


## 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
- 1<sup>st</sup> 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*