EVERDELL
Prototype Rules
INTRODUCTION

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—you will have a busy year ahead of yourself. Will the sun shine brightest on your city when you are done?

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

1) Place the board on the table.

2) Shuffle the Forest cards and randomly use three for two players, or four for three or four players. Put the remaining cards back in the box.

3) Place out the four starter Event tiles. Also draw four random Event cards and place them beside the starter Events.

4) Shuffle the Construction and Critter cards and randomly place eight face-up in the center. The remaining cards form the deck.

5) Each player chooses a color and starts with two workers of that color. The most humble player goes first. The first player will draw five cards, the second player six cards, the third player seven cards, and the fourth player eight cards.

6) Place the Season board beside the main board. Each player puts one worker of their color on Spring and Summer, and two on Autumn.

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.
HOW TO PLAY

Play proceeds clockwise. You will take turns performing one of the following actions. These actions may be performed in any order, but only one action may be taken per turn.

Place a Worker
or Play a Card
or Season

PLACE A WORKER

Your workers are necessary for the expansion and success of your city. You will be deploying them to various locations in Everdell in order to gather resources, draw more cards, host Events, or perhaps to embark on a Journey.

There are two types of locations: Exclusive and Open. Only one worker may visit an Exclusive location. Multiple workers, even of the same color, may visit an Open location.

To visit a location, place one of your workers on any available ring and immediately take the listed resources or perform the action. That worker is then considered “deployed” to that location until you bring them back at the end of the Season.
The placement locations are only used in a 4-player game. However, you may not place two of your own workers on a single Forest location.

**Forest Locations**

You may place a worker on any Destination card in your city, or on a Destination card in another city that has an “Open” sign, in which case the owner gains 1 point token.

**Red Destination cards**

**Haven**

**Journey**

**Events**

You may also place one of your workers on any remaining Event card to achieve it. To achieve the Event, you must meet all the listed requirements on the Event, and must pay any resources at the time you place your worker there. Only one player may achieve a specific Event. You have to be able to achieve the Event to place a worker on the Event tile.

Achieved Events should be placed beside your city for scoring at the end of the game.
**PLAY A CARD**

There are two types of cards in the game: Critters and Constructions. You will be playing these cards in front of you to form your city. You may have any combination of Critters and Constructions in your city, but you may only have one specific copy of a Unique Critter or Unique Construction.

To play a card, you must pay the listed requirements into the general supply. Cards may be played from either the face-up cards or from your hand.

**Important:** Each Construction in your city may only give one free Critter. When playing a Critter for free with a Construction, place a ○ on the Construction to mark that the free Critter has already been gained. If you play a Critter for free, you do not gain the berries that it would have cost you.

**If a face-up card is played, immediately replace it with a new card from the draw pile.** If an ability allows players to draw cards from the face-up cards, **draw all cards first then replenish.**
City

Your city has a maximum of 15 spaces to play cards into. Each card takes up one space. Recommended layout is three rows with 5 cards in each.

Card Types

Tan Traveler: Activates once immediately when played.

Green Production: Activates once during Season production, and once immediately when played.

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

Blue Governance: Multiple Governance cards may be activated at the same time. When playing cards, other colored cards or action spaces may not be combined with Governance abilities, but Governance abilities that activate after playing a card are always activated, regardless of how the card was played.

Purple Prosperity: Is worth bonus points at the end of the game.
**SEASON**

The Season action may only be performed after you have placed all of your current worker population. Once you have placed them all, you can continue to play a card on your turn, or if you feel that you are prepared for the next season, you may perform the Season action.

To perform the Season action, bring back all of your deployed workers.

In Spring, you gain one new worker, and **activate all green Production cards in your city**.

In Summer, you gain one new worker. There is no Production in Summer, but green cards still activate immediately if played during Summer. Also, you may draw up to two face-up cards when you activate Summer.

In Autumn, you gain two workers, and **activate all green Production cards in your city**.

