Everdell

Farshore

RULES OF PLAY

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Introduction

The Forever Sea is calling...

The rugged coast north of Everdell Valley is a land brimming with adventure and mystery. Stalwart sailors search for bountiful islands and valuable treasures. Dutiful monks inhabit abbeys and scriptoriums, meticulously translating and illuminating. Hard-working folk gather resources and build their cities in unison with the ever-changing waves of the mighty ocean.

This is the country of Farshore.

Through each season, you will be leading a crew of critter workers to build up a prosperous city and to explore the enchanting ocean beyond. You must plan your actions carefully in order to build and to sail, for only by adapting to the winds of change will you succeed.

The wind is high. The sun is breaking the horizon. It is time to set sail for adventure!

Legend

Gain: Take listed resource or point tokens from the general supply.

Pay: Place listed resources from your supply into the general supply.

Draw: Take a card from the top of the deck (unless otherwise specified) and add it to your hand. A card icon without other text means to draw from the deck.

Reveal: Reveal cards from the deck for all players to see.

Discard: Take a card from your hand (unless otherwise specified) and put it face down in the discard pile.


Point Token


Driftwood


Any Resource



End of Game Points


Seaweed


Windrose


Card


Seastone


Map


Ship


Mushroom


Treasure

Treasure is not a resource. Any time you are required to spend a resource of any type, you may pay a Treasure token instead. However, if an effect lets you gain one of "any resource", you must choose at that point to take either a Driftwood, Seaweed, Seastone, or Mushroom. You may not take a Treasure. If you gain multiple "any resource", each one may be different or the same.

Contents



1 Lighthouse



Treasure Tokens



12 Metal Anchor Tokens



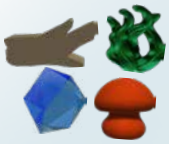
4 Ships with Punchboard Sails



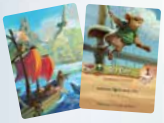
Shell Point Tokens



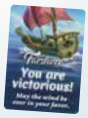
1 Game Board



Resources: Driftwood, Seaweed, Seastones, Mushrooms



125 Main Deck Cards



1 Victory Card



24 Worker Critter Meeples (6 Crabs, 6 Beavers, 6 Puffins, 6 Ducks)



24 Map Tiles



10 Island Tiles



8 Windrose Tiles (4 'A' and 4 'B')

Solo Components



1 Plan Card



5 Color Markers



15 Route Cards



11 Weather Cards



2 Reference Cards

Overview

In Farshore, you send critter workers to various locations on the board to gather resources. You use these resources to play cards face up in front of you, forming your own seaside city.

Each turn, you take one of three possible actions:

- Place a Worker
- Play a Card
- Prepare for Season

You may **place one of your workers** on any Shoreline location, Island location, Docks, Lookout, Dunes, or Red Destination card in your city, so long as it is not blocked by another worker. Immediately claim the listed resources or perform the action.

To **play a card**, you must pay the listed cost of resources, or if it is a Critter, you may play it for free by using one of your three Anchors. Cards may be played either from your hand, or from the area of face up cards on the board known as the Bay.

