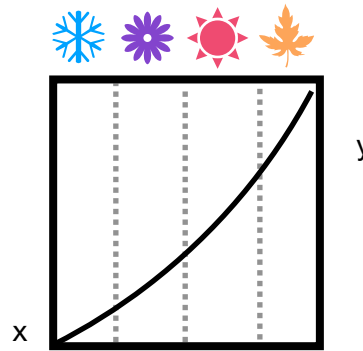
**NOTE:** Explanation of rule changes can be found on pg. 2



# Everdell Remix - OVERVIEW



Game pace of Original Everdell



Game pace of Modified Everdell

## What this “remix” variant addresses

ISSUE	IMPACT ON GAMEPLAY	HOW THIS VARIANT ADDRESSES IT
<b>The excitement and pacing of Everdell moved very slowly</b> in the first two seasons, and resource engines were not able to peak until the final season.	Knowing that Everdell COULD have a more exciting pace, and COULD provide a greater sense of user control over outcomes, but doesn't, keeps some people from getting this great game to the table as much as it could and SHOULD.	All changes as noted below directly increase game pace, excitement over card competition, and player's sense of agency and control over their strategy. *see Overview graph above.
<b>DECK BLOAT:</b> Every card in Everdell (128) along with its expanded content (35), are gorgeously illustrated and lovely to look at. But “too much of a good thing” can be a real problem when you don't see the cards you are looking for because the deck is just too large for its own good (especially in a 2 players game). With Pearlbrook the deck size increases to 148 (163 with all expanded content). <i>NOTE: some will claim this is a non-issue for them. This variant is not for those players.</i>	1) Makes it challenging to enact your intended strategy, find the right card combos you're searching for, or complete special events. 2) The 8 cards in the “meadow” often become clogged with cards that people do not want, which means cards sit there for most of the game. <i>NOTE: other variants have been created by the community to solve this same stale meadow issue, especially at 2 player count.</i>	1) <u>Removed certain cards from the game</u> to “thin out and focus the deck,” make room for expanded content like Extra! Extra! cards, and overall increase the chances players can achieve their strategies and complete special events. 2) “Remixed” decks now range from 127-132 max, based on how many expansion modules you pay with. 3) As a side bonus, the meadow is now less likely to become clogged with unwanted cards.*See full list on next page and how the new deck still follows the color % of original deck. <i>NOTE: This adjustment to the deck means that several special events are also removed from the game before play.</i>
Unfortunately, <b>the Pearlbrook expansion breaks certain elements and strategies of the base game</b> , adds 20+ more cards to an already giant deck, and can create wasted turns with new face down location cards.	1) When you remove free “events” from the game, and replace them with expensive “Wonders,” it takes away incentive and points from a primarily <u>city building strategy</u> . Additionally, it breaks important cards like “The King” (+ Legendary card equivalent Fynn Nobletail), and the Gazette (from Extra! Extra! expansion) who all gain points from basic events. 2) Placing the new “frog ambassador” worker placement spots face down at the beginning of the game means that 70% of the time players visit this “mystery” location, they are unable to utilize the spot. Leaving players with the feeling of a wasted turn, and not allowing them to plan ahead or strategize. 3) Increasing the base deck size from 128 to 148 cards decreases your chances of pulling off original combos that made the base game so fun and enjoyable. Also, instructions require players to remove Extra! Extra! and Legendary cards, which are some of the best cards in the game.	1) Basic events are returned to the game and live in their original spots. 2) “Wonders” are still included, but now just sit above the Pearlbrook board as an optional objective/strategy. 3) River locations still contain a free pearl, but are now face up from the beginning of the game to allow people to plan ahead to achieve them. 4) To preserve the original 128 card deck size, as well as color balance, several cards were removed from the game. See full list on next page and how the new deck still follows the color % of original deck.

version 1.2



## Everdell - Remixed v1.2

**Note:** Cards removed from the deck were for one of 2 reasons: 1) Trying to preserve the original 128 deck size, in order to reduce “deck bloat” from the growing number of expansions. Therefore preserving the chances a player could achieve objectives/combo/special events. 2) Preserving the color balance % of the original deck.

