

Everdell **NEWLEAF**

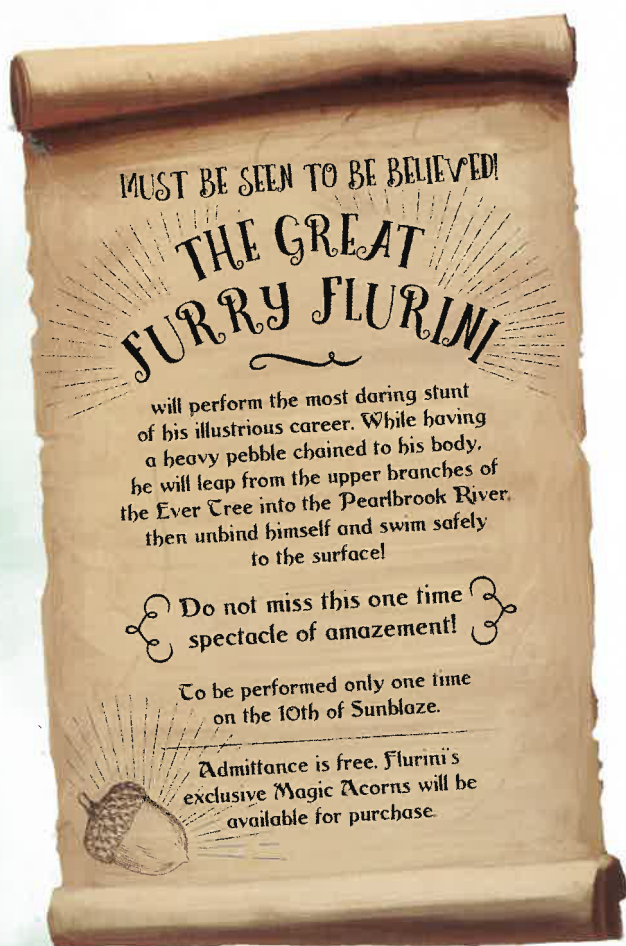
RULES OF PLAY

OVERVIEW

New critters and new ideas are arriving every day at the Newleaf train station! Being the first official city of Everdell, Newleaf has grown into a thriving destination with numerous exciting opportunities to discover and explore. Attract eager visitors to your city, make your reservations, travel farther with tickets, and build the most prosperous city Everdell has ever seen!

Newleaf introduces 59 new Critter and Construction cards into the main deck, vastly expanding the strategic options and possible combinations. Utilizing new Golden occupied tokens, these cards can combine with cards from the base game to create exciting new synergies. The Visitor cards offer a new end game scoring opportunity, and the tickets and reservation tokens make timing decisions more critical than ever before.

Prepare to experience an all-new *Everdell* that will keep delighting and surprising you for many more seasons to come. Welcome to *Newleaf*!



CREDITS

Design: James A. Wilson

Development: Dann May, Clarissa Wilson, Dan Yarrington

Illustration: Andrew Bosley

Additional Illustration: Naomi Robinson, Natalie Johnson

Graphic Design: Natalie Johnson, Jared Gannuscio

Rules Editor: Petra Schlunk

Rules Editing and Proofing: Charlotte Jones, Chrissy Peske, Tim Schuetz, Michael Cyr

Production: Tim Schuetz

Producer: Skye Walker

Executive Producer & Publisher: Dan Yarrington

Playtesters: Andrew Albertsen, Rob Bell, Kat Slosarska-Bell, Joshua and Lee Boruch, Joëlle Cathala, Jennifer Dingman, Danielle Dolloff, Gabrielle Dolloff, Tim Dolloff, Jean-François Knebel, Cory Kneeland, Benjamin Leroy-Beaulieu, Carlos Lopez, Katherine Parker, Alex Peske, Amy Peske, Chrissy Peske, Tom Peske, Karl Schwantes, Nassouh Toutoungi, Damien Vocanson, Stéphanie Vocanson-Manzi, Anthony Williams, Erin Williams, Kim Williams



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NEWLEAF BOARD



(FOR USE IN EVERDELL PEARLBROOK AND SPIRECREST)

SETUP

Follow the setup rules for *Everdell* with these additions. *Newleaf* setup is identical for regular and solo gameplay except where indicated.