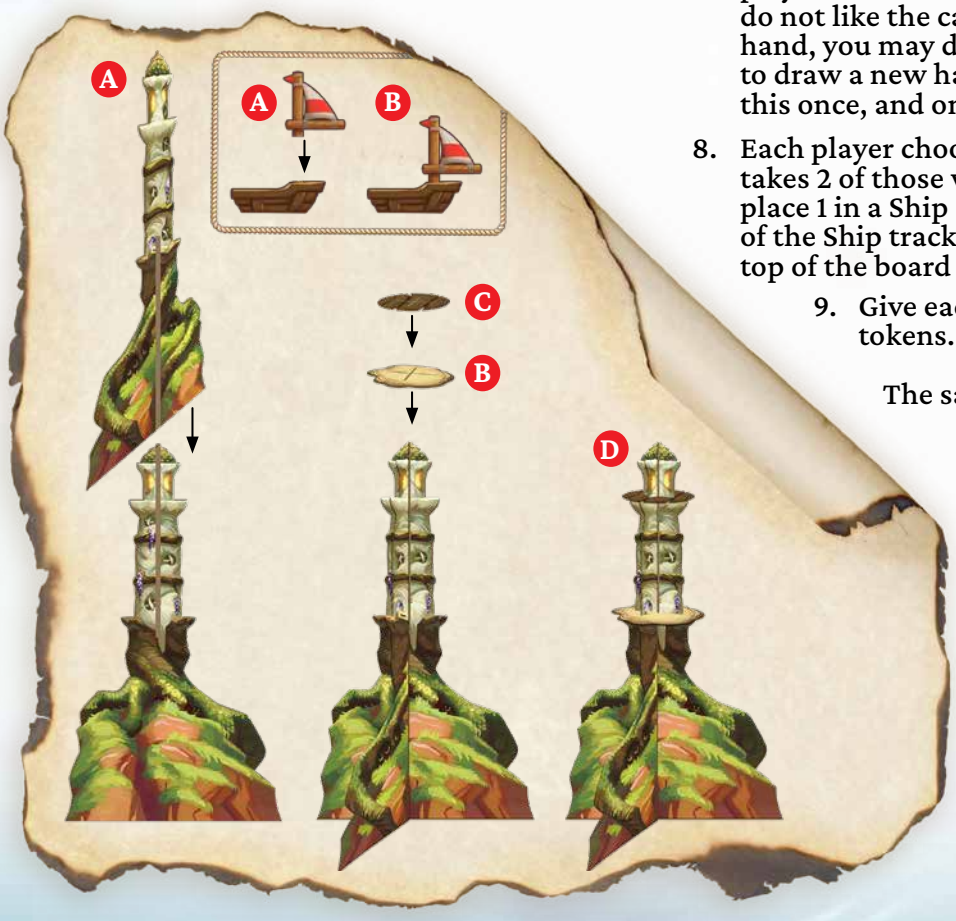
If all of your workers are deployed, you may **prepare for the next season** by bringing back all of your workers, gaining a new worker, and performing the action described for the following season. The last player to Prepare for Season will also initiate the Winds of Change, which will reveal new requirements for moving your Ship around the board.

A player is finished when they have played the last season (autumn) and cannot perform any more actions. After all players have finished, the player with the most points is the winner.

Setup


7 x8
8
9
4th Player
8
7 x5
8
9
1st Player
2
5
6
1
8
1
1
1
1
4
5
Dunes
Claim 1 you qualify for.
Docks
Discard up to 3 to gain 1 for each .
Lookout
Discard any number of then draw to your hand limit from the deck or Bay.
Bay
3
7 x7
8
9
3rd Player
7 x6
8
9
2nd Player

1. Place the board and Lighthouse in the center of the table. Place the resources on their designated spots on the Shoreline. Place the Point tokens and Treasure tokens in separate piles near the board.
2. Sort the Map tiles by type, and then stack each type in ascending order with the 2-point Map on top. Place them into 6 piles on their spots on the board. When playing with 2 players, use only the 2-point and one 1-point Maps. With 3 players, use one of each of the 2-point, 1-point, and 0-point Maps. With 4 players, use all 4 Maps.
3. Shuffle the Island tiles face down and randomly select 1 per player. Place the selected tiles face up onto the Island spots on the board. Place the rest back into the box.
4. Sort the Windrose tiles into A and B stacks. Shuffle each stack face down and place them on their spots on the board and then reveal the top tile of each stack.



There is no limit to the amount of resources, Treasure tokens, or point tokens a player may have during the game. If any of these resources run out, use something else as a substitute.

5. Shuffle the main deck of cards and place 8 cards face up in the Bay. If there are any duplicate cards in the Bay, stack them together by name and refill the empty spots from the deck. Place the face down deck on the left side of the Lighthouse.
6. The discard pile will be formed on the right side of the Lighthouse and should also be face down.
7. The first player draws 5 cards from the deck, the second player 6 cards, the third player 7 cards, and the fourth player 8 cards. Keep hands secret. If you do not like the cards in your starting hand, you may discard your entire hand to draw a new hand. You may only do this once, and only during setup.
8. Each player chooses a Worker type and takes 2 of those workers into their area, place 1 in a Ship at the starting location of the Ship track, and place 3 near the top of the board or on the Lighthouse.
9. Give each player 3 Anchor tokens.

The saltiest player goes first.

How to Play

On your turn you must perform one of the following actions:

- Place a Worker
- Play a Card
- Prepare for Season

Place a Worker

Place one of your workers on any space on the board with a webbed foot symbol that is not already blocked, or on one of your own cards that was previously played and not currently blocked. Perform the action at that spot immediately.

Shoreline Locations



There are four main locations along the seashore that will give you the resources shown on the board when you visit them. These locations may only have 1 worker on them at a time.

