

Everdell
Pearlbrook



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
Arta Thistlemark, Royal Cartographer*

OVERVIEW

Deep below the shimmering surface of the Pearlbrook River, a mysterious civilization of waterfolk are 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 one 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! cards, Rugwort cards, or any other expansion material.

Observatory Records Recorded by Popper Piggie

3rd day of Shiverflow (Year of the Snail)
I observed the strange phenomenon again today, and now believe without a doubt that I have been observing some form of intelligent civilization! And I believe the shadows upon our waters are related! I will beseech the Elders for an amphibious explorer, so we may further investigate.

4th day of Shiverflow
In short order we have enlisted the services of an avian explorer of some renown. The explorer will only be able to be out of the water for short periods, and so we must plan each leg of his journey, and require he be meticulous in his observations. Based on my observations, I believe the following times and routes will yield the most interesting data...



CONTENTS



1 RIVER BOARD & 2 BOARD OVERLAYS



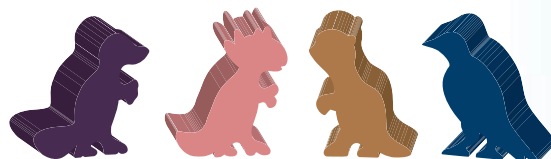
24 3-POINT TOKENS
32 1-POINT TOKENS



25 PEARLS



9 FROG AMBASSADORS
(1 FOR EACH COLOR)



4 NEW SETS OF WORKERS
PLATYPI, AXOLOTLIS, OTTERS, STARLINGS



4 3-D WONDERS



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



32 CARDS
20 CRITTER & CONSTRUCTION
12 RIVER DESTINATION CARDS




SCOREPAD

SET UP

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 Location River 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.

- 4) Shuffle the new cards with the  symbol into the deck before dealing out cards.
- 5) Shuffle the Adornment cards and deal 2 facedown to each player. Return the rest to the box, unseen. Players may look at these cards anytime. They do not count against the card hand limit.
- 6) When setting up the Special Events, use at least 1 Pearlbrook Special Event.
- 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 card, your city must first contain the listed requirements.

RIVER DESTINATION CARD

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

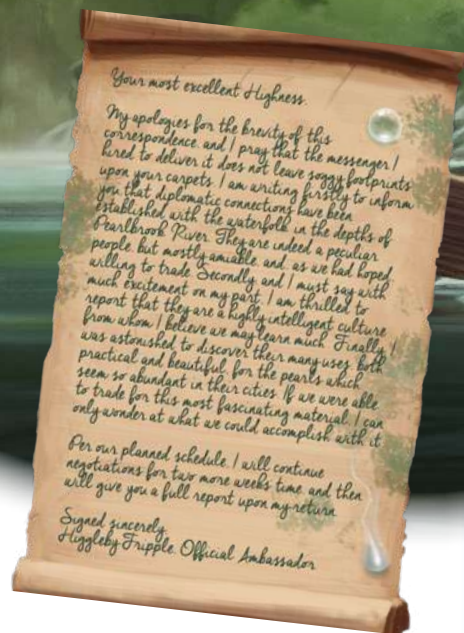


SHOAL

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.

RIVER DESTINATION CARDS

The first time a River Destination card is visited, the visitor gains the 1 pearl on top of it, then flips over the facedown card. 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.

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.

This advertisement was written by the esteemed, unestimable and dutifully humble Master Whittum H. H. Scratch III! Master Scratch's services are available upon special request by seeking him out at the Bar and Tail, every evening between 9:22 and 11:44

ADVERTISEMENT!

Attention, critters one and all! Be ye discontented to hibernate at home, awaiting the changing seasons with no bristling of thine fur or shuddering of thine scales? Dost thoust wallow in the doldrums of toil and woe, yet seek the horizon with hope for a fiery zeal to burn within thine very own heart?

Harkon 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 happenstance we may find an ocean, and then with great exuberance shall we raise sail and go out upon those life-threatening waters to face such and certain doom because we are brave and fearless souls, and we have 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 certainly confirms! 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. Slunk for official Terms of Contract, and to obtain your eyepatch!

Be ye not a coward! Arrr!



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

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

WONDERS

On your turn, you may place one 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 season.

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

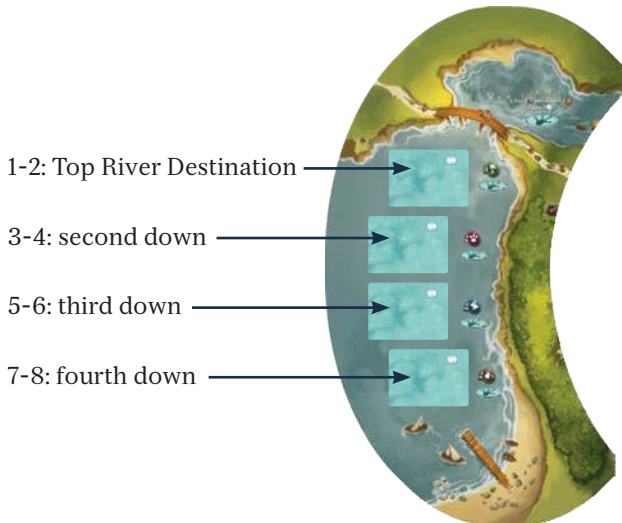
Rugwort returns!

You succeeded in chasing away that old Rapscaillon 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 three 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 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 one space on the river (if in the last destination, move him to the first destination). If the new destination he is visiting is unrevealed, Rugwort gains the pearl on the 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 highest point-valued Wonder. It is possible for him to build more than one 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.

Optional additional challenges:

- Every Prosperity card Rugwort plays is worth 5 points instead of 3.
- Rugwort scores 2 points for every space in your city where you have not played a card.
- During Rugwort's Prepare for Season action, he will immediately achieve the leftmost special Event.

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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 Ruins, play as though you were just playing it for the first time. If Fool, you may move the Fool into an opponent's city. If 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 ever Construction in your city. End game: Worth 1 point for every 2 Constructions in your city.

Masque: You may play 1 card, either from your hand or the Meadow, 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 pay the 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.