

Everdell
Pearlbrook

Second Edition

•• RULES OF PLAY ••



We didn't always know about the river. When we first made our camp at the base of the Ever Tree, we stayed close, still visitors in this strange land. As the weeks went on, we ranged further out, clearing trails through the thick undergrowth that ringed the valley.

I began to chart out this small domain we were shaping, mapping the valley from a raised outcropping to the east.

The dense tree line to the west kept the land beyond in mystery, and though I climbed as far as my paws would take me, I could not clear the trees.

So, we formed a party to clear a path, and discover more of the valley that had become our home.

Three days into our ranging, the rains came. For days it fell upon us in stinging sheets, turning the earth to mud under our paws. It was slow going as our fur was heavy and damp. On the ninth day, the first clear day, we finally broke the tree line, and found ourselves looking down at a winding, swollen river. We yelped with excitement and rushed to the banks, lowering our mouths to the clear water and drinking deeply.

And then I saw it: something moving in the water not far from where I knelt. I watched transfixed as a spindly pink hand reached for a rock, followed by the strangest head I've ever seen with feathery spines, and a smooth pink body. We watched each other in nervous curiosity for several moments before the creature dove back into the water with a flourish, but not before he pulled something from his small pack and tossed it my way, where it landed with a splash. When I rose and gazed down through the clear water, there at my feet lay a perfect, shining pearl.

*Passage from the Gilded Book
Ana Titlanemark, Royal Cartographer*

OVERVIEW

Deep below the shimmering surface of the Pearlbrook River, a mysterious civilization of waterfolk is waiting. You will be sending your amphibious Ambassador on diplomatic journeys to trade information and resources with the river dwellers. In exchange, you will be gathering a new and valuable resource: pearls. Collect enough pearls and you can construct fabulous Wonders and Adornments, to make your city the pride of Everdell!

You will begin the game with a frog Ambassador, which you can use to visit 1 of the 4 River Destinations on the River board. Before visiting, your city will need to contain the listed requirements for that location. The first player to visit a location and reveal it will immediately gain 1 pearl, and if they can fulfill the requirements of the revealed card, have the potential to gain another pearl.

You will also begin the game with 2 Adornment cards. Each Adornment costs 1 pearl to play and grants an immediate ability, plus a unique end game bonus based on different aspects of your city.

Note: *Pearlbrook* adds more cards to the deck and additional complexity to *Everdell*. When playing *Pearlbrook*, it is recommended that you do not include the *Legends* Expansion, any *Extra! Extra!* cards, *Rugwort* cards, or any other expansion material.

Discovery Record Everdell, 10th Year

See also: Discoveries: The Ever Tree!
Completed the first permanent aqueduct, and we begin without a doubt that I have been exploring some form of accessible aqueduct. And I believe the previous aqueduct system was entirely functional. I will begin to the future for an expansion project to be my further projects.

Witness to Discoveries
In fact, we have tested the results of an aqueduct system of the river. The results will be able to let me of the water for the first time, and it will be a great bit of the journey, and expect to be successful in its expansion. I believe I will begin the expansion project to be my further projects.



CONTENTS



9 FROG AMBASSADORS
(2 FOR EACH COLOR)



4 NEW SETS OF WORKERS
PLATYPUS, AXOLOTL, OTTERS, STORKS



4 3D WONDERS

22 MINI CARDS
6 EVENT, 12 ADORNMENT,
AND 4 FOREST CARDS

1 RIVER BOARD & 2 BOARD OVERLAYS



3 3-POINT
TOKENS



25 PEARLS



6 SIGNS*



32 CARDS

20 EVENT & CONSTRUCTION
12 RIVER DESTINATION CARDS

*Signs are optional accessories used to clearly show other players that you have an Open Destination card in your city.

SETUP

Follow the setup rules for the normal game with these additions:

- 1) Place the River board to the side of the main board. Place the pearl tokens on the Shoal spot on the board.
- 2) Place the Wonder boards beneath the Ever Tree, covering the costs for the basic Events (the basic Events will not be used with this expansion). Place the Wonders on their spots on the boards.
- 3) Shuffle the River Destination Citizen cards and set aside 2 of them, unseen. Then do the same with the River Destination Location cards. Then shuffle those 4 together, unseen, and place 1 facedown on each of the 4 spots

on the River board. Also place 1 pearl on top of each of these facedown River Destination cards. Place the remaining River cards back in the box unseen.

- 4) Shuffle the new Critter and Construction cards with the  symbol into the deck before dealing out cards.
- 5) When setting up the special Events, use at least 1 *Pearlbrook* special Event.
- 6) Shuffle the Adornment cards and deal 2 facedown to each player. Return the rest to the box, unseen. Players may look at these cards at any time. They do not count against the card hand limit.
- 7) Give each player a frog Ambassador that matches the color of their workers.





