



# Everdell

*Collector's Edition*

# CONTENTS

- 30 metal point tokens (20 1-point, 10 3-point)
- 6 wooden rat workers
- 20 wooden Occupied tokens with stickers
- 1 deluxe 8-sided die



## LEGENDARY EXPANSION

10 Legendary cards (5 Critters, 5 Constructions)



## EXTRA! EXTRA! CARDS

15 cards (6 unique cards)



## RUGWORT!

3 cards

## EXTRA! EXTRA!

It's a lively time in Everdell: the carnival is in town with fire jugglers, the scurrble championships are about to commence, and the gazette is hard at work reporting on all the events!

These are exciting and powerful cards that you may add into the game by simply shuffling them into the main deck during setup. As they are fairly powerful, only those looking for a more complex experience should include them in the game.

## EXTRA! EXTRA! CARD INDEX

**Carnival:** When played and during Production, you may choose to either draw 1 card for every Production card in your city, or gain 1 of any resource for each pair of Production cards, not including this Carnival.

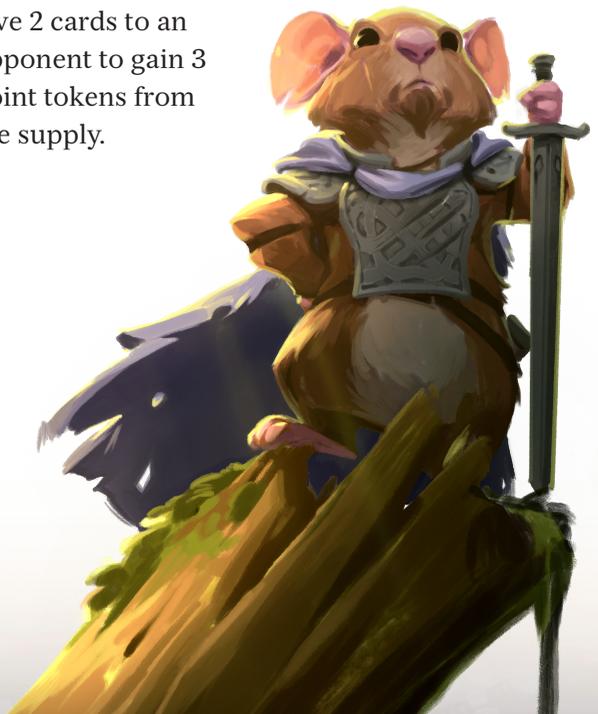
**Gazette:** Each time you achieve an Event, place 1 point token from the supply on this Gazette. If there are at least 3 point tokens here at the end of the game, you gain 3 more.

**Juggler:** Immediately when played, choose one of the two options listed on the card. If you choose the second option, you may pay 1 twig to reveal 1 card from the deck, as many times as you like. You do not have to decide how many times in advance; you may pay 1 twig at a time. If the total base point value of the revealed cards is 6 or more, gain 6 point tokens. Discard the revealed cards.

**Scurrble Champion:** All Scurrble Champions in your city share a space, and each is worth 2 additional points for each other Scurrble Champion you have. So if you manage to claim all three, it would equal a total of 18 points.

**Scurrble Stadium:** When you place a worker here, name a non-green card color and draw 4 cards from the deck. If any of them match the color you named, gain 3 point tokens. Either way, keep the cards you drew.

**Town Crier:** When played and during Production, you may give 2 cards to an opponent to gain 3 point tokens from the supply.



# LEGENDS EXPANSION

Legendary cards represent unique Critters and Constructions in the world of Everdell. These powerful cards add variability and complexity to the game, therefore it is recommended that you do not use them until you are familiar with the base game, and then only when you feel like a twist on a regular game.



## SETUP

During setup, separate the Legendary cards into Constructions and Critters, shuffle, and randomly deal each player 1 Legendary Construction and 1 Legendary Critter. These cards are held secret, but do not count against your hand limit and are not considered to be in your hand. Place any remaining Legendary cards back in the box, unseen.

