

Version 1.8

All of these are taken from the forum on BGG. I've included links to each answer, in case you don't trust my interpretation. For the most part, I've just copied and pasted the questions and answers, but in some cases I've paraphrased. Please let me know if you think something is in error.

Changes since the previous version are in red.

1 Errata

1.1: The event **An Evening of Fireworks** should list requirements as **Lookout** and **Miner Mole** (not Tower and Miner Mole). This is fixed in the second printing.

1.2: Solo rules should state that Rugwort will claim any basic Events he has achieved at the end of the game (in addition to each Prepare for Season action).

(<https://boardgamegeek.com/article/29739995#29739995>)

1.3: The Collector's Edition Rulesheet states, "Legendary cards represent unique Critters and Constructions in the world of Everdell." This is not meant to imply that these cards count as "Unique Critters" or "Unique Constructions." See 2.7.1.3.

2 FAQ

2.1 Action Spaces:

See 2.2.1.6.

2.1.1

Q: Can you have multiple workers in the journey?

A (<https://boardgamegeek.com/article/28569190#28569190>):

You may send more than one of your workers on a Journey, but the 5, 4, and 3 Journey locations are exclusive, so only 1 worker of any color may be on them. Of course you also need to discard cards equal to the value of the spot you go to, so it isn't likely that you would send more than 1 worker there.

2.1.2

Q: When using the Forest space that says, "Draw 2 Meadow cards and play 1 for -1 <any resource>", does the card you play (for 1 less resource) have to be one of the 2 you drew?

A (<https://boardgamegeek.com/article/29581698#29581698>):

Yes.

2.1.3

Q: When using the Forest space that says, "Draw 2 Meadow cards and play 1 for -1 <any resource>", is playing the card mandatory? Also, if I have 8 cards in my hand, can I go here to get the 1 card for -1 resource (since I'm playing it immediately), or even to simply discard 2 cards from the Meadow?

A (<https://boardgamegeek.com/article/29711880#29711880> & <https://boardgamegeek.com/article/29716833#29716833>)

It is optional to play the card. But if you have 8 cards in your hand, you can't draw any cards from the Meadow. If you had 7 cards, you could draw 1 card and (optionally) play it for -1 resource.

2.1.4

Q: Can I play a worker on a Destination card in the Meadow?

A (<https://boardgamegeek.com/article/29647520#29647520>):

No. As per the rule book, you can play a worker on a Destination card in your city, or in an opponent's city if it has the Open sign.

2.2 Cards:

2.2.1 Miscellaneous

2.2.1.1

Q: If you discard a Critter gained for free from a Construction, do you discard the **Occupied** token?

A (<https://boardgamegeek.com/article/28004279#28004279>):

No, you do not remove the Occupied token ever. Each Construction can only ever grant you one free Critter.

2.2.1.2

Q: When told to give cards to someone else, can you choose to give them to an opponent that had a full hand, forcing the cards to get discarded?

A (<https://boardgamegeek.com/article/29711880#29711880>)

You must choose someone who has room in their hand for all the cards, if possible.

2.2.1.3

Q: When do triggered effects (e.g. the **Historian**) come into play vs. the played card's effect? For example, if I have a Historian and a full hand of 8 cards, and I then play the **Bard** from the Meadow, do I discard cards for the Bard first, giving me room in my hand to draw a card for the Historian?

A (<https://boardgamegeek.com/article/29750007#29750007>):

The played card and its effects are resolved before any triggered events. See also 2.2.1.5.

2.2.1.4 (previously 2.2.9.2)

Q: Some cards (e.g. **Chapel**, **Clock Tower**) specifically mention putting point tokens on them. If those cards are removed, e.g. with **Ruins**, do you lose those points? And what about other cards that don't specifically say to put the points on them? For example, if I play a **Bard** and discard 5 cards to get 5 points, do those points go on the Bard? And if I later put the Bard in the **Dungeon**, do I lose those points?