Thematically, the game begins in late Winter, and ends as the next Winter approaches. Autumn is the last Season action you may perform in the game.
**SPECIAL LOCATIONS**

**HAVEN**

There is a **strict hand limit of eight cards. You cannot ever have more than eight cards in your hand.** If you get to draw cards, you can only draw up to eight, no more. If you are required to give cards to an opponent and all opponents' hands are full, discard the cards instead.

The Haven action space is an Open space. There is no limit to the amount of workers that may be placed on it, even of the same color. By going here, you may discard **any number of cards** from your hand, freeing up your hand size and activating the Haven ability.

**Journey**

In Autumn only, you may send up to one of your workers on a Journey. You must discard cards equal to the listed points of the Journey location you choose. The five-point, four-point, and three-point locations are Exclusive, and the two-point location is Open. However, you may only send up to one of your workers on a Journey. The worker stays there permanently, and you gain point tokens equal to the amount shown.
**END GAME**

When you cannot perform any more actions (or do not wish to), you have finished the game and must pass. If a player has passed, they cannot be given any cards or resources. 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. Then add up all points to determine the winner.

You may find it easiest to add up the base value of each card, then come back and add up point tokens, purple card bonuses, Events, and Journey.

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.

**SOLO RULES**

When playing Everdell solo, you will be competing against a cantankerous old rodent known as Rugwort. Select a player color for Rugwort (he prefers black), and setup the game according to the two-player setup, with you having a starting hand of five cards.

Take one of Rugwort’s workers and place it on the top-most Forest tile, blocking it. Place his other worker on the first exclusive basic location (3 twigs), blocking it.
Play the game as normal with these new rules:

- Any time after you play a card, roll the 8-sided die. This number will determine which of the eight face-up cards Rugwort gets to play. The cards are numbered 1-8, with the top left being 1 and the bottom right being 8. You can stack Rugwort’s cards in his area (neatly, or he’ll get even crankier).

After you have performed a season action, then Rugwort does his season action which consists of these steps:

- Check to see if he has enough of the colored cards in his City to achieve any of the four starter events. If so, place that Event(s) in his City.
- Take his new worker and place it on the #1 face-up card (#2 for Summer, and #3 & #4 for Autumn). You cannot play these cards anymore, but Rugwort still can.
- Move his worker down the path to the next exclusive basic action (2 resin).
- In Autumn, remove his worker from the Forest tile and place it instead on the 5-point Journey space.

**Scoring:** At the end of the game, Rugwort takes all of the random Event tiles that you did not achieve. He will score: 2 points per card (3 points for each purple card), 3 points for each starter Event, 6 points for each random Event, 5 points for his worker on Journey, and any point tokens that you gave him.

If you managed to beat Rugwort, congratulations! However, Rugwort may have just been teasing you by playing easy. To truly beat Rugwort, you must succeed at every level of his ability:

**Beat him by:**
- 1-3 points, “Now I will really play.”
- 4-6 points, “I was just making you feel good.”
- 7-9 points, “You surprised me there, but only a little.”
- 10+ points, “Obviously you cheated. Play again?”

**Solo notes**

Rugwort can play the Fool into your City. If you play the Fool, discard the Fool and remove any one card from his City.

You may visit an Inn or Post Office in his City, and must give him the 1 point for visiting.

Rugwort does not get any resources or cards in his hand; he does not require them.
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**Critters**

**Architect:** At game end, worth 1 point for each of your leftover resin and pebbles, up to 6 total.

**Bard:** May discard any number of cards from your hand, up to 5, to gain 1 point for each card.

**Barge Toad:** When played and during Production, gain 2 twigs for each Farm in your city.

**Chip Sweep:** When played and during Production, activate any 1 green production card in your city. And please, consider the time/space continuum before you activate your Chip Sweep with your Chip Sweep.

**Doctor:** When played and during Production, you may pay up to 3 berries to gain 1 point for each berry.

**Fool:** This Fool is played into an empty spot in an opponent’s city. Isn’t that mean?

**Historian:** Draw 1 card after you play a Critter or Construction—basically every time you play a card after you have this Historian, you get to draw a card.

