My Lil' Everdell

RULES

WELCOME!

Good morning! You're new to Everdell, aren't you? Let me show you around!

I know all the best places to find twigs and berries. We can build a fort and pretend it's a castle! I will be the captain and you can be the juggler. The other kids are probably already waiting for us down by the swimming hole. We're going to build the best fort of all!

I just know that we're going to be best friends by the time we throw a parade at the end of the day. What are you waiting for?

Let's go explore our lil' Everdell!

COMPONENTS

Game Board

4 Home Boards

54 Main Deck Cards

16 Parade Tokens

1 Sun Token
(First Player)

1 Moon Token
(Round Tracker)

4 Captain Cards and 4 Fort Cards
(Do not shuffle these into the Main Deck.)

3 Butterflies

3 Foxes

3 Lizards

3 Mice

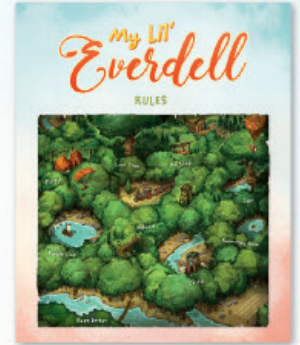Extra Punch Board Berries, Twigs, and Resin

Berries

Twigs

Resin

Point Tokens

4 Resource Dice

1 Victory Card

This Rulebook

1 Double-sided Solo Card

1 Solo Mode 8-Sided Die

4 Supply Crates

1.

2.

3.

SETUP

1. Place the board in the center of the table. Place the Moon token above the first round spot.

2. Sort the Resin, Twigs, and Berries into Crates and place them on the board.

3. Put the Point Tokens into a separate Crate near the board.

4. Put 1 Resource Die per player onto the dice spots on the board. Return any unused dice to the box.

5. Shuffle the Main Deck Cards and place the deck near the board. Then deal 8 cards face-up below the board.

6. Sort the Parade Tokens by type. Stack each type in order with the smallest point value (3) on the bottom, and the largest point value (6) on the top. Place the stacks along the path on the board.

7. Give each player a Home Board and a set of 3 matching Friends. Resources and Friends can be stored on the Home Board until they are used.

8. Give the Sun Token to the shortest player. That player will go first.

Setup with Younger Children

My Lil' Everdell has 2 options for giving younger children an advantage to help balance the game against more experienced players. You may choose to add one or both of these advantages in each game.

Starting Bonus: Begin the game with 1 Resin, 1 Twig, and 1 Berry.
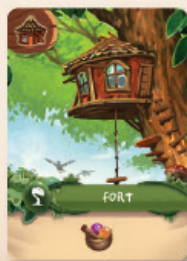
Captain & Fort: Begin the game with 1 Captain and/or 1 Fort card. These cards count toward achieving Parades. They do not activate when you set up the game with them, but they will activate during the Gather Goodies step each round as normal (including the first round). Return extra Captain and Fort cards to the box.

1.

2.

3.

4.

5.

6.

7.

8.

FARM

LOOKOUT

EVER TREE

PIRATE SHIP

SCHOOL

HERO

BARGE TOAD

PRINCESS

HOW TO PLAY

Every turn, you will place one Friend, and then play one card (if you can and want to). The game will last a set number of turns, and then the player with the most points wins! Keep reading to see how it works.

The game takes place over 4 rounds. During each round:

1. Roll Dice

2. Gather Goodies

3. Take Turns
(Place Friends, Play cards)

4. Return Home

5. Move the Sun and Moon Tokens

Berry	Twig	Resin	Any Resource (Berry, Twig, or Resin)
Point	Critter	Place	

1. Roll Dice

At the beginning of each round, the player with the Sun Token will roll the Resource Dice and place them back on the board, one die per location.
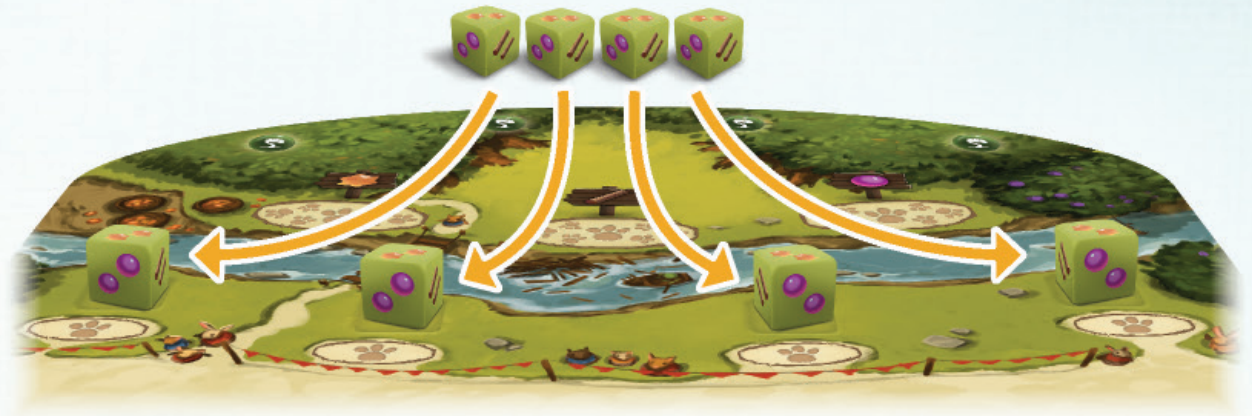
Example shown for 4 players.