A (<https://boardgamegeek.com/article/29581809#29581809>):

If you remove a card that has point tokens on it, you lose those point tokens. Only put point tokens on a card if it tells you to--you do not put them on the Bard or Monk, etc.

2.2.1.5

Q: What order do effects occur when you play a card?

A (<https://boardgamegeek.com/article/29863832#29863832>):

1. Use "card playing abilities" (*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 the city. (If the played card effect removes another card from the city, that card is removed immediately before the new card placement.)
5. Resolve newly played card effects.
6. Resolve triggered effects (active player's order preference).

2.2.1.6 (previously 2.2.7.3)

Q: Some cards, like the **Innkeeper**, **Crane**, or **Dungeon**, specify they cannot be combined with other card-playing abilities. What exactly is a "card-playing ability?" Can I still use the **Judge**, **Courthouse**, or **Historian**?

A (<https://boardgamegeek.com/article/29625582#29625582> & <https://boardgamegeek.com/article/29627985#29627985> & <https://boardgamegeek.com/article/29629021#29629021> & <https://boardgamegeek.com/article/29875621#29875621> & <https://boardgamegeek.com/article/29877267#29877267>)

*If I understand your question correctly, yes. You could play a *Critter* with the *Innkeeper* then gain the *Shopkeeper* bonus afterward, assuming you had the *Shopkeeper* in your city already. But the *Judge* could not be combined with the *Crane* or *Innkeeper*, etc, because his ability is a card-playing ability. A "card-playing ability" is any ability that changes the cost of playing a card (even if it doesn't decrease it), so the *Inn*'s ability is also a card-playing ability. Note that this also makes the *Forest* space that says "Draw 2 *Meadow* cards and play 1 for -1 any" a card-playing ability. You cannot use two card-playing abilities when playing a single card, even if the cards do not say that they may not be used with any other card-playing ability. For example, you cannot use both the *Judge* and the *Inn* when playing a card.*

2.2.1.7

Q: Once I've reached my limit of 15 cards in my city, can I discard a card from my city to play a new one, or can I build over an existing card?

A (<https://boardgamegeek.com/article/29553625#29553625>):

The only way to remove cards is through in-game effects, like the Dungeon, University, Ruins, etc.

2.2.2 Chapel

See 2.2.1.4, [3.1.2.1](#).

2.2.2.1

Q: For card abilities such as the **Chapel**'s and **Clock Tower**'s that require you to place point tokens on it, do these point tokens come from your pool or the general supply?

A (<https://boardgamegeek.com/article/27921610#27921610> or <https://boardgamegeek.com/article/29544940#29544940>):

They actually come from the general supply.

2.2.3 Clock Tower

See 2.2.1.4, 2.2.2.1, 2.2.8.1, [3.1.2.1](#).

2.2.3.1

Q: Is the **Clock Tower**'s ability optional?

A (<https://boardgamegeek.com/article/27925187#27925187>):

Clock Tower ability is technically optional, and it does require that you have a worker on a basic or forest location to activate it.

2.2.4 Ranger

See 2.2.7.4.

2.2.4.1

Q: If you discard the **Ranger**, does the second **Dungeon** cell become unavailable, and you have to discard any critter in there?

A (<https://boardgamegeek.com/article/28004279#28004279>):

If you later get rid of that Ranger, you keep the prisoner in the cell.

2.2.4.2

Q: Can the **Ranger** go in the second space of the **Dungeon**?

A (<https://boardgamegeek.com/article/29624971#29624971>)

You are not allowed to put the Ranger in the second cell.

2.2.5 Miner Mole

2.2.5.1

Q: When using the **Miner Mole**, if my opponent has a **Husband** and I have a **Wife** and a **Farm** can I copy the husband for the production effect?

