# Setup

* 4 Forest cards over clearings (3 for 2 players)
* 4 Events (+1 for every player over 4) & event tiles
* 8 Critter/Construction cards to meadow
* 1st Player 5 cards, ++1 for consecutive players.
  + 1 Critter & 1 Construction from *Legends* (quill),   
    which don’t count towards hand or city limit. 
* 2 workers per player, remainder in tree per its instructions  
  (none in Spring when 5 or 6 players).

# Turn Structure

Hand limit is 8 for 4 players or 7 for more than 4 players.

One action per turn

* Place a worker (unbroken circles are exclusive).
  + Owners of OPEN card spaces get VP for opponent use.
* Play a card (from hand or Meadow) by paying its costs.
  + Free Critter (TO: upper left) *once* if you’ve already played a paired Construction: mark Construction  
    (lower right) with a *j* OCCUPIED token.
  + Only ONE card-playing ability triggers.
  + UNIQUE limitation below card name
  + 15 card limit in a city.
  + “Remove” effects trigger before placement effects.
* Prepare for Season (can’t/won’t play worker or card): retrieve workers and gain tree bonuses for next season.

# End Game

* Players can’t play workers or cards in Autumn.
* Score: cards, purple cards, point tokens, events, and workers on Journey spots.
* Tie breaker: most events, then resources.

# Module & Expansion Symbols

Added to main deck:*Extra! Extra!* and *Corrin Evertail*

Added via replacement: *Through Every Season*

Add-in modules: *Legends* and  *Rugwort*  
Expansions: *Bellfaire*, *Pearlbrook*, and *Newleaf*