## DETAILS

Legendary cards are played in the same way as standard cards in the game, with these key differences:

You may play a Legendary card by paying

the cost in resources, or if you have the card listed in the red banner, discard that listed card from your city and play the Legendary for free. From now on, you may not play any more copies of the listed card in the red banner into your city.



If you discard a Construction card from your city to upgrade it to a Legendary, move any occupied token or worker on that card onto the Legendary card. Example: if you had a worker on an Inn and then upgraded the Inn to the Legendary Green Acorn, that worker would now be blocking the space on the Green Acorn (though you would not activate it at this time). The Ever Tree cannot grant you a free Legendary critter. For the purpose of achieving Events, or playing a Critter via a Construction for free, the Legendary card counts as the card listed in the red banner.



Every Legendary card opens up an additional slot in your city. Legendary cards still take up a city slot.

Legendary cards cannot be discarded from your city for any reason.

## SOLO RULES

If playing solo with the Legends expansion, add this additional rule: Any time you play a Legendary card, give Rugwort 3 point tokens, and then he gets to play 2 cards instead of 1.

## LEGENDARY CARD INDEX

**Cirrus Windfall:** When played, you may play 1 card from your hand or the Meadow cards worth up to 3 points for free.

**Foresight:** Gain 2 cards after you play a Critter, and 1 of any resource after playing a Construction.

**Amilla Glistendew:** You may place one of your workers here to achieve an Event, even if you don't meet the listed requirements. You do not need to place an additional worker on the Event.

**Poe:** When played and during Production, you may discard any cards from your hand, then draw up to your hand limit.

**Fynn Nobletail:** At the end of the game, worth 2 points for each basic Event you achieved, and 3 points for each special Event.

**Bridge of the Sky:** May play a Construction over this card for a cost of 3 less resources. Bridge of the Sky is then worth the points of the Construction played over it (not bonus points—just the listed value). Any Construction played atop Bridge of the Sky may never be discarded from your city for any reason.

**McGregor's Market:** When played and during Production, gain 2 of any resources (twig, resin, pebble, or berry).

**Oleander's Opera House:** Worth 2 points for every Unique Critter in your city at the end of the game.

**Silver Scale Spring:** Play this card under a Construction in your city, and then gain that Construction's cost in resources, and draw 2 cards. Any card atop the Silver Scale Spring may never be discarded from your city for any reason.

**The Green Acorn:** You or an opponent may place a worker here to play a Critter or Construction for 4 fewer resources. If an opponent visits here, you gain 2 point tokens from the supply.

## RUGWORT CARDS

That old rascal, Rugwort, is up to no good as usual! He may be scheming to become the king of Everdell, but the fair critters of the valley know better than to trust anything he says. Still, he seems to find a way to show up where he's not wanted... which is basically everywhere.

These three Rugwort cards may be shuffled into the deck during setup, but be warned: like Rugwort himself, they are quite mean!

## RUGWORT CARD INDEX

**Rugwort the Robber:** May be played for free by placing an occupied token on any Construction in your city. When played, choose one opponent and trade your hand of cards with them. If you do not have any cards in your hand, you can still do this; your opponent just receives no cards!

**Rugwort the Ruler:** May be played for free by placing an occupied token on any Prosperity Construction in your city. At the end of the game, worth 1 bonus point for each Event achieved by a single opponent. You do not steal the points from them.

**Rugwort the Rowdy:** May be played for free by placing an occupied token on any Production Construction in your city. When you play Rugwort the Rowdy, steal 1 Production card from any opponent's city and play it into your city, activating it, then place Rugwort the Rowdy into an empty space in that opponent's city. Now Rugwort the Rowdy must activate for that opponent, making them discard 2 cards. You may steal a Storehouse, keeping the resources on it. You may steal a Husband, but if linked with a Wife, Rugwort the Rowdy does not share a space with that Wife. Cannot steal a Legendary card.