A (<https://boardgamegeek.com/article/28237757#28237757> & <https://boardgamegeek.com/article/28238072#28238072>):

Miner Mole basically becomes that card in that city, so if your opponent has a Husband/Wife and Farm combo, then he copies the Husband's ability. So no, you could not link their Husband card with your Wife/Farm combo. But if your opponent has a Husband/Wife and Farm combo, then he can copy the Husband's ability.

2.2.5.2

Q: If I use my **Miner Mole** to copy his **Farm** and then activate my **General Store**, do I get the bonus berry (assuming I don't have any Farms in my city)?

A (<https://boardgamegeek.com/article/29582161#29582161>):

So the Miner Mole basically becomes a Production card in an opponent's city for the moment that you activate him. So you could copy a Farm and get a berry, but he wouldn't remain the Farm for your General Store.

2.2.5.3

Q: Can I use the **Miner Mole** to copy a **Storehouse**? How does that work?

A (<https://boardgamegeek.com/article/29605727#29605727>):

You cannot use a Miner Mole in your city to copy a Storehouse in another city. However, you could 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.

2.2.6 Peddler

See 2.2.13.1, 2.7.5.1.

2.2.6.1

Q: When using the **Peddler**, do the resources need to match, i.e. Can I use a twig and a berry to gain a pebble and resin?

A (<https://boardgamegeek.com/article/28238072#28238072>):

Resources do not need to match. You can pay 1 of any resource to gain 1 of any resource, two times. So yeah, pay a twig and berry and gain a resin and stone.

2.2.7 Dungeon

See 2.2.1.4, 2.2.1.7, 2.2.4.1, 2.2.4.2.

2.2.7.1

Q: If I have 15 cards in my city already, can I use the **Dungeon/Crane/Innkeeper** and play a new card in the (now free) space?

A (<https://boardgamegeek.com/article/29420112#29420112> & <https://boardgamegeek.com/article/29593228#29593228>):

Yes, this could be done. And it could be a great strategy too!

2.2.7.2

Q: Can I use the effects of a **Dungeon** to help play a **Ruin** and discard that same Dungeon with the Ruin effect?

A (<https://boardgamegeek.com/article/29593228#29593228>):

Yes.

2.2.7.3 (moved to 2.2.1.6)

2.2.7.4

Q: If I have a **Ranger** and both cells of my **Dungeon** are empty, can I use both cells to reduce the cost of playing a card by 6 resources?

A (<https://boardgamegeek.com/article/29853214#29853214>):

You can only do one at a time, not both.

2.2.8 University

See 2.2.1.7, 2.7.3.1.

2.2.8.1 (partially moved to 2.2.8.3)

Q: If you discard a card that has point tokens on it, ie using the **University** to discard a **Clock Tower**, do those point tokens get destroyed, or do you still keep them? I guess the same question could also be applied to resources on the **Storehouse**?

A (<https://boardgamegeek.com/article/29570504#29570504>):

You would lose point tokens that are specifically on a card, like the Clock Tower.

2.2.8.2

Q: When you use **Ruins** or **University**, do you get the exact same resources the card cost or any resources you choose equal to the total cost?

A (<https://boardgamegeek.com/article/29761619#29761619>):

You get the exact resources of the card you discard.

2.2.8.3

Q: If you discard a card that has workers permanently stuck on it, ie the **Cemetery**, what happens to the worker? If a worker is on a destroyed card that doesn't permanently lock the worker, do you get it back?

A (<https://boardgamegeek.com/article/29570504#29570504> & <https://boardgamegeek.com/article/29578870#29578870>):

If you use University on the Cemetery and it has buried workers, just put those buried workers on the University; you don't get them back. In the case of using Ruins on a construction that has a

worker that is not there permanently, you would place that worker on the Ruins and get it back during the next Season action. Same would apply to the University.

2.2.9 Ruins

See 2.2.1.7, 2.2.7.2, 2.2.8.1, 2.2.8.2, 2.2.8.3, 2.7.3.1, 2.7.5.1.

