Everdell
Duo
RULES
Ігромаг

Introduction

Within the charming valley of Everdell, there is fierce competition to build and maintain the most prosperous cities. Critters come from far and wide to inhabit the Emerald Valley, and mayors will go to great lengths to make sure their city is the shiniest.

You will take on the role of one of these mayors, going nose to nose against your opponent. But time and resources are scarce, and if all the Events are to be celebrated before the year's end, you will have to plan carefully and play strategically to claim the victory.

Or...

You may decide to combine your skills and work together to govern one city! This will certainly be a challenge, as both you and your partner will undoubtedly have different ideas and plans for how to best accomplish your goals. But if you can find a way to agree despite your differences, and keep the local newspapers satisfied with your performance, you may just create the most harmonious city Everdell has ever known.

The sun is rising. Time to get to work!

Overview

In Everdell Duo, you will either compete against your single opponent, or play cooperatively with another player, to earn the most points. You will accomplish this by placing workers to gather resources, then use those resources to play cards face up in front of you, creating your own woodland city.

Cards may be played from your hand, or from the face up area on the board called the Meadow. However, only cards that are touching the Sun or Moon token may be played from the Meadow, and players will be moving these tokens each time they perform a turn. Therefore, planning and timing for which cards you play is critical.

Each game there will be Events that you are trying to achieve. The requirements for these Events will be different from game to game, making certain cards and combinations more important to pursue.

The game lasts for 4 seasons. After that, players add up their scores to determine the winner. If you are playing cooperatively, check the requirements for the chapter you are playing to see if you have won.

Ways to Play

There are four ways to play Everdell Duo:

Competitive: Two players
Head to head matches where one player wins.

Cooperative: Two players
Build a single city for both players, using one of the Campaign chapters for unique goals and restrictions.

Campaign: One or Two players cooperatively
A 15-Chapter campaign with new rules and challenges for each chapter. You will keep track of your progress throughout the campaign, then determine your final campaign score.

Challenge: One or Two players cooperatively
Single games against an artificial opponent. You must try to win, and to ultimately accomplish all of the 10 different achievements at the different difficulty levels.

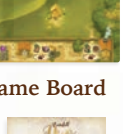
Components

1 Double-Sided Game Board

80 Critter & Construction Cards

2 Player Aid Cards

20 River Tiles

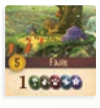

Campaign Score Sheets

25 Good News Cards

Campaign Book

2 Pocket Watch Tokens

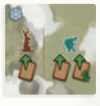
1 and 3-Point Tokens


32 Event Tiles
6 each of A-E, 1 Faire, 1 Journey

1 Sun and 1 Moon Token

3 Hare, 3 Tortoise, and 6 Skunk Workers

Goal Marker Tokens


4 Double-Sided Season Tiles

1 Sharing Tile

1 D6

Twigs, Resin, Pebbles, Berries

Occupied Tokens

Setup

1: When playing competitively, place the game board on the table with the side showing "Journey" in the top right. For cooperative or solo play, use the side of the board showing numbers on some of the spaces.

2: Place the Sun and Moon tokens on the center path, on the first space to the left. Place the resources, point tokens, and Occupied tokens near the board to form a general supply.

3: Shuffle the Critter and Construction cards together and form a face down deck near the left of the board. Place 1 card face up on each spot on the board in the Meadow. Always fill the Meadow from left to right, starting with the top row. The discard pile will be face down and rotated 90 degrees, though no cards will be there to start.

4: Shuffle the River tiles and form a face down stack. Place the top 2 tiles face up onto the River spaces on the board.

5: Place the 4 Season tiles on the right side of the board face up in order: winter, spring, summer, autumn. (The skunk icon will show on the top if playing solo or cooperatively, no skunk icon for competitive).

6: Shuffle each set of lettered Event tiles individually, then randomly choose 1 from each set. Combine these 5 tiles with the "Faire" tile, then shuffle these 6 tiles and randomly place 1 at each Event spot on the top of the board, face up. Place the Journey Event tile at its space on the far right.

7: Give the 3 Hare workers to the player who most recently took a nap. Give the 3 Tortoise workers to the other player. Each player draws 2 cards from the deck. Then resolve the steps shown on the Winter season tile (see page 7).

Gameplay

The competitive mode will be described first, though most rules are identical. Cooperative play differences are described on page 8.

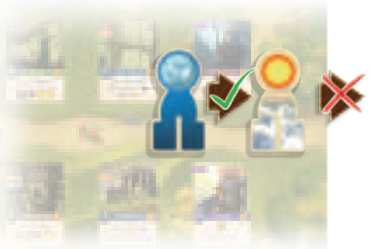
On your turn, you may perform only 1 of 3 possible actions. **After** each action, you **must** move either the Sun or Moon token to the right 1 space, depending on the action you performed.