2. Gather Goodies 🐍

Each player activates all of the **Green** cards they have already played beside their Home boards, in any order they choose. (You will not have any **Green** cards yet in the first round unless you're playing with the Captain and Fort cards.)

Reminder: Green cards will activate when you play them during the game, and again during the Gather Goodies step of each round after that.

3. Take Turns

During each round, starting with the player who has the Sun Token, players will take turns in clockwise order to **place 1 of their Friends** onto a location on the board to perform that action.

After placing a friend, the player **may play 1 card** from below the board by paying its cost. Then the player takes the top Parade Token for any new Parades that they qualify for (and do not already have).

Then, the next player on the left takes their turn. Continue until each player has taken 3 turns.

Ist Player

7
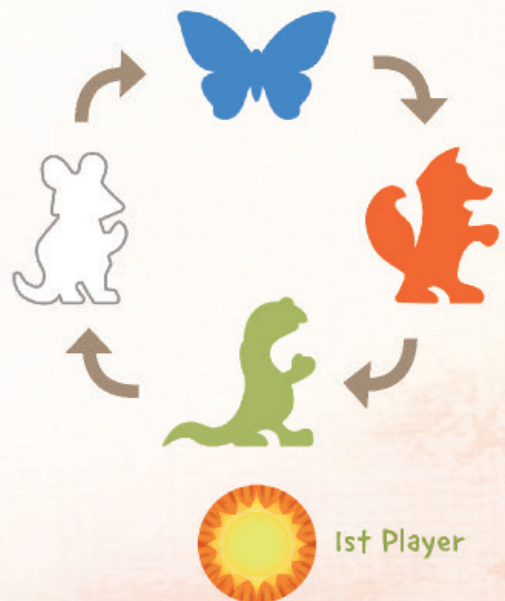
4. Return Home

After each player has taken 3 turns, the round is over. Return all 3 Friends to each player's Home Board.

5. Move Sun and Moon Tokens

Pass the Sun Token **to the right**, so the player who went last during the previous round will go first in the next round.

1st Player

Move the Moon Token to the next spot to indicate the start of the next round.
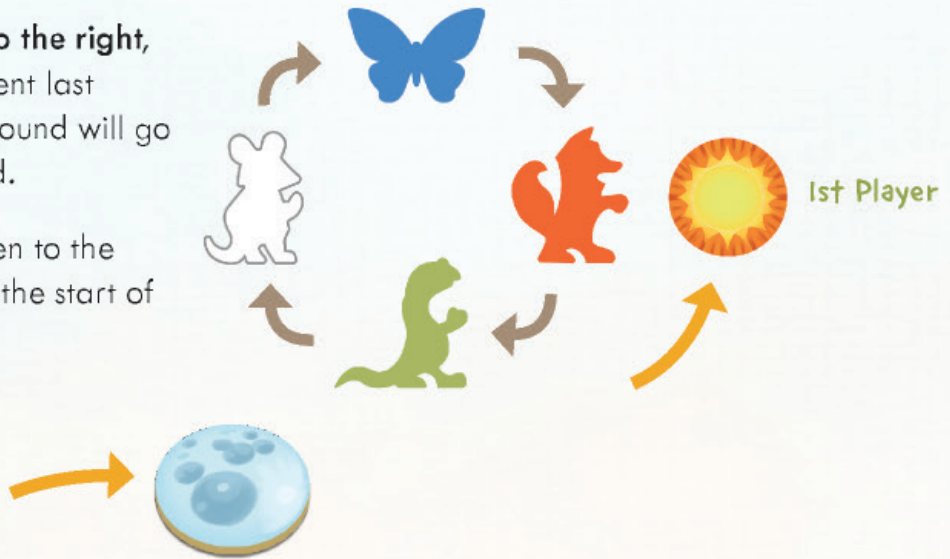
Go back to step **1.** and repeat until you've played 4 rounds, then check your score to see who won (see page 12).