**Husband:** Shares a space with a Wife, so combined they only take up 1 space in your city. If you have a Farm in your City and this Husband is paired with a Wife, then this card gives you 1 of any resource when played and during Production. May only share a space with 1 Wife.

**Innkeeper:** When you play a Critter, you may discard this Innkeeper from your city to decrease the cost of the played Critter by 3 berries. You do not gain the 3 berries.

**Judge:** When playing a Critter or Construction, you may replace 1 of any resource in the cost with 1 of any other resource you have. Example: If a card costs 2 berries, you may pay 1 berry and 1 twig instead.

**King:** At game end, worth 1 point for each Event you have achieved.

**Miner Mole:** When played and during Production, you may copy any 1 green Production card in any opponent’s city. So if copying a General Store, you would only gain the 2 berry bonus if you had a Farm in your city.

**Monk:** When played and during Production, you may give up to 2 berries to an opponent to gain 2 points for each berry you give.

**Peddler:** When played and during Production, you may trade up to 2 of your resources for 2 of any other resource. Trade with the general supply, not other players.

**Postal Pigeon:** When played, reveal 2 cards from the draw deck. You may play 1 of these worth up to 3 points, for free. Discard the other.

**Queen:** When you place a worker here, you may play any card from your hand or the face up cards worth up to 3 points for free.

**Ranger:** When played, move any 1 of your deployed workers to a new location, following the normal worker placement.
rules. Also unlocks the 2nd Dungeon cell.

**Shepherd:** When played, gain 3 berries. Also gain 1 point for each point token on your Chapel.

**Shopkeeper:** Gain 1 berry after you play a Critter into your city.

**Teacher:** When played and during Production, draw 2 cards, keep 1 of them and give the other to any opponent.

**Undertaker:** When played, discard 3 of the face-up cards, replenish those three cards, then draw 1 card from the face-up cards into your hand. Also unlocks the 2nd Cemetery plot.

**Wanderer:** When played, draw 3 cards. Does not take up 1 of the 15 spots in your city.

**Wife:** Shares a space with a Husband, so combined they only take up 1 space in your city. At game end, worth 3 points if paired with a Husband. May only share space with 1 Husband.

**Woodcarver:** When played and during Production, you may pay up to 3 twigs to gain 1 point for each.
Constructions

Castle: At game end, worth 1 point for each Common Construction in your city.

Cemetery: When you place a worker here, reveal 4 cards from the draw pile or discard pile and play 1 of them free. Discard the others. Your worker must stay here permanently.

Chapel: When you place a worker here, place 1 point token on the Chapel. Then draw 2 cards for every 1 point token on the Chapel.

Clock Tower: When you play the Clock Tower, place 3 point tokens on it. At the end of a season, before you bring back your workers, remove 1 point token from the Clock Tower and activate one of the basic or Forest locations where you have a worker deployed. Any points left on the Clock Tower at game’s end are worth points.

Courthouse: Gain 1 of any resource every time after you play a Construction into your city.

Crane: When you play a Construction, you may discard this Crane from your city to decrease the cost of the played Construction by 3 of any resource. You do not gain the 3 resources.

Dungeon: When you are playing a Construction or a Critter, you may place a Critter from your city beneath this Dungeon to decrease the cost of the played card by 3 of any resource. You do not gain the 3 resources. You cannot combine this card’s ability with any other blue Governance cards such as Innkeeper. But if you have a Courthouse, Shopkeeper, or Historian, you still gain their bonuses after playing the new card. Dungeon can only have up to 2 prisoners, but the second cell must be unlocked by having a Ranger in your city.

Ever Tree: At game end, worth 1 point for each purple Prosperity card in your city, including this Ever Tree. Ever Tree can grant 1 of any Critter for free.

Fair Grounds: When played and during Production, draw 2 cards.

Farm: When played and during Production, gain 1 food.

General Store: When played and during Production, gain 1 food or gain 2 food if you have a Farm in your city. Not 2 food per farm.

