

# EVERGREEN

## PINES AND CACTI



Evergreen - Pines and Cacti is a set of 2 modular expansions for Evergreen. This set introduces 2 new kinds of plants that interact with light and shadow in interesting ways: discover new forest-planning strategies to get the most points out of them!

### COMPONENTS

7 Biome cards with a Small Pine Growth Power



15 Small Pine treeples



23 Big Pine treeples



4 "Small Pine Growth" Power tokens

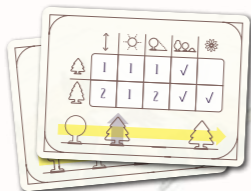
7 Biome cards with a Plant Cactus Power



34 Cactus pawns



4 "Plant Cactus" Power tokens



2 Player aid cards

### PLAYING EVERGREEN WITH AN EXPANSION

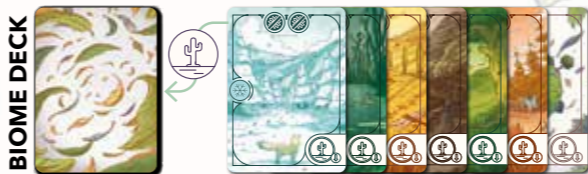
Each modular expansion introduces a **new Power**. There must always be 6 Powers in the game, so if you want to play with a new Power, another must be **removed**. But you can play with **more than 1 Expansion module at a time** if you so desire.

For each expansion you want to add to your game, follow this procedure during setup:

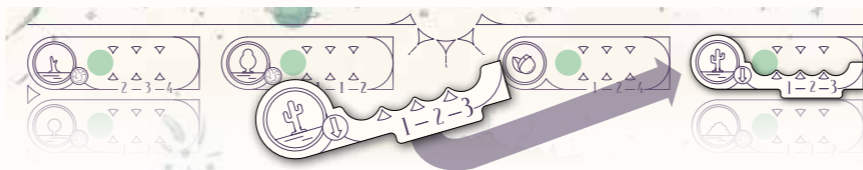
- 1 Choose or randomly select the Power you want to **replace**, then browse the Biome deck and **pull out of it** all of the cards with the **corresponding icon** in the lower right corner. Put these cards back into the box, they will not be used in this game.



- 2 Take the 7 cards showing the Power you want to add to the game and **shuffle them into the Biome deck**.



- 3 Place a **Power token** corresponding to the expansion module that you are adding to the game on each player's board, **on top of the Power that it replaces**.



After this setup, you can start a game using the same rules as the core game. The effects of the **Pines, Cacti**, and their related **Powers** are described on the next pages.

### PINES

**Small Pines** really long for the kiss of sunlight, so they **spontaneously grow into Big Pines** when they are **in shadow** at the end of a Season.

When playing with Pines, apply the following changes to the core rules:

#### Power Activation

This is the effect of the Small Pine Growth Power:

**Small Pine Growth**: Replace **1 Sprout** treeple on your Planet board with **1 Small Pine** treeple from the pool.

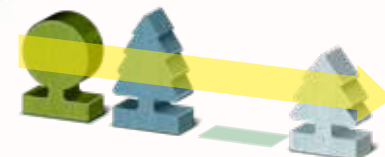
#### Special Rules

Before the **Collect Light** step of the End of Season procedure, **all Small Pines that are in the shadow** of something else must be **replaced with Big Pine treeples**.

*Note: Only Small Pines that were in shadow before the Collect Light step grow up into Big Pines, not those that would become overshadowed only after a new Big Pine is placed during this step.*



The Small Pine to the left is in the shadow of the Small Tree, so it grows into a Big Pine.



Even though it is now in the shadow of the newly grown Big Pine, the Small Pine to the right was not in shadow before the Collect Light step, so it does not grow.