- 1 Place the *Newleaf* Station board along the right side of the main board.
- 2 Shuffle the Critter and Construction cards with the *Newleaf*  symbol into the main deck before dealing out cards.
- 3 Shuffle the Visitor cards. Split the deck in roughly equal halves and place these as 2 faceup stacks on the visitor platform of the Station board.
- 4 Place 3 cards from the main deck faceup on the Station board.
- 5 Place the Train Car tiles into the bag, draw out 3 tiles, and place 1 on each of the empty train cars by the Station.
- 6 Give each player 3 Golden occupied tokens.

Solo game: Rugwort does not receive these.

Additional Optional Setup: *Newleaf* offers a number of modules and components that you may include when playing *Everdell* or any of its other expansions. When playing with the Station board or the full *Newleaf* expansion, it is recommended that you do not include the other major expansions (*Pearlbrook* or *Spirecrest*).

7 **Tickets:** Give each player a Ticket with the Outbound side faceup.

8 **Reservations:** Give each player a Reservation token with the -  side faceup.

Solo game: Rugwort does not receive a Ticket or a Reservation token.

9 **Forest Locations:** *Newleaf*'s 3 Forest cards are all identified by the *Newleaf*  symbol. You may shuffle these cards into the deck of other Forest cards during setup.

10 **Special Events:** *Newleaf*'s special Event cards can be added as you choose:

- Shuffle them in with all of the other special Event cards during setup.
- Shuffle and draw 2 of the *Newleaf* special Events and 2 of the base game special Events during setup.
- Select only from these *Newleaf* special Events.

Note: Due to the large number of additional main deck cards when playing with *Newleaf*, it is recommended that you remove card-dependent special Events from the base game (such as Flying Doctor Service



and Remembering the Fallen) before selecting special Events to add to your game.

II Basic Events: *Newleaf* offers 2 extra basic Events. Place them on the main board in their designated spots. This increases the number of basic Events available during your game. If you are playing with *Pearlbrook*, do not include these or any other basic Events.

Option for Newleaf Cards: These may be used without any other *Newleaf* components. To add just these cards to the base game:

Remove both Locomotive cards and then shuffle the *Newleaf* Critter and Construction cards into the main deck.

Give each player 3 Golden occupied tokens.



THE NEWLEAF TRAIN STATION

Newleaf is a bustling and growing city in Everdell, and now that the railway system is in full operation, many new critters and big ideas are coming into the Emerald Valley.

The Newleaf Train Station offers several exciting opportunities to enhance your strategic choices.

STATION CARDS

Faceup Critter and Construction cards on the Station board work like Meadow cards and may be played on your turn. Whenever you play a card from the Station, also gain the reward listed on the Train Car tile beside the card.

This reward is gained **after** you have fully resolved the played card and any additional cards that may have activated as a result.

After you gain the reward, set the Train Car tile aside and draw a replacement tile from the bag. Replenish the card you played with a new card from the main deck.

Cards on the Station board are not Meadow cards, and therefore any abilities that affect Meadow cards (such as the Inn) do not apply to Station cards.

KNOLL

You may place a worker on the Knoll to choose any 3 cards from the Meadow and/or the Station to discard. Replenish

the discarded cards from the main deck, then draw any 3 cards into your hand from the Meadow and/or the Station.

After drawing your cards, you may then gain the reward shown on 1 of the Train Car tiles. Set that Train Car tile aside and draw a replacement tile from the bag.

Finally, replenish the drawn cards.

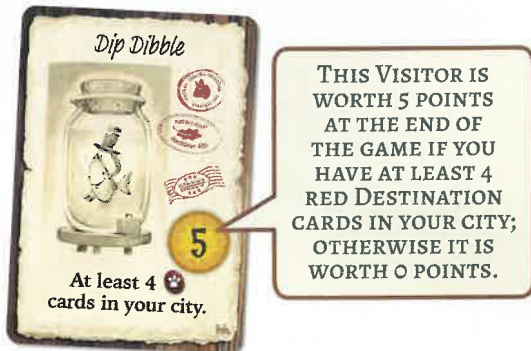
The Knoll is a shared location, allowing several workers at once, but you may have only 1 of your workers on this location at a time.



VISITORS

On your turn, you may place 1 of your workers on the Station to gain a Visitor. Visitor cards will score their listed point value if your city contains their requirements at the end of the game.

Note: if a Visitor card requires a specific number of “leftover” resources, those resources may be used to satisfy both the Visitor card and any other end game scoring bonus (such as the Baker).