Island Locations



Islands are usually more rewarding locations that may only be visited by 1 worker at a time. They may only be visited while the Island tile is face up. (See High Tide, page 10).

Docks



The Docks location may have any number of workers on it, even from the same player. This location allows you to discard up to 3 cards from your hand and then gain 1 of any resource for each card you discarded. You may choose a different resource for each card.

Lookout



The Lookout location may have any number of workers on it, even from the same player. This location allows you to discard any number of cards from your hand, then draw up to your hand limit from the deck or the Bay. You may draw a combination from both. Refill the cards in the Bay **after** you are done drawing all cards.

Destination Cards



You may visit any Destination cards that you have already played into your city to activate their ability. You may only have up to 1 worker on a Destination card at a time. You may **not** visit Destination cards in any opponent's city.

Dunes



You may place a worker on the Dunes to claim a Map tile if you have the listed card types already in play in your city. To do so, take the top Map from its stack and place it by your city.

You may only have one tile of each Map type. For example, once you claim the "" Map tile, you cannot claim another "" Map tile.



To claim this Map, you must have at least 4 Green cards in your city.



To claim this Map, you must have at least one of each card color type in your city.



Maps are worth points at the end of the game. They are each worth 2 or 1 or 0 points multiplied by the total quantity of Map tiles you have, including that Map.

Example 1



2 × 1 Tile = 2

Total = 2 Points

Example 2



2 × 2 Tiles = 4



1 × 2 Tiles = 2

Total = 6 Points

Example 3



2 × 3 Tiles = 6



1 × 3 Tiles = 3



0 × 3 Tiles = 0

Total = 9 Points

Play a Card

As your action, you may play **one** card. To play a card, you must pay the resources shown on the card (to the left of the name). Then place the card face up in front of you. These cards will form your city.

Cards may be played either from your hand or from the 8 face up cards in the Bay. If you play a card from the Bay, refill the Bay from the deck at the end of your turn.

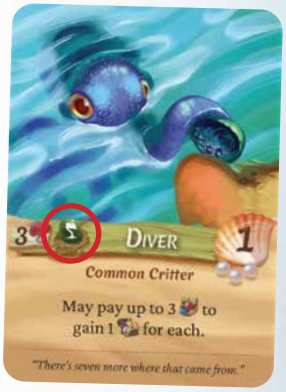


Anchors

Critter cards may be played by paying the cost shown in Mushrooms, or they may be played for free by using one of your Anchor tokens. To do so, place an Anchor on any available Construction in your city that is the same color as the Critter you are playing. You may only place one Anchor on each Construction.

If you discard a card from your city with an Anchor on it, you do not gain back the Anchor. Each player has only 3 Anchors to use in the entire game, so use them wisely!





Example: You could play a Diver for free by placing an Anchor on a Warehouse in your city.

Timing

When a card is played, follow this sequence of actions, when applicable:

1. *Use a **single** "card playing ability" **(multiple abilities may not be combined).***
2. *Pay resources and/or Treasure tokens, or use an Anchor token.*
3. *Place the newly played card in your city.*
4. *Resolve the newly played card effect if applicable.*
5. *Resolve triggered effects from other cards.*
6. *Move your Ship if applicable due to the Windrose tiles, gathering Treasures if applicable.*
7. *If the card came from the Bay, refill the Bay from the deck.*

Additional Card Rules

- You have 15 spaces in your city that may be filled with 1 card each. When your city is full, you may not play any more cards unless the card states that it does not take up a space in your city (Shipwreck and Castaway).
- Any time you get to draw a card, always draw it from the deck, unless the ability says that you may draw from the Bay.
- You have a strict hand limit of 8 cards; you may never draw beyond 8 cards. If something would cause you to draw more cards than you have room in your hand, only draw up to your hand limit, any additional cards are not drawn.
- When giving a card to another player, you must select a player who has room in their hand. If there are no eligible players, discard the card instead (you still gain the benefit for giving the card).
- Any time you discard a card, discard it from your hand, unless the ability says otherwise.
- If there are ever any duplicate cards in the Bay, stack them in the same spot and refill the empty spot from the deck. If you play a card from such a stack, the remaining cards stay in the Bay.
- If at any point you must draw a card from the deck or replace a card in the Bay and there are no cards in the deck, shuffle the discard pile to form a new deck. *For example, if there is 1 card left in the deck and you are drawing 3 cards, draw the 1 remaining card first, then shuffle the discard pile to make a new deck, then draw 2 more cards.*
- If a card says "may", its ability is optional, otherwise it is mandatory (but beneficial).