- **Place a Worker** :
- **Play a Card** :
- **Pick a Card** : /

Once the Sun or Moon token reaches the end of the path, you may not perform an action that would require you to move that token.

: At any time on your turn, you may also discard any number of cards from your hand to gain 1 of any resource for every 2 cards you discard. Careful timing of this action can be very powerful, and help you achieve something you would not be able to otherwise.

In this example, no more workers may be placed this season, but the Play a Card or Pick a Card actions may still be taken.



Note that a situation may arise where you are left with an unplaced worker but the Sun token has moved to the end. You cannot play a worker if this is the case. You must plan the timing of your actions carefully!

Place a Worker :

Place 1 of your unplaced workers on any space that is not yet occupied and then you may immediately perform the action of that space. Only one worker may be on each location. Move the Sun token after fully resolving the action.

Locations you may visit include:

Farm Locations

You may visit the 4 Farm locations on the bottom right side of the board.

Placing a worker here would give you 3 twigs from the general supply.

River Locations

You may visit the 2 River locations on the bottom left side of the board. These are often better than the Farm locations, but are unpredictable and will change with each season.

Placing a worker here would let you trade 1 of any resource to gain 3 resources of any type.

Red Destination Cards

You may visit any unoccupied red Destination card in your city or the other player's city. **If you visit one in the other player's city, that player immediately gains 1 point token from the supply.**

Placing a worker here would let you immediately activate either of the River Locations, even if already occupied, and gain 1 point token.

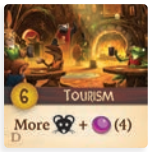
There are 7 spaces for the Sun and Moon tokens, always at the corners of the cards in the Meadow, not the sides. They start each season on the board in the first space.

Events

You may place a worker on any Event for which you meet the listed requirements. You only need to meet the requirements at the time that you achieve the Event. Immediately gain the reward shown on the board beneath the Event, and place the Event tile near your city. They are worth their listed points at the end of the game. Only one player may achieve each Event.

If your city has at least 1 card of each color in it, you may place a worker here. Gain 1 resin immediately and take the Event tile.

For any Event that requires you to have more of something than your opponent, you must also have at least 1 of each listed item, and have at least the total number shown in parentheses on the Event. Your total of the 2 items must be more than your opponent's; a tie does not count.



This Event requires you to have a combination of Critters and berries in your city that is more than your opponent's total. You must have at least 1 Critter and 1 berry, and the total must be at least 4.

Journey

The Journey tile is a unique bonus that is given to the player who has the most cards in their hand plus their city at the end of the game. That player does not place a worker on Journey to achieve it. The player must have a total that is more than their opponent. If both players are tied, neither achieves the bonus.

PLAY A CARD :

Play 1 card face up in front of you by paying its cost. These cards represent your city. Move the Moon token after fully resolving the action.

You may play cards from three different locations:

- Your hand
- Meadow cards by the Sun Token
- Meadow cards by the Moon Token

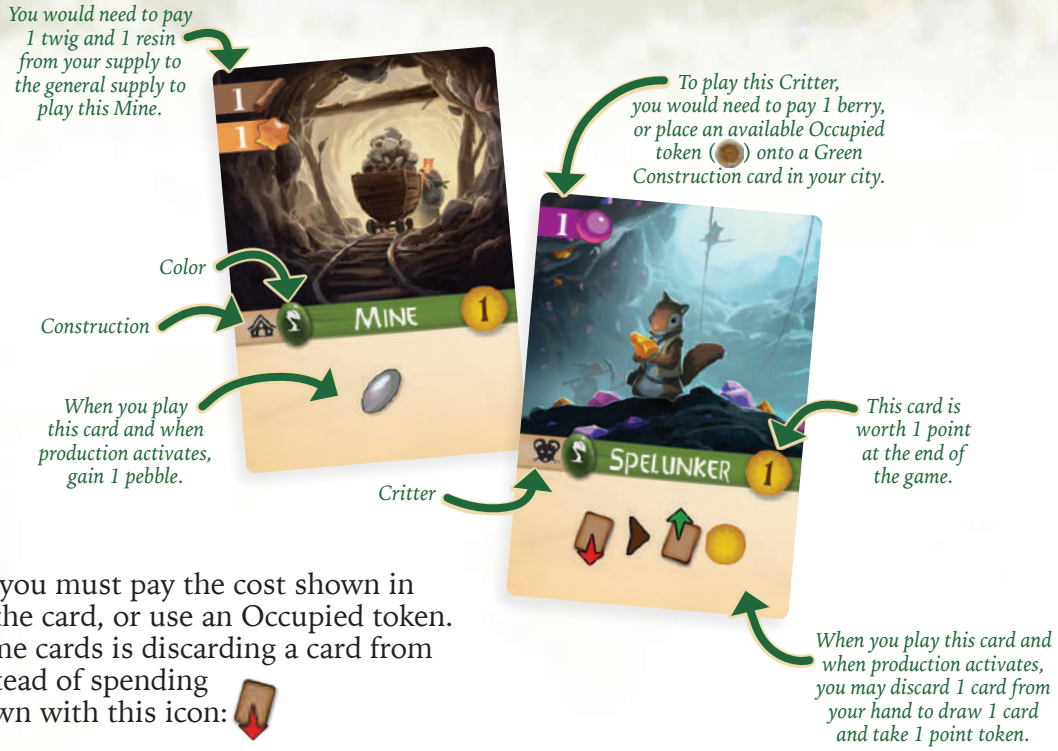
At the beginning of a season, only 2 Meadow cards are available to play.