THE RIVER

Your amphibious Ambassador can visit underwater locations and citizens in Pearlbrook to establish diplomatic connections with the waterfolk below. Doing so will give you valuable bonuses, most important of which are the precious pearls that you will be able to use to create Adornments and build magnificent Wonders in your city.

To visit a River Destination card, your city must first contain the listed requirements.

RIVER DESTINATION CARDS

The first time a River Destination card is visited, the visitor gains the 1 pearl on top of it, then flips that card faceup. If you are able to meet the requirements on the card, you may do so to gain the listed reward(s).

You may visit any River Destination card, revealed or undiscovered, so long as you meet the listed requirements to visit and no other player is already there with their Ambassador.

Example: You must have at least 3 green Production cards in your city to visit this River Destination card. This is an exclusive location.



River Citizens will require you to discard certain cards from your hand to gain a point token and a pearl.

River Locations will require you to pay a point token and a certain resource to gain cards and a pearl.

SHOAL

You may visit the Shoal instead of a River Destination card to pay 2 of any resource and discard 2 cards to gain 1 pearl. This is a shared location.



Any location with this symbol may only be visited by an Ambassador, not a worker. If visiting a River Destination card, your Ambassador is considered deployed there, just like a worker. You will bring back your Ambassador during the Prepare for Season action with your workers. Your Ambassador may not be used as a normal worker.

The advertisement was written by the original cartoonists and helpfully includes the names of the artists. It is a great example of how to write an advertisement for a game.

ADVERTISEMENT!

Attention, critters one and all! Be ye discontented to hiberate at home, awaiting the changing seasons with no bristling of rhino for or shuddering of shine scales? Gosh thoust wallow in the doldrums of tust and wust, get took the horizon with hope for a fury zeal to burn within shine very own heart?

March to the call! Become a Pirate!

Cast aside thy petty normality and responsibility! Risk whisker and tail for fame and glory! Sail with us to the ends of the river, where happiness is to be found, and then with great exuberance shall we raise sail and go out upon these life-threatening waters to face each and every down because we are brave and fearless souls, and we hate a map!

Yes, a map! A map from such trustworthy origins that we would risk your very own life to seek out the promised treasures it most covetously confers! We require merely a master of navigation with skills of sailing, cooking, cleaning, and of deciphering letters, but mostly a crew of hearty critters with muscles to lift heavy boxes bursting with treasure!!

Report to Captain P. Slush for official Terms of Contract, and to obtain your appointment!

Be ye not a coward! Arr!



after playing one. You may play both Adornment cards you were dealt, but not both on the same turn.

ADORNMENTS



On your turn, you may play one of the Adornment cards you were dealt at the beginning of the game. This counts as your action on your turn. Each Adornment card costs 1 pearl to play, and does not take up a space in your city.

When played, the ability on the top

half of the card activates immediately. The bottom half is how many points the Adornment is worth at the end of the game, based on different aspects of your city.

Adornment cards do not count toward your hand limit. Do not draw a new Adornment

WONDERS

On your turn, you may place 1 of your workers on a Wonder spot to build the Wonder. To do so, you must pay the listed amount of resources, pearls, and also discard the listed amount of cards from your hand. You cannot use any card abilities of any kind to assist in building the Wonders.

After paying the cost, take the model of the Wonder and place it beside your city. You will get your worker, that you placed to build the Wonder, back when you prepare for the next season.

Any Wonders you have built are worth their listed points at the end of the game. You may build more than 1 Wonder. Only 1 player may build a specific Wonder.

PEARLS

Any pearls you have remaining at the end of the game are worth 2 points each.

SOLO RULES

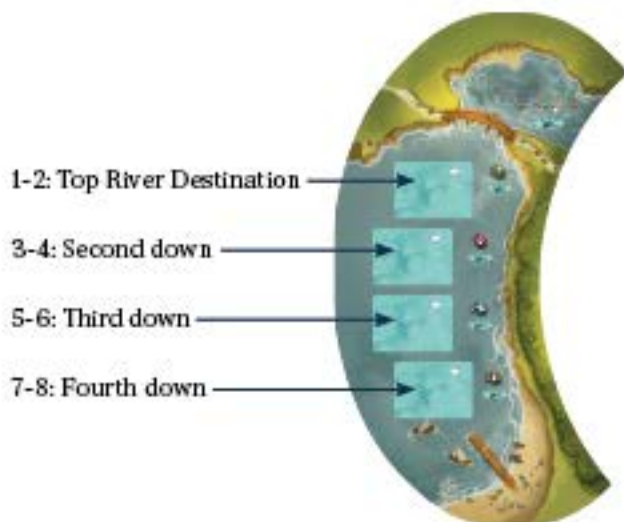
Rugwort returns!

You succeeded in chasing away that old RapsCALLION before, and Everdell enjoyed a time of peace and tranquility. However, tales of the new riches and beauty found in Pearlbrook have lured him out from his dark haunts, and once again he is trying to claim Everdell for himself. You must stop him!

