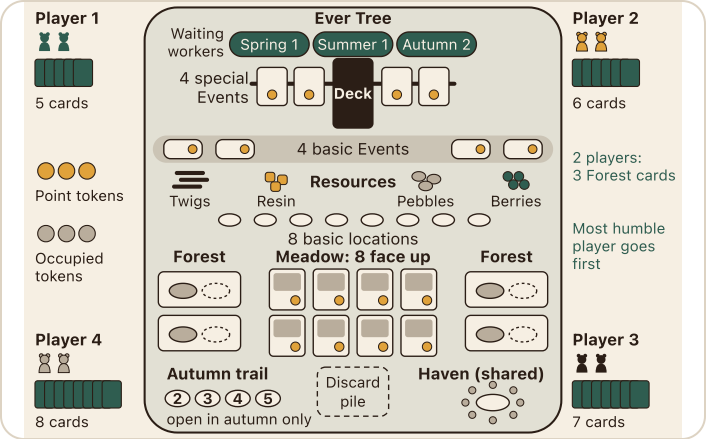
THE LUDARIUM · TEACH SHEET

Teach Everdell in ten minutes

1 to 4 players · 40 to 80 minutes · Ages 10 and up

The goal: Build the city worth the most points, up to 15 cards, by the end of autumn.



On your turn

1. Take one action: place a worker, play a card, or prepare for season.
2. Place a worker: take the reward. Open rings are shared; other spaces hold one worker.
3. Play a card from your hand or the Meadow by paying its cost. Refill the Meadow.
4. A Critter is free if its Construction is in your city. Mark that Construction occupied.
5. Prepare only when all your workers are out: bring them home, add the new ones.
6. Spring: 1 new worker, green cards produce. Summer: 1 new worker, draw up to 2 Meadow cards.
7. Autumn: 2 new workers, green cards produce. Autumn is the last season.

Three tips for your first game

1. Play green Production cards early; each one pays again every spring and autumn.
2. Build a Construction first, then play its Critter for free.
3. Count your open city spaces in summer and plan what fills the last ones.

Setup

1. Board in the middle, Ever Tree on its stump, shuffled deck inside the tree.
2. Resources in piles by the river; point and occupied tokens beside the board.
3. Forest cards on the clearings: 3 for two players, 4 for three or four.
4. 4 basic Events on the river; 4 special Events on the tree's lower branches.
5. Deal 8 cards face up into the Meadow.
6. Each player takes 2 workers. Deal 5, 6, 7, and 8 cards in turn order.
7. Each player's other 4 workers go on the tree: 1 spring, 1 summer, 2 autumn.
8. The most humble player goes first; play passes clockwise.

Scoring

- Base points printed on every card in your city.
- Point tokens you collected.
- Purple Prosperity card bonuses.
- Workers on the autumn trail: 2, 3, 4, or 5 points.
- Achieved Events: basic Events 3 each, special Events as printed.
- Ties: most Events wins, then most leftover resources.

Game end: After autumn, pass when you cannot or will not act; nobody can give a passed player anything. When everyone has passed, add up the scores. Most points wins.

Free course: theludarium.com/academy/everdell/

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