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Game: **EVERDELL**
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Everdell

SETUP

Place the board on the table, and the **Ever Tree** on the stump at the top of the board. Place the **twigs, resin, pebbles, and berries** in piles along the bank of the river. Place the **point tokens** and **occupied tokens** beside the board.

Shuffle the **forest cards** and place them on the forest clearings. Use 3 cards for two players, or 4 cards for three or four players. Return the remaining cards to the box.

Place the 4 basic **event tiles** along the river, then shuffle the special event cards and place 4 special events on the lower branches of the Ever Tree. Return the remaining special events to the box.

Shuffle the main deck and randomly place 8 cards faceup in the Meadow. Place the deck inside the Ever Tree.

Each player chooses a color and starts with 2 **workers** of that color. The first player draws 5 cards from the deck, the second player 6 cards, the third player 7 cards, and the fourth player 8 cards.

Each player places their 4 other workers on the upper branches of the Ever Tree: 1 worker on **spring**, 1 on **summer**, and 2 on **autumn**.

The most humble player goes first.

Basics

Gain: Take listed resource or point tokens from the supply.

Pay: Place listed resources from your supply into the supply.

Draw: Take a card from the top of the deck and add it to your hand.

Reveal: Reveal cards from the deck for all players to see.

There is no limit to the resources a player may have; if any run out, use a substitute.

GAME PLAY

Play proceeds clockwise, with players taking turns performing one of the following actions. They may be performed in any order, but only 1 action may be taken per turn:

Place a worker or play a card or prepare for season.

PLACE A WORKER

You **deploy workers** to different locations to gather resources, draw more cards, host events, or embark on a journey.

There are 2 types of locations: **exclusive** (encircling ring) and **shared** (open encircling ring). Only 1 worker may visit an exclusive location. Multiple workers, even of the same color, may visit a shared location.

To visit a location, place one of your workers on any available **to** symbol and immediately take the listed resources or perform the action. That worker is then considered **deployed** to that location until you bring them back with the **prepare for season** action.

PLAY A CARD

You may play 1 card. You must pay the listed requirements into the general supply. **Cards may be played from either the Meadow cards or from your hand.**

You play cards in front of you to form your **city**. There are 2 types: **critters** and **constructions**. You may have multiple copies of any *common* card in your city, but you may only have 1 specific copy of any *unique* card.

You may pay the required cost in **berries** to play a critter card, or if the construction listed in the top left of the critter card is already in your city, you may play the critter card without paying the cost in berries.

When playing a critter for free by using the related construction, place an **occupied token** on the construction. You may only do this once per construction. The occupied token is not removed from the construction card if the free critter is later removed from your city.

Your **city** has a maximum of 15 spaces to play cards into. Each card takes up 1 space. Recommended layout is 3 rows of 5 cards each. Event cards do not count against this 15 card limit.

Card types



Tan traveler: Activates once immediately when played. It never activates again.



Green production: Activates once immediately when played, and once during the **prepare for season** actions in spring and autumn.



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



Blue governance: Grants you bonuses after playing certain card types, and offers different ways to play cards for a discount.



Purple prosperity: Worth the base points and the listed bonus points at the end of the game.

Always draw cards from the deck, unless specifically told to draw them from the Meadow cards.

You cannot ever have more than 8 cards in your hand. If you get to draw cards, you can only draw up to 8, no more. If you are required to give cards to an opponent, you must choose an opponent who has room in their hand, if possible; give as many cards as possible, then discard any remaining.

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

If the deck ever runs out, shuffle the discard pile to form a new deck.

Timing

When a card is played, follow this order of sequence:

1. Use **card playing ability** (*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 your city. (If the played card effect removes another card from your city, that card is removed immediately before the new card placement.)
5. Resolve newly played card effect.
6. Resolve triggered effects (*Courthouse, Shopkeeper*, etc.).

PREPARE FOR SEASON

If you have placed all of your workers and you cannot, or do not wish to, play a card, then you must **prepare for the next season**. Bring back all of your deployed workers, then gain the listed bonuses for the next season, as shown atop the Ever Tree. Then your turn is finished, and play continues with the next player.

The game begins in late winter and ends as the next winter approaches. Autumn is the last **prepare for season** action you may perform in the game.

Players do not have to perform the **prepare for season** action at the same time.

Spring: Gain 1 new worker and activate all green production cards in your city in any order you choose.

Summer: Gain 1 new worker. There is no production in summer, but green cards still activate immediately if played during summer. Also, you may draw up to 2 Meadow cards when you prepare for summer.

Autumn: Gain 2 workers and activate all green production cards in your city.

END GAME

When you have reached the end of Autumn and 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.

It is easiest to add up the base value of each card, then come back and add up point tokens, purple prosperity card bonuses, journey points, and events.

On a tie, the player who achieved the most events wins. On a further tie, the player with the most leftover resources wins.

LOCATIONS

Basic action spaces

Immediately take the listed resources.

Forest locations

In a 2 or 3 player game, there is room for only 1 worker on each forest location. The location spots with the **to** symbol are only available in a 4 player game. You may not place 2 of your own workers on a single forest location.