To gain a Visitor card:

- Place a worker on the Station. The Station is a shared location, allowing several workers at once, but you may have only 1 of your workers on this location at a time.
- Choose 1 of the faceup Visitor cards and discard it facedown on the Visitor discard pile.
- Place 1 of the 2 faceup Visitor cards by your city.
- Gain the reward shown on 1 of the Train Car tiles by the Station; set that tile aside and draw a replacement tile from the bag.

Visitor cards are only worth points if you meet their requirements at the end of the game.

Whenever you take the last Visitor card in either stack, refresh the Visitor decks: Shuffle the discard pile. Split the deck and place one half faceup to replenish the empty deck. Place the other half faceup under the remaining Visitor deck.

Note: You will only place the used Train Car tiles back into the bag when the bag is empty.

*Eating pudding buns and writing poetry
I'm good at only one of these things*

So I'll quit the other

The end

—Chef Waggle Buzzworth



NEWLEAF CARDS

Newleaf cards are played like normal Critter and Construction cards from the base game, except that they may not use normal occupied tokens. You must use your Golden occupied tokens instead. This is shown on these cards by a golden banner. The one exception to this is that you may place a normal occupied token on the Ever Tree to play a Newleaf Critter card.

Golden occupied tokens can only be played with Newleaf Critter and Construction cards. You can never use more than 3 Golden occupied tokens. If you discard a card that has a Golden occupied token on it, you do not gain that token back.

*A "wink" is the smallest coin.
A "shimmer" is worth five winks.
A "shiny" is worth ten winks.*



GOLDEN BANNER



THIS INVENTOR MAY BE PLAYED FOR FREE BY PLACING A GOLDEN OCCUPIED TOKEN ON ANY BLUE CONSTRUCTION IN YOUR CITY, SUCH AS A CLOCK TOWER.



GOLDEN BANNER

THE EVER WALL ALLOWS YOU TO PLAY ANY PURPLE CRITTER (SUCH AS THE KING) FOR FREE INTO YOUR CITY, SO LONG AS YOU HAVE AN AVAILABLE GOLDEN OCCUPIED TOKEN TO PLACE ON THE EVER WALL.

TICKETS

This is an optional module which can be added (with or without the Newleaf Station) when playing *Everdell* and its expansions. Tickets allow you to move deployed workers up to 2 times during the game.

As the action on your turn, you may flip over your Outbound Ticket to move any 1 of your deployed workers to any new location.



Any time after you have prepared for summer, as an action on your turn, you may discard your Inbound Ticket permanently and again move 1 of your deployed workers to any new location.



You must follow all of the normal worker placement rules for the new placement of your worker. You activate the new location as normal, as if you had just deployed your worker. You may not use the ticket to move your frog Ambassador, Big Critter, or any worker on a permanent location.

RESERVATION TOKENS

This is an optional module which can be added (with or without the Newleaf Station) when playing *Everdell* and its expansions.

On your turn, you have **one new action available: reserve a card!** To do this, take any card from the Meadow or the Station and place it faceup beneath your Reservation token. On a future turn, you may play this reserved card for 1 fewer of any resource. This counts as a card-playing ability. After doing so, flip over your Reservation token so that it shows the “Season” side. You may not use your Reservation token again until you Prepare for Season.



When you Prepare for Season:

- If you still have a reserved card, you may choose to discard it now, allowing your Reservation token to be used for a different card in the coming season.
- If your Reservation token shows the “Season” side, flip it over to its other (-🍷) side.

The card in your reserve does not count as being in your hand, the Meadow, or the Station. You may use the reservation token's -🍷 or another card-playing ability when playing this card, but not both.

NEW PLAYER POWERS



Player Powers (introduced in the *Bellfaire* expansion) give each player a unique ability. If playing with these cards, shuffle them with all other Player Power cards during setup. Each player should be dealt 2 Player Power cards and choose 1. Or, if you do not have additional Player Powers from other expansions, deal each player 1 card. Return any remaining cards to the game box. Also, remove the first worker for each player from the “Spring” section of the Ever Tree; it will not be used in games with Player Powers.

- All powers are additions to the normal rules of the game, so they do not replace the normal functions of workers that are allowed in the game.
- When using Player Powers, **do not gain a worker when you Prepare for spring.**
- Player Powers are not considered “card-playing abilities” so their effects may be combined with card-playing abilities from other cards.
- Player Powers do not combine with *Spirecrest*’s Big Critter abilities.