In this example, you could play any of the 8 Meadow cards touching the corners of the Moon or Sun tokens. No other Meadow cards could be played.

Whenever you play a card from the Meadow, fully resolve the card's effect, then replenish the Meadow card. If there is more than one empty space in the Meadow, replenish it from the left to right, top to bottom.

Occupied Tokens:

Critter cards may be played by paying the cost in berries, or if you have an Occupied token, you may instead place the token on any Construction in your city of the same color as the Critter to then play the Critter for 0 berries. ***You may only have 1 Occupied token on each color.*** *You do not start with any Occupied tokens, they are earned only through actions in the game. You may choose to use an Occupied token even if there is another discount in effect, such as the Inn or a River location that offers a discount.*



To play a card, you must pay the cost shown in the top left of the card, or use an Occupied token. The cost of some cards is discarding a card from your hand, instead of spending resources, shown with this icon:

The different card colors work in different ways. When a card is activated, it gives you the listed reward. Each activation effect is optional.

Production (Green) cards activate once as soon as you play them, and also at the beginning of spring and autumn.

Governance (Blue) cards activate at different times as written on the cards, often giving you a discount for other cards, or various rewards after playing certain cards. Cards such as the Innkeeper do not activate immediately; you may use their ability on a future turn.

Traveler (Tan) cards activate only one time as soon as you play them. They do not activate again.

Destination (Red) cards activate only when you place a worker on them. If your opponent places a worker on a Destination card in your city, you immediately gain 1 point token from the supply.

Prosperity (Purple) cards only activate after the game has ended, granting you bonus points based on the listed aspects in your city.

Some cards have this Star () icon on them. These are cards that give you a discount when playing other cards. You may only use 1 of these star abilities at a time, and may not combine their abilities. Note that there are a few card-playing abilities in the game that do not have a star. These abilities may be combined with star abilities for an even greater discount.

PICK A CARD / :

You may either draw 1 card from the deck, or take any card from the Meadow, even if the Sun or Moon is not near it. Replenish the Meadow card after you draw it. Then move your choice of either the Sun or Moon token. If one of them cannot move, you must move the other.

Cards in your hand are kept secret from your opponent, but they may see how many you have in your hand. There is no hand limit.

Seasons

A season ends when both the Sun and the Moon tokens reach the end of the path. No more actions may be taken until the next season. To prepare for the next season, perform these steps:

- Players retrieve all their placed workers.
- Remove the current Season tile from the game.
- Move the Sun and Moon tokens back to the beginning of the track.
- Perform the actions listed on the next Season tile.

Winter: *Hare draws a card from the deck. Then Tortoise draws a card from the deck, then from the Meadow. Replenish the Meadow. Hare is the starting player for this season. These Winter actions are performed at the beginning of the game as part of setup.*

Spring: *Discard the 2 River tiles, then replenish. Tortoise activates all green cards in their city. Then Hare activates all green cards in their city and draws 1 card from the deck. Tortoise is the starting player for this season.*

Summer: *Discard the 2 River tiles, then replenish. Hare draws 1 card from the Meadow. Then Tortoise draws 1 card from the Meadow, then gains 1 of any resource. Replenish the Meadow. Hare is the starting player for this season.*

Autumn: *Discard the 2 River tiles, then replenish. Tortoise activates all green cards in their city. Then Hare activates all green cards in their city and gains 1 of any resource. Tortoise is the starting player for this season.*

Game End

The game ends immediately when both the Sun and Moon tokens reach the end of the track in autumn. Award the Journey Event if not tied (see page 5), then add up points to determine the winner.

- **Points on Cards**
- **Purple bonus points**
- **Points tokens**
- **Events**

The player with the most points is the winner. If there is a tie, use these tie breakers in order:

1. Most Events achieved
2. Most leftover resources
3. Most cards in city
4. Most cards in hand

Cooperative/Campaign

Everdell Duo may be played cooperatively, either in a single game or as a campaign series, where both players will work together to complete the challenges in each of the 15 chapters of the campaign. The rules for playing cooperatively are the same as the competitive rules, with the following additions and changes.