2.2.9.1

Q: **Ruins** - Remove a construction to get back the resources. - Are you able to remove a construction that has workers permanently assigned to it (eg. **Monastery** or **Cemetery**) and if so what happens to these workers? Do they go back to your pool of available workers?

A (<https://boardgamegeek.com/article/29571679#29571679>):

You can do that with Ruins, but you do not get those workers back. They are gone from the game permanently.

2.2.9.2 (moved to 2.2.1.4)

2.2.9.3

Q: Can you play a **Ruins** card in a full city?

A (<https://boardgamegeek.com/article/29749999#29749999>):

You can play the Ruins into a 15-card city, because it will take the spot of the ruined Construction.

2.2.10 Postal Pigeon

2.2.10.1

Q: When you play a **Postal Pigeon**, you reveal 2 cards and can play one of them. If this extra card is a Construction and you have a **Courthouse** in your city, would you get the free resource for playing the Construction? Similarly, if you have a **Historian**, would you get to draw a card after playing both the Postal Pigeon and the extra card?

A (<https://boardgamegeek.com/article/29581809#29581809>):

Yes. Postal Pigeon can be awesome...but other times, all that comes in the mail is bills.

2.2.11 Husband

See 2.2.5.1, 2.6.1.4, 2.7.4.2.

2.2.11.1

Q: If someone has a **Husband/Wife** pair, is the Wife card worth 3 points or 5 points (base 2 + bonus 3)?

A (<https://boardgamegeek.com/article/29586324#29586324>):

5 points. All purple cards are worth their base points and their end game bonus points.

2.2.11.2

Q: If I have a paired **Husband** and **Wife**, can I later split them. (Someone might want to do this when Passing to fill the last empty space in their city to prevent someone from playing a **Fool** into their city.)

A (<https://boardgamegeek.com/article/29586965#29586965>):

When he played the wife, he could opt to not have them paired, but they would not get their bonus then for being paired. But if they were already paired, he could not separate them.

2.2.11.3

Q: Conversely, if I initially play the **Husband** and **Wife** in separate spaces, can I later pair them up?

A (<https://boardgamegeek.com/article/29589380#29589380>):

Nope. Honestly, the only reason I could ever see maybe not pairing them is because of the Fool example you brought up. And even then, you would get 3 bonus points for pairing them, as opposed to the -2 from the Fool...so not sure it's worth it.

2.2.12 Wife

See 2.2.5.1, 2.2.11.1, 2.2.11.2, 2.2.11.3, 2.6.1.4.

2.2.13 Shopkeeper

See 2.2.1.6.

2.2.13.1

Q: If I have a **Shopkeeper** and I play a new card such as a **Monk/Doctor/Peddler**, can I use the berry provided by the Shopkeeper as one of the resources that I pay/give/trade with the new card?

A (<https://boardgamegeek.com/article/29593228#29593228>):

No. See 2.2.1.3.

2.2.14 Farm

See 2.2.5.1, 2.2.5.2, 2.7.1.6, 2.7.4.2.

2.2.15 Storehouse

See 2.2.5.3, 2.2.8.1, 2.2.38.1, 2.6.1.2.

2.2.16 Cemetery

See 2.2.8.1, 2.2.8.3, 2.2.9.1.

2.2.17 Monastery

See 2.2.9.1.

2.2.18 Bard

See 2.2.1.3, 2.2.1.4.

2.2.19 Courthouse

See 2.2.1.6, 2.2.10.1.

2.2.20 Historian

See 2.2.1.3, 2.2.1.6, 2.2.10.1.

2.2.21 Monk

See 2.2.13.1.

2.2.22 Doctor

See 2.2.13.1.

2.2.23 Fool

See 2.2.11.2, 2.5.3, 2.8.3.

2.2.23.1

Q: Can I play the Fool into my own city?

A (<https://boardgamegeek.com/article/29753449#29753449>):

You can not play the Fool into your own city.