Inn: When you place a worker here, play a Critter or Construction from the face-up cards for 3 less resources of your choice. You do not gain the 3 resources.

Mine: When played and during Production, gain 1 pebble.

Monastery: When you place a worker here, give 2 of any resources to an opponent and then gain 4 points. Worker stays here permanently. Monastery can only have up to 2 workers on it, but the second spot must be unlocked by having a Monk in your city.

Palace: At game end, worth 1 point for each Unique Construction in your city.

Post Office: When you place a worker here,
give an opponent 2 cards from your hand and then discard any amount of cards from your hand that you want. Then draw cards from the draw pile up to your hand limit. You gain 1 point if an opponent visits your Post Office.

**Resin Refinery:** When played and during Production, gain 1 resin.

**Ruins:** When played, discard a Construction from your city and receive back that Construction's listed cost in resources. Also draw 2 cards.

**School:** At game end, worth 1 point for each Common Critter in your city.

**Storehouse:** When played and during Production, take from the supply and place either 3 twigs or 2 resin or 1 pebble on this card. Also works as a location to place a worker and take all of the resources on the card.

**Theater:** At game end is worth 1 point for each Unique Critter in your city.

**Tower:** When you place a worker here, copy any 1 basic or Forest location, even if it is occupied.

**Twig Barge:** When played and during Production, gain 2 twigs.

**University:** When you place a worker here, discard 1 Construction or Critter from your city and receive back the listed cost of resources of the discarded card, plus gain 1 of any resource and gain 1 point. If you discard a card with a permanent worker on it, place that worker on the University permanently instead (you do not get the worker back).
Long ago and far away in the land of Gildin, a young mouse gazed at distant mountains and wondered what lay beyond. His was a life of hardship and turmoil, as was true for many a critter during those darker times. There was nary a drop of honey or nibble of blueberry to be found, as any and every available provision had been used in the Serpent War, when brave critters gathered together to fend off the serpents of the Northern Wilds.

There among the poverty and desolation sat a mouse driven by dreams of hope. Corrin Evertail was his name. His father, a brave warrior, had lost his life to the war. With the news of his father’s death, Corrin’s mother passed away soon after, leaving Corrin an orphan on the dark streets of the port city of Stormwillow.

Many were his adventures and narrow escapes during those formidable years of his youth, but quick thinking and iron will—and not a small amount of providence—saw him through. He remembered dreams of better lands beyond distant mountains. He knew that such a journey could very well be the death of him, but there was no future for him in Stormwillow.

The time had come.

Of his few friends, he could convince three to travel with him. Together they set out on a cold Greensprout morning, wanderers seeking a land they were not even sure existed.

Many a story has been told of that long journey through Dunewaste desert and over the Spirecrest mountains. It was a harrowing
adventure that lasted for nine months and ultimately claimed the life of Corrin’s dearest friend. But when the thread of hope that had pulled them through was at its thinnest, on the 19th day of Hopewatch, the adventurers crested a final peak and beheld the wonder that they had been seeking.

The sun was delighted that day as it broke apart the dark clouds that had frowned for so long, and shone its light upon the glorious emerald valley below. It was a land unspoiled by the stains of war and untouched by the devastation of greed.

After exploring the valley for many weeks, Corrin and his companions finally settled among the roots of what would one day be the monument of hope we know as the Ever Tree. He declared the valley to be Everdell, and spoke a blessing upon it.

Almost immediately after establishing a place to rest his head, Corrin set about erecting a monument to commemorate, and to never forget, the journey that was made to discover this sacred place.

They raised up nine white stones, each representing a month of their journey. Into these stones they carved memories, they carved hopes and dreams, and finally a challenge for all of us who now enjoy such peace and comfort in our beloved realm.

These are the words of Corrin Evertail, etched into that stone and spoken now for us to never forget:

There is no sorrow too black for hope.
Even midnight gives way to the morning.
Seize the day and make it sing.
Let your bell ring forever loud and true.

Now go, go into the world, and let your life be a standing stone that will encourage and inspire others for many seasons to come.