PLACING FRIENDS

Anyone may place a Friend on the top 3 spaces on the board, even if another player or another of their own Friends are already there. Placing a Friend on one of these spaces lets you take one of the resources shown above that space.

Example: Placing a Friend on the left space would let you take 1 Resin.

Only 1 Friend is allowed on the special Resource Dice spaces. Take the resources and/or points shown on the die at that space when you place a Friend there. You can always find more resources at the Resource Dice than at the other board spaces, but it may not be exactly what you would like best!

Example: Placing a Friend on this space lets you take 1 Point Token and 1 single Resource of any type (Resin, Twig, or Berry). Now that your Friend is on this space, nobody else may visit this space until all the Friends return home at the end of the round.

You may place a Friend on a **Red** card that you own to gain the resources or perform the action shown. You cannot place a Friend on another player's **Red** card.

LOOKOUT

: Copy

GRASS CLIPPER

: Use

Example: Placing a Friend on the Lookout allows you to copy one of the Resource Dice on the board to gain those resources, even if another player's Friend is on that space.

Placing a friend on the Grass Clipper lets you activate two different Green cards you already own.

PLAYING CARDS

Each turn after you place a Friend, you may play one of the face-up cards below the board. To play a card, you must pay the cost in resources shown on the top. Paid resources go back to the Supply Crates. After paying the cost, place the card face-up beside your Home. Replace the card that was played with a new one from the deck.

Cost to Play

Critter or Place

End Game Point Value

3

Color Symbol

PRINCESS

Name

1 for each

Card Ability/Reward

You may find it easiest to place Critters on one side and Places on the other side of your Home Board to keep track of when you qualify for Parades.

Critter

Place

1

BARGE TOAD

3

PIRATE SHIP

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

Green cards activate once as soon as you play them, and they activate again at the beginning of each new round.

Blue cards activate after playing a certain card type or earning a Parade, or let you play a certain card for cheaper.

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

Red cards activate when you place a Friend on them. Each player may only use their own Red cards that they have played.

Purple cards only activate after the game has ended. They give you point tokens for other cards or Parades you may have at the end of the game.

PARADES

There are 4 Parades that every player is trying to achieve. As soon as you meet the listed requirements on any of the Parades, take the highest value Parade Token remaining on the board for that type of Parade, and place it in your area. You may only achieve each Parade once.

| 5 Places	5 Critters	At least 1 of each colored symbol	3 cards of the same color (except Green)

The first player to reach 5 Critter cards will get the token worth 6 points. The next player to reach 5 Critter cards will get 5 points, and so on. You are allowed to achieve more than one type of Parade at the same time.

END OF THE GAME

After the last player has taken their final turn in round 4, the game is over.

Trade Resources

Trade in any leftover resources you have to the Supply Crates for point tokens. Every 2 resources gets you 1 Point Token, regardless of type.
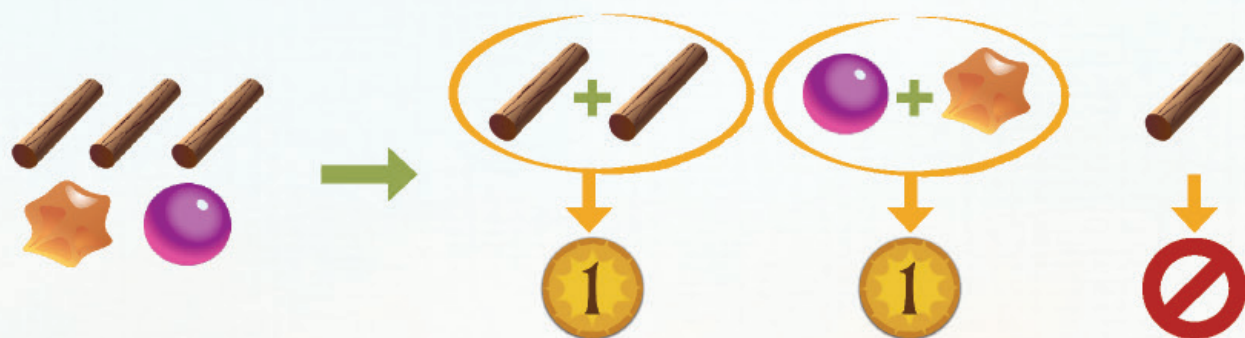
Example: You have 5 resources left at the end of the game (3 twigs, 1 resin, and 1 berry). You can trade 2 twigs for a point token then trade 1 berry and resin for a point token. The leftover 1 twig will get no bonus points.