2.2.24 Barge Toad

See 2.7.4.2.

2.2.25 Ever Tree

See 2.7.1.4.

2.2.26 Innkeeper

See 2.2.1.6, 2.2.7.1.

2.2.27 Crane

See 2.2.1.6, 2.2.7.1.

2.2.28 Judge

See 2.2.1.6.

2.2.28.1

Q: If I have the **Judge**, when I play a Critter or Construction, can I exchange a resource in my supply with another resource?

A (<https://boardgamegeek.com/article/29668401#29668401>):

No. The Judge lets you trade resources while playing a card--so if a card requires 2 twigs and 1 resin, you can substitute one of the resources out with something else you have. You could play it for 1 twig, 1 resin, and 1 berry.

2.2.29 Inn

See 2.2.1.6.

2.2.30 Gazette (Collector's Edition)

2.2.30.1

Q: On the Gazette, it states to put a point token on the card each time you collect an Event. What is the source of that token?

A (<https://boardgamegeek.com/article/29637206#29637206>):

It comes from the supply.

2.2.31 Teacher

2.2.31.1

Q: If the **Teacher** activates when I have 7 cards in my hand, do I still draw 2 and give 1 to an opponent?

A (<https://boardgamegeek.com/article/29664440#29664440>):

There are no exceptions to the 8-card hand limit. You would only draw 1 and keep it.

2.2.32 Juggler (Collector's Edition)

2.2.32.1

Q: If you decide to pay 1 wood to reveal 1 card, do you need to decide in advance how many wood you will pay, or can you do it one at a time?

A (<https://boardgamegeek.com/article/29753449#29753449>):

You don't need to decide in advance; you can pay 1 wood at a time.

2.2.33 Town Crier (Collector's Edition)

2.2.33.1

Q: If all of my opponents have 8 cards in their hand so that when I "give" one of them 2 cards

the cards actually get discarded, does that still count as "giving them cards?" Do I still get the 3 points?

A (<https://boardgamegeek.com/article/29753496#29753496>):

It still counts.

2.2.34 Post Office

2.2.34.1

Q: Can you place a worker on the **Post Office** if you have no cards in hand to give to an opponent?

A (<https://boardgamegeek.com/article/29571669#29571669>):

Nope. You have to have the cards to give.

2.2.35 Undertaker

See 2.8.4.

2.2.36 General Store

See 2.2.5.2.

2.2.37 Queen

See 2.7.1.5.

2.2.38 Architect

2.2.38.1

Q: Do resin and pebbles left on your **Storehouse** at the end of the game count for scoring the **Architect**?

A (<https://boardgamegeek.com/article/29875636#29875636>):

If you do not place a worker there to collect them, you don't have them.

2.2.38.2

Q: Do you get 1 VP for each unused amber or pebble, or 1 VP for each set of amber and pebble? (I.e.: would 2 amber and 1 pebble score 3 points or 1 point?)

A (<https://boardgamegeek.com/article/30270474#30270474>):

It's every amber and every pebble, so two amber and one pebble would be three points.

2.3 Prepare for Season:

2.3.1

Q: When you Prepare for Season, do you then wait for everyone else to finish that season before everyone progresses to the next season?

A (<https://boardgamegeek.com/article/29567605#29567605> & various others):

No, each player does the Prepare for Season action in their own time. If you would like a thematic explanation for this: Here's how I answer it. Everdell is a place situated in a valley, meaning it is surrounded by mountains. Some of the critters will be building their cities near those mountains or even up on those mountains, which will invariably result in different climates among the cities. So while you are technically preparing for seasons at different times, you are also experiencing seasons at different times. I lived in the mountains for years, and people in the valley would be planting gardens while we still had snow. Yes, it was slightly depressing. I live in the valley now.

2.3.2

Q: Do you activate production cards in any order?

A (<https://boardgamegeek.com/article/28237757#28237757>):

Production cards are activated in any order you choose during the season Production.