Destination cards

You may place a worker on any destination card in your city, or on a destination card in another city that has an **open** symbol (in which case the owner of the destination gains 1 point token **from the supply**).

Events

You may place 1 of your workers on any remaining **basic event** or **special event** to achieve it. You must meet all the listed requirements on the event, and must pay any required resources at the time you place your worker there.

Only 1 player may achieve each event. You have to be able to achieve the event to place a worker on the event. You get the worker back as normal next season.

Place achieved events beside your city for scoring at the end of the game. You do not have to return your achieved events if the required cards are later removed from your city.

Haven

The **haven** location is a shared 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, and gain 1 of any resource for every 2 cards you discard (discards are facedown).

Journey

In Autumn only, you may send a worker on a **journey**. You must discard cards equal to the listed points of the journey location you choose. The 5 point, 4 point, and 3 point locations are exclusive, and the 2 point location is shared. The deployed worker is worth the listed points at the end of the game. You may send more than 1 worker on a journey.

Everdell

CRITTERS

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

Barid: Discard up to 5 cards from your hand, to gain 1 point token 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.

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

Fool: The Fool is played into an empty spot in an opponent's city (even if they have finished the game).

Solo game: Rugwort can play the Fool into your city. If you play the Fool, discard the Fool and remove any 1 card from his city.

Historian: Draw 1 card after you play a critter or construction (so 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, 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. This card cannot be combined with any other card-playing abilities, including the Inn, any Forest locations that allow you to play a card, or cards like the Dungeon.

Judge: When playing a critter or construction, you may replace 1 of any resource from the listed cost with 1 of any other resource you have.

King: At game end, worth 1 point for each basic event, and 2 points for each special event you have achieved.

Miner Mole: When played and during production, you may copy any 1 green production card in any opponent's city. You cannot use a Miner Mole to copy a Storehouse in another city, but you can 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.

Solo game: You may copy any green production card in Rugwort's city with the Miner Mole.

Monk: When played and during production, you may give up to 2 berries to an opponent to gain 2 point tokens for each berry you give. Also unlocks the 2nd Monastery room.

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 deck. You may immediately play 1 of these worth up to 3 points, for free. Discard the other.

Solo game: If you play a Postal Pigeon and activate its ability to play another card, that counts as you playing 2 cards, so on Rugwort's turn he will play 2 cards.

Queen: When you place a worker here, you may play any card from your hand or the Meadow cards worth up to 3 points for free. This refers to the base points of the card, not bonus points.

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. You may not place the Ranger in the second cell of the Dungeon.

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

Shopkeeper: Gain 1 berry after you play a critter into your city. Do not gain a berry for playing this Shopkeeper.

Teacher: When played and during production, draw 2 cards. Keep 1 of them and give the other to any opponent that has room in their hand.

Undertaker: When played, discard 3 of the Meadow cards, replenish those 3 cards, then draw 1 card from the Meadow. Also unlocks the 2nd Cemetery plot.

Wanderer: When played, draw 3 cards. The Wanderer 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 token 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 for free. Discard the others. Your worker must stay here permanently. Cemetery may only have up to 2 workers on it, but the second spot must be unlocked by having an Undertaker in your city.

Chapel: When you place a worker here, place 1 point token on the Chapel. 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. Before you bring back your workers during a **prepare for season** action, 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 will count towards your point total.

Courthouse: Gain 1 twig, 1 resin, or 1 pebble every time you play a construction into your city. You do not gain resources for playing this Courthouse.

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. This card cannot be combined with any other card-playing abilities, including the Inn, any forest tiles that allow you to play a card, or cards like the Dungeon.

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. The critter in your Dungeon is no longer considered part of your city and is not worth any points. This card cannot be combined with any other card-playing abilities, including the Inn, any forest cards that allow you to play a card, or cards like the Crane or Innkeeper. 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 berry.

General Store: When played and during production, gain 1 berry or gain 2 berries if you have a Farm in your city (not 2 berries per Farm).

Inn: When you place a worker here, play a critter or construction from the Meadow cards for 3 less resources of your choice. You do not gain the 3 resources. You gain 1 point token if an opponent visits your Inn.

Solo game: You may visit the Inn in Rugwort's City and Rugwort gains 1 point token.

Lookout: When you place a worker here, copy any 1 basic or forest location, even if it is occupied by 1 of your workers.

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, including this Palace.

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. You must be able to give the 2 cards in order to place a worker here. Then draw cards from the deck up to your hand limit. You gain 1 point token if an opponent visits your Post Office.

Solo game: You may visit the Post Office in Rugwort's City and Rugwort gains 1 point token.

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

Ruins: When played, discard a construction from your city and place this card in that spot, then receive back that construction's listed cost in resources. Also draw 2 cards. If you use Ruins (or any other ability) to remove a card with point tokens on it, you lose those point tokens. If you remove a card with a worker deployed onto it that is not there permanently, place that worker on the Ruins. If they were there permanently, they are lost with the ruined card.

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, 2 resin, 1 pebble, or 2 berries 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.

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).