Players will be building a single city together, trying to achieve a certain total score as well as a particular number of Events or other goals. Specific rules for each chapter will be revealed and explained with that chapter in the campaign book. To play a single game, just pick a single chapter to play, or play Challenge mode, page 12. To experience the whole story as a single campaign, name your city and track your progress on a score sheet, as you play through the chapters in order.

While playing the campaign, you will be encountering a ruthless skunk reporter named Miss Lily Thorn, who works for the newspaper called The Root. Miss Thorn and the other staff of The Root will be watching and reporting on all that you do. This will be represented by skunk workers who move around the board, preventing you from taking certain actions each round.

"The Root will decide if your opinion is fact or fiction."

Setup

Each chapter of the campaign will show you how many skunk workers to set up on the board for each section (Events, Meadow, Locations). For each skunk, roll the die to determine which spot to place the worker. For each placement, count that number of spots from the left of the board. If there is already a worker at the spot, then place a worker in the next available spot to the right, returning to the beginning of the board if necessary. Skip the "Journey" space and skip the middle "handshake" spot. The back side of the game board has numbered spots to make this clearer.

Then place the Sun and Moon tokens on the furthest left uncovered space on the Meadow path.

Use the Season tiles that show the skunk icon at the top. Note that the card draws and green Production activations are divided as you choose between the two players.

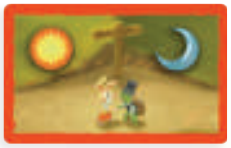
Do not use the Journey Event. If a repeat roll for skunks would move a skunk past the 6th Event spot, return to the beginning of the Event row, do not use the 7th spot.

Each chapter may have additional setup requirements. Otherwise, set up the remainder of the game as described for competitive play (see page 3).

SHARING

Depending on the chapter, you may be able to share items with your partner. When applicable, place the Sharing tile on the table where both players can reach it.

Open Sharing: At any time during your turn, you may place up to 1 of the following onto this tile: one of your resources, a card from your hand, or an Occupied token from your supply. The other player gains this item at the start of their turn.



Limited Sharing: As Open Sharing, except you may only share if either the Sun or Moon token are on the middle (handshake) spot of the board at the **start** of your turn. The other player takes the item at the start of their turn even if the Sun or Moon moves away from that spot.

No Sharing: Players may not share in this chapter.

GOOD NEWS CARDS

At the start of each chapter, after completing the setup, shuffle the deck of Good News cards and deal out 3 of them face up. As a team, decide which of these cards you will keep, then place the other two back into the Good News deck.

You can choose to use a Good News card at any time during the game. After doing so, discard it from the game. You may not use it again for the entire campaign.

In a Normal difficulty campaign, you may save any number of unused Good News cards for future games. In Hard, you may only ever have 1 at a time. So if you did not use your Good News card during a previous chapter, you must discard it to get a new one, or decide not to take a new one for the next chapter.

POCKET WATCHES

When playing Normal difficulty, start each chapter with 1 Pocket Watch token. Some chapters will grant you an additional Pocket Watch. Pocket Watches may not be saved from one chapter to another.

At any time during the chapter, either player may decide to use a pocket watch to move either the sun or moon token back 1 space on the track. This will give you one more turn. If you use a pocket watch, flip it over to the used side. You cannot use it again in this chapter.

GAMEPLAY

Supply and Hand

Each player has their own supply of resources, and their own hand of cards. You may not tell your partner which cards you have in your hand, but you may tell them what color and type (Critter or Construction) you have, and what resources you want.

Sun and Moon

Each player will alternate taking turns, starting with the player shown first on the current Season tile. After performing your action, move either the Sun or Moon token as in the competitive rules. If there is a skunk in the way, skip over that spot and place the token in the next available spot on the path. In this way, there will be fewer turns available to the players.

If there are two skunks right after another, certain cards in the Meadow may be blocked from being able to be played normally, as there is no spot for the Sun or Moon to be adjacent to them. If you perform an action that lets you draw a card from the Meadow, you may draw any of them, even cards that are fully blocked by skunks.

When there are no more empty spaces on the path in front of the Sun or Moon token, you may not perform any more actions that would move that token, until the next season.

Placing Workers

You may not place a worker on any location that is occupied by a skunk, or the other player, unless

you use a card ability that allows you to visit an occupied space. Remember, you may only place a worker if there are still spaces for the Sun to move. You will have to be careful to plan which player places workers, as there will not be enough placements available in a season for all workers from both players.

Playing Cards

You will be working together to create one shared city. Play your cards into the same area on the table. You do not need to keep track of who played which card.

To play a card, you must have the necessary resources in your personal supply. You may not use resources from your partner's supply. (But see Sharing, page 9).

