

# Everdell

## Player Aid

### Perform one of the following actions per turn:

- Place a worker
- Play a card
- Prepare for season

### Prepare for Season: bring back all workers and

**Spring** - gain one worker, activate all Green Production cards in your city

**Summer** - gain one new worker, draw up to two meadow cards

**Autumn** - gain two workers, activate all Green Production cards in your city



**Tan Traveler:** Activates once immediately when played. It never activates again.



**Green Production:** Activates once immediately when played, and once during the Prepare for Season actions in spring and autumn.



**Purple Prosperity:** Worth the base points and the listed bonus points at the end of the game.



**Red Destination:** Activates when a worker is placed on it. Cards with the **OPEN** symbol may be visited by opponents.



**Blue Governance:** Grants you bonuses after playing certain card types, and offers different ways to play cards for a discount.

**Gain:** take listed resource or point tokens from the general supply.  
**Pay:** place listed resources from your supply into the general supply.



Point token



End of game points



Card



Twig



Resin



Pebble



Berry



Any resource

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