Purple Bonus Points

For each **Purple** card you have at the end of the game, take bonus Point Tokens as described on the card. (The King and the Ever Tree do not give you any bonus points, they are just worth more points on their own.)
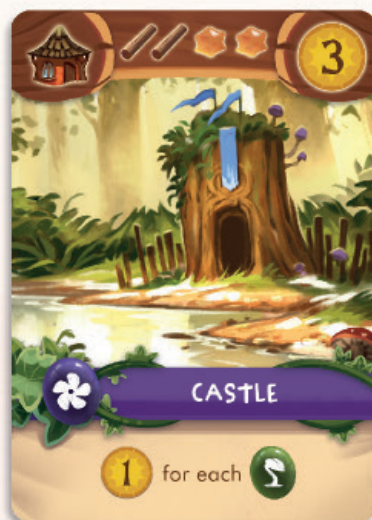
CASTLE

KING

Example: At the end of the game, the Castle lets you take 1 Point Token for each Green card in your area.

Example: The Kings gets no bonus Point Tokens.

12

Total Your Points

Count all of the points shown on your **cards**, your **Parade Tokens**, and your **Point Tokens**. The player with the most points wins! If you need a tiebreaker, the player with the most points on their cards wins.
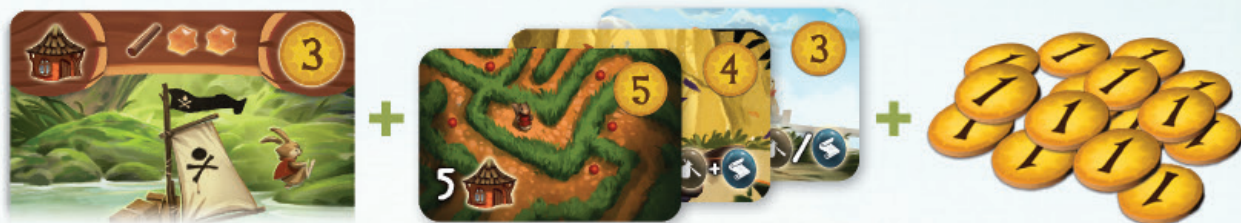
SOLO RULES

When playing My Lil' Everdell by yourself, you will be competing against either Prince Pumpernickel or Princess Periwinkle.

Setup

Set up the game normally, except use 2 Resource dice and only the 6-point and 3-point Parade Tokens. Choose to play against the Prince or Princess and place the solo card with that side face-up on the table. Give your royal opponent a Home Board, a set of Friends, and the 8-sided die.

Play

You will always be the first player every round. Take your turn like normal, placing a Friend and then optionally playing a card. Your opponent will then take their turn as described on the next page.

Neither the Prince nor the Princess take any resources or point tokens. They play all cards for free and will play a card every turn, so either opponent will have a total of 12 cards by the end of the game. **However, they only check for Parades at the end of each round, not after each card.**

Prince Pumpernickel

If any Resource Dice locations are open, Pumpernickel will place 1 of his Friends on it. If more than one is open, he will place his Friend on the leftmost space. If both dice locations are blocked, the Prince will send his Friend to visit the berry patch for a snack.

After placing a Friend, roll the 8-sided die to determine which card the Prince will play, as shown in the diagram. Place the card next to Pumpernickel's home, and then replace the missing card.

Princess Periwinkle

First, roll the 8-sided die to determine which card Periwinkle will play, as shown in the diagram. Place the card beside Periwinkle's Home. Do not refill the missing card. Instead, place one of the Princess's Friends in the spot where the card was. This card will not be replaced until the end of the round. If a number is rolled where she already has a Friend, reroll the die.

At the end of the round when the Friends return home, refill the 3 empty spaces.

End of Round

At the end of the round (including the last round), check to see if your opponent has the cards needed to achieve any of the Parades. If so, place them beside their Home board.

End of Game

Count up your points and your opponent's points as normal. Your opponent will not have any resources to trade but will still qualify for **Purple** bonus points, if any. If you have more points or you are tied, you win!

Additional Challenges

For a more challenging solo game, play with any or all of the following changes:

- Your opponent achieves Parades immediately instead of at the end of the round.
- Your opponent goes first every round instead of you.
- Your opponent starts the game with a Fort and a Captain card.

Multiplayer

Prince Pumpernickel can join a multiplayer game with up to 3 human players. Use the same rules as listed above, except use a number of Resource Dice equal to the number of human players +1, and "First Player" will follow the rules of the Sun Token as normal. The Sun Token will be assigned to Pumpernickel when appropriate based on his location at the table.

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HEAR YE, HEAR YE! THE PARADE IS ABOUT TO BEGIN! I WILL GIVE LOTS OF SHINY POINTS TO THE CRITTER WITH THE BEST THINGS THAT I LIKE THE MOST!