If you play a green Production card, or a tan Traveler card, you activate that card for yourself when you play it. If a blue Governance card activates as the result of your turn, you gain any benefit from it. **Any point tokens gained are shared between the players.**

Events

Events that have a skunk on them may not be achieved. There are three cards that can allow an exception to this: the Juggler, the Bridge, and the Ranger.

If an Event requires you to have more of something than your opponent, look at the number in parentheses on that Event, then add 1 to it for each skunk worker that is at all Events. You must then have at least that number of the required items to achieve the Event.

For events based on resources, the player achieving the Event must have the required resources in their personal supply when they achieve the Event.

Seasons

At the start of each season, move the skunk workers to new locations. They will stay in their designated areas you placed them in at the start of the chapter, but will likely move to a new number at that area. Do this by rolling the die for each skunk and moving it to the new spot. You will do this for winter during setup. Advance them to the next spot as described in setup if necessary.

The different seasons also allow you to draw cards from the deck and/or Meadow. Choose which player will perform each of these actions.

When green Production cards are activated as part of preparing for season, choose which player will activate each Production card, gaining the benefit for themselves.

The card draws and Production activations can be divided in any combination you agree to. One player can even take all of the actions for themselves if the other player agrees.

Players alternate being the start player between each season, as shown on the season tile.

GAME END

The game ends immediately when both the Sun and Moon tokens reach the last unoccupied spot of the path in autumn.

Unless otherwise noted, goals listed are minimums. Scoring 5 Events when the goal is 4 is fine, but pay attention to all of the goals since some will require a very specific set of actions to complete!

Each chapter will have specific goals that must be accomplished in order to win. Use the seal tokens to mark goals that are accomplished during your game. **Take note of which goals must be achieved at specific times or by specific players.** You also must reach a certain point total to win, either the Normal or Hard goal, depending on which difficulty level you are playing. Matching the target exactly counts as successful.

Add your points together once for your shared city. For scoring purposes, the Historian and Architect cards only count cards or resources for one of the players.

This example shows that you must have achieved at least 4 Events by the end of the game, and a score of 85 (95 for Hard) or more points in order to count the chapter as a Win.

At the end of the game, add up your score and check to see if you have accomplished all of the required goals. If so, you have won that chapter!

If playing a campaign, record your winning score on the campaign scoresheet. If you lost, you have the option to replay the chapter one time. Mark the Replay circle on the campaign sheet and try again. If you lose a chapter, do not record any points on the campaign sheet. Losing a chapter does not mean you have lost the entire campaign, but you score no campaign points for that chapter.

If you determine that the goals in the current chapter can no longer be achieved, you may choose to immediately count the chapter as a loss and end the game.

DIFFICULTY

The campaign may be played in one of two difficulties. Decide the difficulty you will play before beginning the campaign.

Normal:

- You may replay each chapter 1 time.
- Gain 1 Pocket Watch for each chapter, in addition to the chapters that give you a Pocket Watch.
- You may keep any number of unused Good News cards.
- You must achieve the Normal score listed for each chapter.

Hard:

- You may only replay up to 3 chapters for the entire campaign.
- You only get a Pocket watch on the chapters that give you one, not each chapter.
- You may only keep up to 1 Good News card at a time.
- You must achieve the Hard score listed for each chapter.

RECORDING PROGRESS

When you begin a new campaign, first record the names of the players, and decide on a name for your city.

Then choose which difficulty level you will use for the campaign.

After you complete a chapter, you may record the date you played. If you lost, you may choose to replay, marking the Replay circle. If you are not replaying, circle W for a win, or L for a Loss. If you won, record your score for that chapter. If you lost, write zero for your score.

If you used a Pocket watch during the chapter, cross it out. If you did not use it, circle the Pocket watch. In Hard mode, only circle unused Pocket watches on the chapters in which you have a Pocket Watch.

If you wish to keep track of your overall score progress, you may add up the points from your previous chapters and record them in the tan sections between each chapter's progress area. This is optional. For the first chapter, simply copy your score into the tan row beneath Chapter 1.

CAMPAIGN SCORE

After you have finished the entire campaign, add up all of your recorded points.

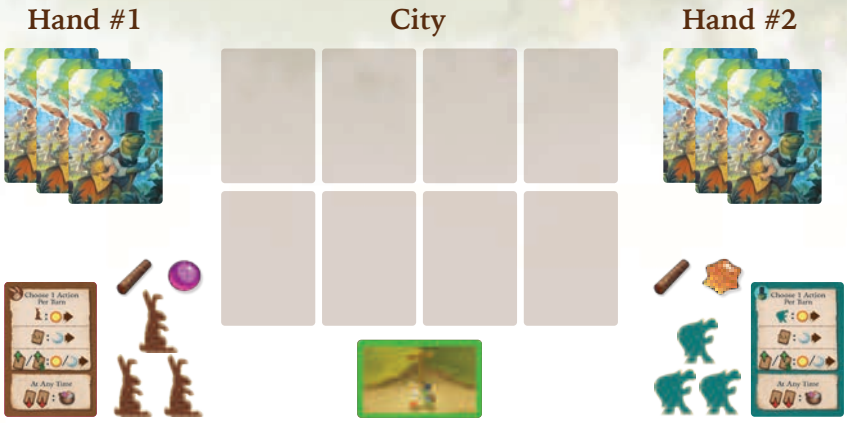
- Then add 10 points for each circled (unused) Pocket Watch.
- Subtract 30 points for each Replay you used.