2.4 Events:

2.4.1 Miscellaneous

2.4.1.1

Q: If I complete an event that requires a certain amount of city tiles and then I adjust my city and no longer have the requirements do I have to return that event?

A (<https://boardgamegeek.com/article/29553625#29553625>):

If you have the requirements for an event and claim it, you are not required to keep those cards listed in the requirements. You can get rid of them later, if you choose.

2.4.1.2

Q: When do you score Event cards? For instance, if I achieve the Path of the Pilgrims, and I later add a worker to my Monastery, will I get points for it?

A (<https://boardgamegeek.com/article/29917510#29917510>):

When there is a point symbol with a number printed on the point symbol, it refers to end game points. All of the Special Events have end game points of some kind, except for A Brilliant Marketing plan, which has you taking point tokens at the time you score it.

2.4.2 Performer in Residence

2.4.2.1

Q: For the **Performer in Residence**, do the three berries come from the supply or for my own resources?

A (<https://boardgamegeek.com/article/29589388#29589388>):

You can place up to three berries from your supply on the card, which are then worth 2 points each at the end of the game.

2.4.3 Path of the Pilgrims

See 2.4.1.2.

2.4.4 A Brilliant Marketing Plan

See 2.4.1.2.

2.4.5 Croak Wart Cure

2.4.5.1

Q: If I use **Amilla Gustendew** to claim the **Croak Wart Cure**, do I still need to pay the 2 berries and discard 2 cards from my city?

A (<https://boardgamegeek.com/article/31957448#31957448>)

Yes, using Amilla just makes it so you don't need to have an Undertaker or Barge Toad.

2.4.6 Graduation of Scholars

2.4.6.1

Q: Do you need to show the critters that you put beneath the **Graduation of Scholars** to the other players, or do you put them secretly?

A (<https://boardgamegeek.com/article/32004968#32004968>)

There is no specific rule on this. I always play them face up because I like to announce who the scholars are. If you want an official ruling, I would say face up. If you want to play them face down, go for it.

2.5 Passing (End of Game):

2.5.1

Q: When you pass and end the game, do you remove your workers from the board?

A (<https://boardgamegeek.com/article/29567731#29567731>):

The workers stay there.

2.5.2

Q: After another player passes, can we still use his buildings?

A (<https://boardgamegeek.com/article/29581679#29581679>):

If another player has passed, meaning they have finished the game, and they have an unblocked Destination card in their city with the OPEN sign, you may visit it with one of your workers.

2.5.3

Q: Can I pass the **Fool** to my opponent if they've passed?

A (<https://boardgamegeek.com/article/29581715#29581715>):

Yes.

2.6 Rugwort Cards (Collector's Edition):

Note that all Rugwort cards are optional, as they are quite mean.

2.6.1 Rugwort the Rowdy

2.6.1.1

Q: When playing **Rugwort the Rowdy**, which player discards 2 cards?

A (<https://boardgamegeek.com/article/29544984#29544984>):

When you play him, you get to steal a green card from an opponent and play it into your city. Rugwort goes into their city, and he activates for them, requiring them to discard 2 cards.

2.6.1.2

Q: When playing **Rugwort the Rowdy**, do you activate the card that you take? Also, if you steal a **Storehouse** with resources on it, do you get the resources?

A (<https://boardgamegeek.com/article/29581809#29581809>):

You do activate the card you steal. If a Storehouse, you keep the resources on the Storehouse until you place a worker there to get them later.

2.6.1.3

Q: If I play **Rugwort the Rowdy** on an opponent, when his production activates in a later Prepare for Season action, can he steal a production card from an opponent's city?

A (<https://boardgamegeek.com/article/29624339#29624339>):

No. The italic print is part of the initial critter summoning cost and not a production activation. i.e. once Rugwort the Rowdy is played he stays with your opponent, he does not travel around each production phase.