## Collecting Light

**Small Pines** have a **height of 1** and cast a **1-space** shadow (like a Small Tree).

**Big Pines** have a **height of 2** and cast a **2-space** shadow (like a Big Tree).

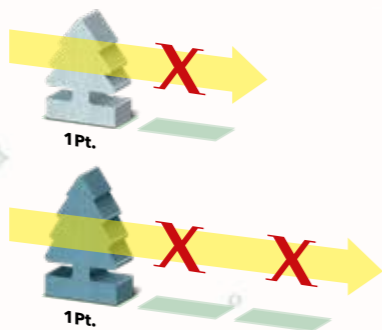
Both **Small Pines** and **Big Pines** are worth **1 point** when hit by Light.

## Biggest Forest

You gain **1 point** for each Pine (either Small or Big) that is part of your **Biggest Forest**.

## Fertility

You get points **equal to the Fertility value** of the Biome for **each Big Pine** that is in that Biome.



## CREDITS

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We worked to minimize the environmental impact of this game. All components are in paper or wood, and the plastic inside is biodegradable. Dispose of it accordingly.

As part of the Evergreen project, we partnered up with Trees for the Future. Trees for the Future (TREES) trains communities on sustainable land use—so that they can build vibrant regional economies, thriving food systems, and a healthier planet.

## CACTI

**Cacti** can grow very fast, but they need a lot of Light to **survive**. Make sure they are **not in shadow** at the end of a Season or **they will die!**

When playing with Cacti, apply the following changes to the core rules:

## Negative Fertility Icons

Biome cards with the Plant Cactus Power come with **2 Negative Fertility** icons. Whenever a Biome card with a **negative fertility icon** is left **unchosen** at the end of the Draft phase, place it in the **Fertility Zone** and add it to the stack for the corresponding Biome.

Each **negative fertility icon** counts as **-1** towards the **Fertility value** of that Biome. This can reduce the Fertility value of a Biome below 0.

Negative Fertility icons are **special Fertility icons** that count towards the **threshold of 5 icons** during the setup of the Fertility Zone.

## Power Activation

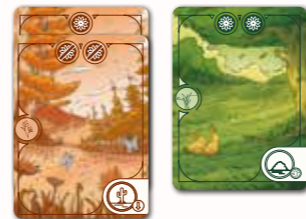
This is the effect of the Plant Cactus Power:

**Plant Cactus:** Place **1 Cactus** pawn from the pool into an **empty space** in the **Biome shown on the card** you picked this round.

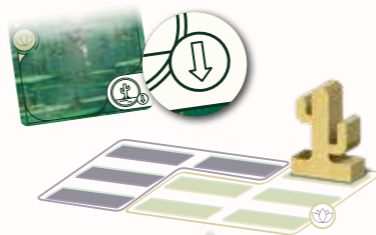
Note that this is different than other Powers, which can be used anywhere on your Planet.



In this example, the Snow Biome has 3 **negative fertility icons** and 2 **negative fertility icons**. The total Fertility value of the Snow Biome at the end of the game is  $3 - 2 = 1$ .



**Negative fertility icons** count towards the threshold of 5 icons during setup.



Cacti must be placed in the Biome shown on the card that you picked this round.

## Special Rules

During the **Collect Light** step of the **End of Season** procedure, before you calculate your Light points, **all Cacti that are in shadow** must be **removed** from your Planet board.

## Collecting Light

Cacti have a **height of 0** and cast **no shadow**, but they are worth **1 point** when hit by Light.

## Biggest Forest

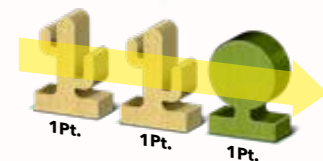
You gain **1 point** for each Cactus that is part of your **Biggest Forest**.

## Fertility

Cacti **do not score any points** for Fertility.



The Cactus to the right is in the shadow of the Small Tree, so it must be removed from the board.



Since Cacti cast no shadow, all of the plants in this example are hit by Light.

## Height Summary

0			
1			
2			

Each plant that is hit by Light collects points. Plants are not hit by Light when they are in the shadow of plants of equal height or taller.

## Icon Summary

- SMALL PINE GROWTH
- PLANT CACTUS
- IN THE CARD'S BIOME
- NEGATIVE FERTILITY
- HEIGHT
- SHADOW