Finally, see if you scored a medal!

Solo Campaign Rules

The Campaign may be played by a single player. When doing so, you will play both of the mayors, and follow all the same rules as the two-player campaign.

To keep the two hands of cards separate, it is recommended that you lay the hands face up above the player's reference cards, as shown here:



Challenge

When playing the Challenge mode, you will be competing against a ruthless skunk reporter named Miss Lily Thorn, who works for the newspaper called The Root. Your challenge will be to beat Miss Thorn's score, which represents all the places and critters she has visited, as well as the Events she has reported on.

Over the course of several games, try to achieve all ten of the different Challenges. You can only achieve a Challenge if you beat Miss Thorn's score!

Miss Thorn will acquire cards and possibly some Events throughout the game. These can be kept in a stack near the board. Miss Thorn does not ever gain any resources, point tokens, or Occupied tokens, and ignores all card text.

Challenge mode may be played cooperatively or by a single player.

Setup

Set up the game using the Campaign setup rules, except do not use a specific chapter. Place the skunks and use sharing rules according to the difficulty level below.

For initial setup, place the first skunk on whichever spot has the "A" Event instead of rolling the die. For additional skunks and later seasons, roll as normal. For Events, place the skunks above the Event spaces, as they do not block the player but have other effects described below.

Deal 3 cards face up from the top of the deck into Miss Thorn's stack of cards.

	Skunk Placement			Sharing	Miss Thorn's Bonus Points
Easy:	Events:	Meadow:	Locations:		2 / ✿ + 15
Normal:	Events: *(+1 to minimums)*	Meadow:	Locations:		4 / ✿ + 20
Hard:	Events: *(+2 to minimums)*	Meadow:	Locations:		6 / ✿ + 25

Gameplay

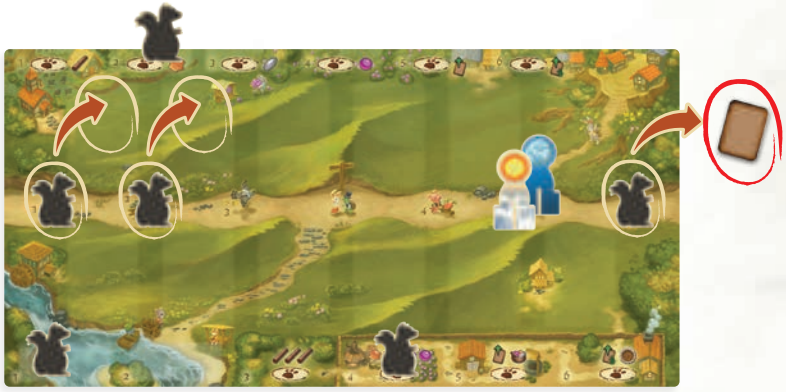
Gameplay rules are the same as found in the Campaign rules above, with these changes and additions:

Do not use any of the chapter-specific setup requirements or goals.

You may achieve Events under a skunk, so long as you meet the requirements. You may wish to specifically try for this to deny them to Miss Thorn. If playing Normal or Hard, you must have at least 1 more item than the amount shown in parentheses on the Events for each skunk at the Events.

At the end of each season, immediately perform these additional steps:

- If there is an unachieved Event beneath a skunk, place that Event in Miss Thorn's area.
- For winter and summer, place each card in the Meadow at the upper right spot of a skunk into Miss Thorn's area. For spring and autumn, take the card to the bottom right. There are arrows on the season tiles to remind you of this. For a skunk on the 6th spot, instead draw a card from the deck to place into Miss Thorn's area. In this way, Miss Thorn will always have 15 cards at the end of the game.



Challenges:

Hard Working: No in your city.

Humble: No in your city.

Efficient: 10 or less in your city.

Balanced: 3 of each card color in your city.

Welcoming: 5 in your city and/or supply.

Frugal: At least 25 point tokens.

Over Achiever: Win by at least 20 points.

Glamorous: 5 or more in your city.

Prepared: At least 7 in your hand at game end.

Excited: Achieve 5 Events.

Game End

If there are any Events left unachieved by you or Miss Thorn, Miss Thorn will claim them now. Then Miss Thorn will earn the points shown on each card in her stack, plus all points from Events she has. Prosperity cards are worth additional points according to her difficulty level instead of the bonus points printed on the card text. She will also gain an extra amount of points according to the difficulty.