When playing the *Pearlbrook* expansion solo, use the solo rules from the base game, including the 3 years of difficulty, with these additional rules.

SETUP

In addition to setting up Rugwort's crew, you will also place his Ambassador. This Ambassador is placed on a River Destination card during setup. Roll the die and place his Ambassador according to the rolled number:



Rugwort immediately gains the pearl on the River Destination. Flip over the River Destination and give Rugwort another pearl. This River Destination is now blocked.

GAMEPLAY

Gameplay proceeds as normal according to the solo rules in the base game with these additions:

- Any time you play an Adornment card, give Rugwort 5 point tokens.
- During Rugwort's Prepare for Season actions, move his Ambassador down 1 space on the river (if he's on the last River Destination card, move him to the first). If the new River Destination he is visiting is unrevealed, Rugwort gains the pearl on that River Destination. Then, flip over the card and give him 1 more pearl. If the location is already revealed, he only gains 1 pearl.
- After you have passed at the end of the game, Rugwort will build Wonders. Rugwort only needs to pay pearls to build Wonders. He will always build the Wonder that is worth the most points. It is possible for him to build more than 1 Wonder.

Example: Rugwort has 6 pearls at the end of the game. You have built Starfall's Flame for 25 points, but none of the other Wonders. Rugwort spends 3 pearls to build Sunblaze Bridge for 20 points, and the Mistrise Fountain for 15 points. Rugwort scores the listed points for any Wonders he builds.

- Any pearls Rugwort has left over are worth 2 points each.



INDEX

Bridge: Increase the amount of cards you may hold in your hand by 1 for each pearl you have. Also, every time you gain a pearl, draw 2 cards from the deck.

Ferry: You may place your Ambassador here to copy any revealed River Destination, even if the Destination is occupied, and even if you don't meet the requirements to visit that card. You gain 1 point token if an opponent visits your Ferry.


Ferry Ferret: When played and during Production, if you have at least 2 pearls, gain 2 point tokens.

Harbor: When played and during Production, if you have at least 2 pearls, gain 2 of any resource(s).

Messenger: Must be played beneath a Construction. Immediately when played, gain 1 point token and draw 1 card. When visiting a River Destination, this Messenger is considered the same color as the Construction he is with. For any other aspect of the game, he is considered a tan Traveler card. If the Construction is removed for any reason, immediately relocate the Messenger to a different Construction in your city.

Pirate: Immediately when played, discard up to 4 cards from your hand, then draw and reveal an equal amount of cards from the deck. If the total base value of the drawn cards is 7 or more, gain 1 pearl. Either way, keep the cards you drew. This Pirate does not take up a space in your city.

Pirate Ship: Does not cost anything to play into your city. On your turn, you may place a worker on this Pirate Ship, then move this card with your worker to any opponent's city. Then gain from the supply 1 of any resource and 1 point token for each pearl that opponent has, up to a max of 3. The Pirate Ship then stays in that opponent's city, and if your worker is removed, that opponent may use the Pirate Ship.

Shipwright: At game end, worth 1 point for each card with the *Pearlbrook* symbol  in your city, including this Shipwright.

ADORNMENTS:

Bell: Gain 3 berries, and draw 1 card for every Critter in your city (including those that don't take up a space, like the Pirate). End game: Worth 1 point for every 2 Critters in your city.

Compass: You may reactivate 2 different Traveler cards in your city. If you activate the Ruins, play as though you were just playing it for the first time. If you activate the Fool, you may move the Fool into an opponent's city. If you activate the Messenger, you may move the Messenger. End game: Worth 1 point for every Traveler card in your city.

Gilded Book: Gain resources equal to the cost of any Governance card in your city. Example: If you

had a Clock Tower in your city, you could gain 3 twigs and 1 pebble. End game: Worth 1 point for each Governance card in your city.

Hourglass: You may take the action of any Forest location, even if an opponent is there, plus gain 1 of any resource. End game: Worth 1 point for each Destination card in your city.

Key to the City: Gain 2 of any resource(s), and draw 1 card from the deck for every Construction in your city. End game: Worth 1 point for every 2 Constructions in your city.

Masque: You may play 1 card worth up to 3 base points for free. End game: Worth 1 point for every 3 point tokens you have. This includes any point tokens on cards like Clock Tower or Chapel.

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.

Sundial: You may activate Production for up to 3 of the Production cards you have in your city. End game: Worth 1 point for every 2 Production cards in your city.

Tiara: Gain 1 of any resource for every Prosperity card in your city. End game: Worth 1 point for each Prosperity card in your city.

CREDITS

Expansion Design: James A. Wilson

Expansion Development: Dann May, Brenna Noonan

Art: Andrew Bosley

Art Direction & Graphic Design: Dann May

Additional Graphics: Cody Jones, Barry Pike III

Executive Producer & Publisher: Dan Yarrington



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