Card Color	Name	Removals	Deck Size	Deck %
Name:			Subtotal:	
▼ ORIGINAL Base Deck			<b>128</b>	
Green Cards	ORIGINAL Base Deck	none	52	41%
Red Cards	ORIGINAL Base Deck	none	18	14%
Blue Cards	ORIGINAL Base Deck	none	21	16%
Tan Cards	ORIGINAL Base Deck	none	19	15%
Purple Cards	ORIGINAL Base Deck	none	18	14%
▼ Modified Base + Extra! Extra! /Legendary			<b>127</b>	
Green Cards	Modified Base + Extra! Extra! / Legendary	-Fairgrounds	52	41%
Red Cards	Modified Base + Extra! Extra! / Legendary	-Chapel	19	15%
Blue Cards	Modified Base + Extra! Extra! / Legendary	-Historian and Clock Tower	17	13%
Tan Cards	Modified Base + Extra! Extra! / Legendary	-Shepherd -Fool	18	14%
Purple Cards	Modified Base + Extra! Extra! / Legendary	none	21	17%
“Special Event” Cards	Modified Base + Extra! Extra! / Legendary	<b>Remove 4:</b> A well run city, Ancient scrolls discovered, Remembering the fallen, and Pristine Chapel Ceiling.		
Modification Notes	Modified Base + Extra! Extra! / Legendary	Balancing this particular deck became a little tricky in regards to Purple cards, especially without the addition of cards from Pearlbook. This is because each Purple often has a blue or tan counterpart and removing them would imbalance the game overall. <i>Note: "Foresight" legendary card will have to be built on its own as the Historian was removed.</i>		

▼ ORIGINAL Base + Pearlbrook				148	
Green Cards	ORIGINAL Base + Pearlbrook	none		56	38%
Red Cards	ORIGINAL Base + Pearlbrook	none		24	16%
Blue Cards	ORIGINAL Base + Pearlbrook	none		23	16%
Tan Cards	ORIGINAL Base + Pearlbrook	none		25	17%
Purple Cards	ORIGINAL Base + Pearlbrook	none		20	14%
▼ Modified Base + Pearlbrook				127	
Green Cards	Modified Base + Pearlbrook	- Monk -Fairgrounds		51	40%
Red Cards	Modified Base + Pearlbrook	- Monestary -Cemetery -Chapel		18	14%
Blue Cards	Modified Base + Pearlbrook	- Dungeon		21	17%
Tan Cards	Modified Base + Pearlbrook	- Fool -Shepherd -Undertaker -Ranger		17	13%
Purple Cards	Modified Base + Pearlbrook	none		20	16%
“Special Event” Cards	Modified Base + Pearlbrook	<b>Remove 6:</b> Ministering to miscreants, Remembering the fallen, Croak wart cure, Path to the pilgrims, Capture of the Acorn Thieves, and Pristine Chapel Ceiling.			
Modification Notes	Modified Base + Pearlbrook				
▼ Modified Base + Modified Pearlbrook + EE! /Legendary				132	
Green Cards	Modified Base + Modified Pearlbrook + EE! /Legendary	-Monk - Fairgrounds -General Store - Harbor		50	38%
Red Cards	Modified Base + Modified Pearlbrook + EE! /Legendary	-Monestary -Chapel -Cemetery		21	16%
Blue Cards	Modified Base + Modified Pearlbrook + EE! /Legendary	-Dungeon -Shopkeeper		20	15%
Tan Cards	Modified Base + Modified Pearlbrook + EE! /Legendary	- Fool -Shepherd -Undertaker -Ranger		20	15%
Purple Cards	Modified Base + Modified Pearlbrook + EE! /Legendary	-Shipwright		21	16%

	<b>“Special Event” Cards</b>	Modified Base + Modified Pearlbrook + EE! /Legendary	<b>Remove 10:</b> Ministering to miscreants, Remembering the fallen, Croak wart cure, Path to the pilgrims, Capture of the Acorn Thieves, Pristine Chapel Ceiling, Brilliant Marketing Plan, Under New Management, Masquerade Invitations, and Riverside Resort.	
	<b>Modification Notes</b>	Modified Base + Modified Pearlbrook + EE! /Legendary		
			*Rugwort cards not included	<b>VERSION 1.2</b>