If you are tied, Miss Thorn wins.

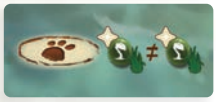
If you beat Miss Thorn, note any of the Challenges that you accomplished!

Index

Some key card or location-specific clarifications are listed below. For complete clarifications on any card or location, please visit **www.TabletopTycoon.com/duo-index** or scan here:

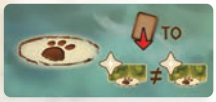
River Locations

Activate two different green Production cards in your city.

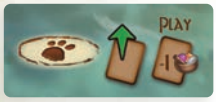


Activate two different green Production cards in the Meadow. This may be used to activate the Storehouse, then any resources on the Storehouse will remain there when the card is played.

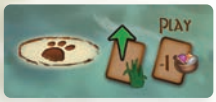
Activate any deployed worker for yourself, either yours or an opponent's (including skunks). This may not be used to steal an Event that your opponent has claimed.



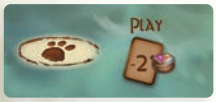
Discard 1 card from your hand to activate two different Farm locations on the board.



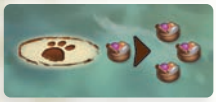
Draw 1 card from the deck, then you may play any eligible card for 1 fewer resource.



Draw 1 card from the Meadow, then you may play any eligible card for 1 fewer resource. Replenish the Meadow space only after you have played a card.



Play any eligible card for 2 fewer resources.



Trade in one resource of any kind from your supply to gain 3 resources of any kind(s) from the general supply.

For all other river locations, gain the resources shown.

Constructions

Air Balloon: When played, you may activate any red Destination card in the Meadow or either city without placing a worker. If in an opponent's city, they do not gain a point token from the supply.

Bridge: When played, place 3 point tokens from the general supply on this card. While taking the "Place a Worker" action, you may spend 1 from here to place that worker on an occupied location. This cannot be used on Events in competitive mode (and does not apply in Challenge mode), but it can be used for Events in the Campaign. Remaining point tokens are scored at the end of the game.

Carnival: When played and when activated, you may activate 1 green production card in the Meadow.

Clocktower: When played, place 2 point tokens from the general supply on this card. When you are placing a worker on one of the Farm locations on the board, you may spend up to 1 of these point tokens to activate that space twice. Remaining point tokens are scored at the end of the game.

Courthouse: When played, place 3 point tokens from the general supply on this card. When playing a card, you may spend up to 1 point token from here to decrease the cost by 1 of any resource. This card ability may be combined with card-playing abilities that have a star on them. Remaining point tokens are scored at the end of the game.

Crane: You must discard a card from your hand to play the Crane. On a future turn, you may discard the Crane from your city to play a Construction for 3 fewer resources of any type.

Dungeon: You may place 1 Critter card from your hand beneath this Dungeon to play a different card (from your hand or the Meadow) for 3 fewer resources. You may do this up to 2 times in the game. Cards under this Dungeon do not count for anything in your city.

Ever Tree: At game end, worth 2 bonus points for each purple Prosperity card in your city, including this Ever Tree.

Greenhouse: When played, you may activate up to 2 different green Production cards in your city. You may not activate the same card twice.

Hotel: When played, for each Critter card in your hand, gain 1 of any resource or 1 point token, for a maximum of 5 Critters. You must show those cards to your opponent.

Monastery: When played, you may pay 1 of any resource and discard 1 card from your hand to gain 3 point tokens. You may do this up to 2 times when played.

Pirate Ship: You must discard a card from your hand to play this Pirate Ship. When played, activate any location occupied by the other player (including the skunks), except for Events.

Post Office: When you place a worker here, you may discard 1 card from your hand to gain a total of 3 of any resources and gain 1 point token.

Storehouse: When played and when activated, either place 2 of any combination of resources on this card from the general supply, or gain all resources on this card. Resources on this card do not count as being in your supply and cannot be spent while on the card, and do not count for Architect.

Wall: When played, gain 1 point token for each Construction in your city, including this Wall, to a maximum of 5.

Critters

Architect: At game end, worth 2 bonus points for each different type of resource you have left over.

Baker: When played and when activated, you may pay up to 2 berries to gain 1 of any resource and a point token for each berry paid. The resources may be different.

Chancellor: At game end, worth 1 point for each pair of Construction and Critter cards in your city. For example, if you have 3 Constructions and 12 Critters, it is worth 3 bonus points.

Chipsmith: When you place a worker here, you may activate up to 2 different green Production cards in your city.

Chip Sweep: When played and when activated, you may activate 1 other green Production card in your city.

Diplomat: After the other player plays a Critter, you gain 1 point token. If playing solo, you gain the point token.

Doctor: When played and when activated, you may pay up to 2 berries to gain 2 point tokens for each berry paid.