BASIC EVENTS

Added during setup, these increase the number of basic Events available during your game.



The Big City event requires you to have at least 15 cards in your city. This includes any Critter or Construction cards that share a space or that do not take up a space.



The Scenic Flight event requires you to have at least 3 purple Prosperity cards in your city.

SOLO (RUGWORT) RULES FOR NEWLEAF

Stop that train!

Rugwort continues his antics by trying to infiltrate the Newleaf train station, luring critters to join him with false promises, and resorting to outright thievery when his usual tactics don't serve him. You must send that rat packing once and for all, with a one-way ticket never to return!

When playing the *Newleaf* expansion solo, use the solo rules from the base game, including the three years of difficulty, with these additional rules:

Visitors: When Rugwort Prepares for Season, give him the highest value faceup Visitor card. If there is a tie, you choose which one. Rugwort scores the full points for each of his Visitor cards at the end of the game.

Station cards: Whenever you play a Station card, Rugwort gains 1 point token. Rugwort will then play a card following his normal card-playing rules.

Golden occupied tokens: When you use your Golden occupied tokens, give Rugwort these rewards from the general supply:

- 1st Golden occupied token: no reward
- 2nd Golden occupied token: 2 point tokens
- 3rd Golden occupied token: 3 point tokens



Tickets: When you use your Outbound and Inbound Tickets, roll the 8-sided die and give Rugwort a reward from the general supply based on the roll:

- 1: no reward
- 2-3: 1 point token
- 4-5: 2 point tokens
- 6-7: Rugwort plays a card following his normal card-playing rules
- 8: Rugwort gains 1 point token and plays a card

Reservations: After you play a card using your Reservation token, Rugwort plays a card following his normal card-playing rules. Additionally, you must reveal 4 cards from the deck, and if any of them are the same color as the card you just played, Rugwort gets to play that revealed card as well. If more than 1 are the same color, you choose which card he plays. Discard the other 3.

Note: Rugwort does not receive Golden occupied tokens, Tickets, or Reservation tokens during setup.

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PLAYER POWERS



Bats: Whenever you play a card, after you fully resolve that card, you may take up to 1 card from the Meadow and place it in a facedown stack beside your city. This stack is your Archive. On a future turn, you may play any of the cards in your Archive as your action. Cards in your Archive count as being in either your hand, the Meadow, or the Station for purposes of card-playing ability discounts, such as the Inn or the Hotel, but they may not be discarded. You may look at any cards in your Archive at any time.



Cats: You may place your workers on any Basic location, Forest location, or red Destination card occupied by an opponent. This applies to both Open Destination cards (those with an **OPEN** icon) and red Destination cards that are not Open. Therefore, if an opponent places 1 worker on a Queen in their city, you may also place 1 of your workers on that Queen on a future turn. If your opponent moves their worker from the location, your cat worker is now considered to be occupying the location, thus blocking it as per normal placement rules. When you place your worker on a red Destination card in an opponent's city, treat the location as if it were in your city, except that, if it is an Open Destination card, they still gain 1 point token from the general supply. If you place a worker on a permanent location, it is there permanently. May not visit opponents' Chapel, Pirate Ship, Storehouse, or Legendary cards.



Honeybees: Whenever you play a Critter or Construction that isn't a green Production card, after fully resolving that card, you may then discard 1 card from your hand to activate 1 green Production card in your city (except Legendary cards). You may not use this ability when you are in autumn.



Snails: At the beginning of the game, draw 7 cards unseen and place them in a facedown stack in your area. Whenever an opponent plays a green Production card, after they resolve the card, you may give them 1 card (unseen) from this stack to activate the green Production card they played for yourself. Discard the card if the opponent's hand is full. Use the cards in the opponent's city to determine the value of the effect. When the 7 cards in the stack run out, you may not perform this ability any more. You cannot activate the Bank, Storehouse, Rugwort the Rowdy, or Legendary cards.

CRITTERS

Baker: At game end, worth 2 points for each of your leftover berries, up to 6 points.

Chipsmith: When you place a worker here, you may activate 2 different green Production cards in your city. Cannot activate Legendary cards.

Conductor: When you place a worker here, you may copy any red Destination card in an opponent's city, even if it is not an **OPEN** card. Treat the copied location as if it were in your city. There is one exception; if you copy a Conductor, you may then copy a red Destination card in your own city. You may not copy Cemetery, Chapel, Monastery, Pirate Ship, or Legendary cards.