2.6.1.4

Q: Any other special rules for how to deal with **Rugwort the Rowdy**?

A (<https://boardgamegeek.com/article/29627950#29627950> & <https://boardgamegeek.com/article/32835388#32835388>):

- *He can steal a Husband that is paired with a Wife, but he does not then share that space with the Wife.*
- *He cannot steal a Legendary card, because of the rule that Legendary cards cannot be discarded from a player's city for any reason.*
- *He cannot steal a card on top of the Bridge of the Sky or the Silver Scale Spring because those cards may never be discarded from a player's city for any reason.*
- *He can only be played into an opponent's city if they have a space in their city. If an opponent has 15 cards already, he will steal one of their green cards first, then be placed into the empty space. However, this will not work with a paired Husband/Wife, or a card*

on top of the Bridge of the Sky, because he cannot take the place of those stolen cards.

2.6.2 Rugwort the Ruler

2.6.2.1

Q: **Rugwort the Ruler** says, "1 [point] for each Event achieved by an opponent." Do I select a single opponent and score points for each of his/her achieved Events? Or do I score points for achieved Events of ALL my opponents?

A (<https://boardgamegeek.com/article/29581747#29581747>):

Just one opponent.

2.7 Legendary Cards (Collector's Edition):

2.7.1 Miscellaneous

2.7.1.1

Q: If I discard a Construction card to upgrade it to its associated Legendary Construction, and that discarded construction had an Occupied token on it, do I need to transfer the Occupied token to the Legendary Construction?

A (<https://boardgamegeek.com/article/29584635#29584635>):

You should transfer the occupied token to the Legendary Construction.

2.7.1.2

Q: Can you pay resources to place a Legendary card in your city even though you already have the basic card it replaces in your city?

A (<https://boardgamegeek.com/article/29592852#29592852>):

No, you must replace the basic card.

2.7.1.3

Q: Are legendary cards considered common/unique Critters/Constructions for end of game scoring?

A (<https://boardgamegeek.com/article/29592852#29592852>):

No.

2.7.1.4

Q: Can the **Ever Tree** play Legendary Critters for free?

A (<https://boardgamegeek.com/article/29624080#29624080>):

No, the Ever Tree cannot grant a free Legendary Critter.

2.7.1.5 (previously 2.7.2.2)

Q: If I replace a destination card with a worker on it with a Legendary card (e.g. replacing the **Queen** with **Amilla Glistendew**), what happens to the worker?

A (<https://boardgamegeek.com/article/29593228#29593228>):

As with using the Ruins or the University, you would move the worker to the Legendary card. In this specific example, since the worker is not placed permanently, you would get it back during your next Prepare for Season action.

2.7.1.6 (previously 2.7.4.1)

Q: If I have multiple copies of a basic common card in my city, do I have to discard all of them when I play the associated Legendary card (e.g. **Farms** and **Mcgregor's Market**)?

A (<https://boardgamegeek.com/article/29592852#29592852>):

You only discard one of them. You can keep the others, but of course you can't play any new ones.

2.7.2 Amilla Glistendew

See 2.4.5.1.

2.7.2.1

Q: When using **Amilla Glistendew**, do you have to use a second worker to claim the event?

A (<https://boardgamegeek.com/article/29471842#29471842>):

You do not have to deploy a second worker to the Event card. Like all the Cards in the Legendary expansion, Amilla has the potential to be very powerful!

2.7.2.2 (moved to 2.7.1.5)

2.7.3 Bridge of the Sky

See 2.6.1.4.

2.7.3.1

Q: If I build a construction on top of **Bridge of the Sky**, can I later use **University** or **Ruins** to get rid of the location I built there and build something new on top of it again?

A (<https://boardgamegeek.com/article/29589631#29589631>):

The answer is no.

2.7.3.2

Q: When scoring the Bridge of the Sky at the end of game, does its value copy a Prosperity cards bonus points?