Fool: You must discard a card from your hand to play this Fool, unless you use an Occupied token instead. Place this Fool into your own city, then you may return an Occupied token from a card in your city to your personal supply.

Innkeeper: You must discard a card from your hand to play the Innkeeper, unless you use an Occupied token instead. On a future turn, you may discard the Innkeeper from your city to play a Critter for 3 fewer berries.

Judge: When playing a card, you may replace 1 of any resource from the listed cost with 1 of any other resource you have. This ability may be combined with Star abilities.

Juggler: When played, you may immediately achieve any unclaimed Event that you are eligible for, even if the location is blocked. Do not gain the reward on the board.

Messenger: When played, gain 1 point token per Critter in your city, including this Messenger, up to a maximum of 5.

Miner Mole: When played and when activated, you may activate 1 green Production card in your hand. You must reveal the card to your opponent.

Monk: When played and when activated, you may pay up to 3 different resources to the supply. Each resource must be unique. Gain 2 point tokens for each resource paid.

Peddler: When played and when activated, you may pay 1 resource to gain 2 of any kind(s). They may be the same or different.

Postal Pigeon: When played, draw 2 cards from the deck. You may then play 1 of those cards for 2 fewer resources. Discard the other card.

Spelunker: When played and when activated, you may discard 1 card from your hand to then draw a card from the deck and gain 1 point token.

Trail Guide: You may place 1 Construction card from your hand beneath this Trail Guide to play a different card (from your hand or the Meadow) for 3 fewer resources. You may do this up to 2 times in the game. Cards under this Trail Guide do not count for anything in your city.

Wanderer: When played, for each Construction card in your hand, gain 1 of any resource or 1 point token, for a maximum of 5 Constructions. You must show those cards to your opponent.

Woodcarver: When played and when activated, you may pay up to 2 twigs to gain 1 of any resource and 1 point token for each twig paid.

Credits

Game Design: James and Clarissa A. Wilson
Editor: Tim Schuetz
Illustration: Andrew Bosley, Enggar Adirasa
Graphic Design: Tristan Collins
Production: Dawson Ellis
Producer: Tim Schuetz
Executive Producer & Publisher: Dan Yarrington

Thanks to our amazing playtesters: James Belch, Lori Belch, Joelle Cathala, Dawson Ellis, Chris Hanna, Brent Kipe, Nicole Kipe, Bryant McCoy, Andrew Osborne, Desiree Osborne, Jordana Osborne, Cadi Parker, Jacob Parker, Jonathan Parker, Alex Peske, Amy Peske, Chrissy Peske, Tom Peske, Tim Schuetz, Noah Wilson, Dan Yarrington, Sara Yarrington

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Challenges

Hard Working
No in your city.

1P ○ ○ ○
2P ○ ○ ○
Easy Normal Hard

Humble
No in your city.

1P ○ ○ ○
2P ○ ○ ○
Easy Normal Hard

Efficient
10 or less in your city.

1P ○ ○ ○
2P ○ ○ ○
Easy Normal Hard

Balanced
3 of each card color in your city.

1P ○ ○ ○
2P ○ ○ ○
Easy Normal Hard

Welcoming
5 in your city and/or supply.

1P ○ ○ ○
2P ○ ○ ○
Easy Normal Hard

Frugal
At least 25 point tokens.

1P ○ ○ ○
2P ○ ○ ○
Easy Normal Hard

Over Achiever
Win by at least 20 points.

1P ○ ○ ○
2P ○ ○ ○
Easy Normal Hard

Glamorous
5+ in your city.

1P ○ ○ ○
2P ○ ○ ○
Easy Normal Hard

Prepared
7+ in your hand at game end.

1P ○ ○ ○
2P ○ ○ ○
Easy Normal Hard

Excited
Achieve 5+ Events.

1P ○ ○ ○
2P ○ ○ ○
Easy Normal Hard

An Old Hat

If you are an experienced Everdell player, there are some key differences to be aware of in Duo:

- *You may only use Occupied tokens you have gained from previous actions, and only one for each color, though any matching color Critter may be played.*

- *All red Destination cards may be visited like Open Destination cards.*
- *Placing workers and playing cards are limited to the amount of spaces the Moon and Sun token can move. Be careful with your timing. Seasons are triggered simultaneously.*
- *There is no limitation of hand size or city size.*
- *Starting player changes between each season.*

Legend

- Critter
- Construction
- Twig
- Resin
- Pebble
- Berry
- Any resource
- Two different
- Challenge Mode
- Star ability
- Shuffle
- Points *(calculated at game end)*
- Point tokens *(gained immediately)*
- Occupied Token
- Card
- Meadow Card
- Draw from the deck
- Draw from the meadow
- Discard *(from your hand)*
- Trade with the supply
- Farm location
- River location
- Sun
- Moon
- Move *(the Sun or Moon)*
- Activate