Diplomat: After you play a Critter card, you may give any 1 opponent 1 card from your hand. If you do, gain 1 point token and draw 1 card from the deck. If all opponents' hands are full, you may discard the card instead of giving it to an opponent and still gain 1 point token and draw 1 card.

Gardener: When played, you may activate up to 2 different green Production cards in your city.

Inventor: When you play a Critter or Construction, you may discard this Inventor from your city to decrease the cost of the played card by any combination of up to 3 resources. You do not gain the discounted resources. This card cannot be combined with any other card-playing ability.



Lamplighter: When played and during Production, you may draw 2 cards from the deck, the Meadow, and/or the Station. They do not have to be from the same place. You may draw 1 card if you only have room in your hand for 1.

Magician: When played and during Production, you may choose to discard 1 Critter or Construction from your city to gain 1 point token and 1 of any resource. The Magician may not discard itself.

Mayor: When played and during Production, gain 1 point token. Then, gain 1 point token for every 5 spaces you have filled in your city (round down). Do not count cards that do not take up a space in your city such as the Wanderer and Main Road.

Miller: When played and during Production, you may choose to pay 1 pebble to gain 3 point tokens.

Photographer: At game end, you may copy any 1 purple Prosperity card in an opponent's city. The Photographer is worth 2 points, plus the bonus points only of the purple card that you copy. Score the bonus points based on your city.

Poet: When played, choose a color and draw all the cards of that color from the Meadow, up to your hand limit. Gain 1 point token for each card that you drew. Replenish the Meadow when you are done. If you played the Poet from the Meadow, replenish that spot first before activating the Poet.

CONSTRUCTIONS

Air Balloon: When played, copy any tan Traveler card in an opponent's city. Activate the copied card as if it were in your own city. There is one exception; if you copy an Air Balloon, you may then copy a tan Traveler in your own city. You may not copy Fool, Main Road, Ruins, or Legendary cards.

Bank: When played and during Production, place 1 point token from the general supply on this Bank. Increase your hand size limit by 1 card for each point token on your Bank.

City Hall: After you play a Construction into your city, you may give any 1 opponent 1 card from your hand. If you do, gain 1 point token and draw 1 card from the deck. If all opponents' hands are full, you may discard the card instead of giving it to an opponent.

Ever Wall: At game end, worth 2 points for every 5 spaces you have filled in your city (round down). Do not count cards that do not take up a space in your city such as the Wanderer. The Ever Wall does not take up a space in your city.

Freight Car: When played, immediately place 2 twigs, 2 resin, 2 pebbles, and 2 berries from the general supply on this card. Only do this when the card is first played. Then, when played and during Production, you may gain any 2 resources from this card; they do not have to match. Leftover resources on this card are not considered part of your personal supply and do not count toward cards such as the Baker. When copying with a Miner Mole, you may take 2 resources from your opponent's Freight Car.

Greenhouse: This card may share a space with one Farm in your city, though it does not have to. You may play a Farm onto the same space as a Greenhouse in your city. Only one Greenhouse per Farm. When played and during Production, draw 1 card, and if sharing a space with a Farm, also gain 1 of any resource.

Hotel  : When you place a worker here, you may play a Critter or Construction from your hand for 3 fewer resources of your choice. You do not gain the 3 resources. You gain 2 point tokens if an opponent visits your Hotel. Although Legendary cards are not otherwise part of your hand, you may use a Hotel to play a Legendary card. This card cannot be combined with any other card-playing ability.

Library: At game end, worth 1 point for each card color in your city, so the Library may earn a maximum of 5 additional bonus points.

Locomotive: When you place a worker here, you may play any one Station card for any combination of up to 3 fewer resources of your choice. You do not gain the discounted resources. This card cannot be combined with any other card-playing ability.

Main Road: Does not take up a space in your city. Creates an additional space in your city. May not be copied or removed, nor may it be activated with a Compass from *Pearlbrook*.

Museum: After you play a Critter or Construction, you may draw 2 cards from the deck.

Tea House: When played and during Production, you may give 1 card to an opponent. If you do, gain 1 of any resource and draw 1 card from the deck. If all opponents' hands are full, you may discard the card instead of giving it to an opponent and still gain 1 resource and draw 1 card.



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