A (<https://boardgamegeek.com/article/29753455#29753455>):

No, just the base point value.

2.7.4 Mcgregor's Market

2.7.4.1 (moved to 2.7.1.6)

2.7.4.2

Q: I have a **Farm** that I've upgraded into **Mcgregor's Market**. Now during production do I count Mcgregor's Market as a Farm for the production of the **Husband** and **Barge Toad**?

A (<https://boardgamegeek.com/article/29592270#29592270>):

Yes.

2.7.5 Silver Scale Spring

See 2.6.1.4.

2.7.5.1

Q: If I play the **Silver Scale Spring** under a Construction which already has an Occupied token on it, can I still use the Silver Scale Spring to play a free **Peddler** (assuming I didn't have an Occupied token on the **Ruins** card which the Silver Scale Spring replaced - see 2.7.1.1), or have I already used up my occupancy token for this Construction?

A (<https://boardgamegeek.com/article/29822418#29822418>):

If you have not placed an occupancy token on the Silver Scale Spring, it is still available to place one, even if it is under a card.

2.8 Solo Play:

See 1.2.

2.8.1

Q: Can Rugwort gain more than 15 cards in his city?

A (<https://boardgamegeek.com/article/28238072#28238072>):

Rugwort gains a card every time you gain a card, even if that puts him over 15 cards. (He's a cheater like that)

2.8.2

Q: I understand that you can give Rugwort victory point tokens. But what about when you are required to give an opponent cards or resources? How does that work?

A (<https://boardgamegeek.com/article/29695453#29695453>):

You just discard them.

2.8.3 Does playing the **Fool** trigger a die roll and play from Rugwort before we remove one of his city cards?

A (<https://boardgamegeek.com/article/29775577#29775577>):

No.

2.8.4 When Rugwort has workers blocking Meadow cards, the rules say we can't play those cards. Can we still draw or discard them (e.g. with the **Undertaker**)?

A (<https://boardgamegeek.com/article/29808062#29808062> & <https://boardgamegeek.com/article/29839162#29839162>):

They are totally blocked, you can't play them, draw them, or discard them.

2.8.5 What happens when Rugwort plays a **Fool** but my city has reached the limit of 15 cards in it?

A (<https://boardgamegeek.com/article/31728752#31728752>):

He would just skip the turn and not play a card. Silly old Rugwort.

3 Pearlbrook

3.1 FAQ

3.1.1 Miscellaneous

3.1.1.1 When a card instructs you to 'gain any resource,' does that include pearls?

A (<https://boardgamegeek.com/article/32560322#32560322>):

No, it does not.

3.1.2 River Locations/Citizens

3.1.2.1 Can you spend the coins (points) that may be sitting on cards like the **Clock Tower** or the **Chapel** to pay for the river ambassador locations? Furthermore, can points gained from Special Events be spent in this way or are these only for end game scoring?

A (<https://boardgamegeek.com/article/32629010#32629010>):

You cannot use point tokens that are placed on cards like the Clock Tower, but you could use point tokens gained from Special Events.

3.1.2.2 Can I visit a Citizen/Location that I meet the requirements to but cannot interact with just to prevent another player from doing so?

A (<https://boardgamegeek.com/article/32798588#32798588>):

Yes, you could.

3.1.3 Cards

3.1.3.1 Bridge

3.1.3.1.1 You have the Bridge out, 2 pearls and 10 cards in hand. You spend 1 pearl on an adornment. Do you have to discard down to 9 at the end of your turn?

A (<https://boardgamegeek.com/article/32706954#32706954>):

By the end of your turn you need to be at or below your current hand limit.

3.1.4 Adornment Cards

3.1.4.1 The **Seaglass Amulet** says "gain 3 resources, draw 2 cards, 1 point". Do we have to do it in that order? Or can I draw cards first?

A (<https://boardgamegeek.com/article/32682067#32682067>):
Any order you'd like.