Card Types and Keywords

Each card will have two keywords, one out of each pair:

- **Common/Unique:** You may have multiple copies of any "Common" card, but you may only have one copy of a "Unique" card in your city.
- **Critters/Constructions:** "Critters" nearly always cost Mushrooms to play, or may be played for free by using an Anchor token (see page 7, Anchors). "Constructions" do not ever require Mushrooms to play (though Mushrooms may be used to pay a resource type of "any").

Each of the five card types functions in a slightly different way, as outlined below:



Production: Activate immediately when played. Also activate when you prepare for spring and for autumn.



Governance: Activate as described on the card, granting bonuses when you play cards or perform certain actions. Blue cards do not trigger themselves when played.



Traveler: Activate only once, immediately when played.

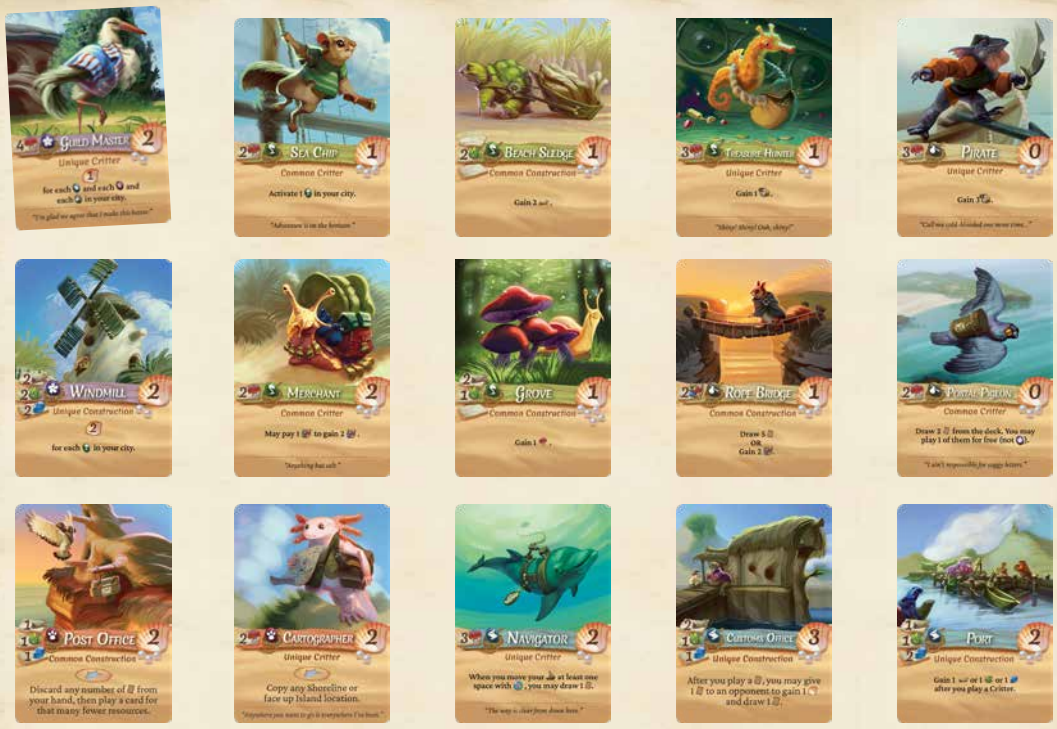


Destination: You may place a worker on these cards in your city to activate them. They do not activate when played.



Prosperity: At the end of the game, worth their listed points and the bonus points based on different aspects of your city, Ship, Maps, or Treasures.





In this example, the Guild Master will score 2 points for the base value of the card, plus 8 bonus points (3 for Blue, 2 for Red, and 3 for Tan).

Moving Your Ship

Whenever you play a card that matches one of the Windrose tiles, move your Ship forward to the next space along the outside path. If the played card matches both Windrose tiles, move your Ship 2 spaces.



Ships may share a space, and do not affect each other. Use the mast or another agreed-upon reference point to keep track of multiple Ships next to each other.

Other effects may move your Ship as well, but abilities that trigger from Windrose movement do not trigger from these other types of movement. For example, the Navigator does not trigger when moving your Ship due to activating the Sloop.

Any time you land on a space or pass a space showing a Treasure Chest, regardless of what ability caused the movement, take 1 Treasure token from the general supply.

Treasures may be spent as any 1 resource at any time. Or, if you choose not to spend them, they are each worth 2 points at the end of the game.

The Galleon also gives you bonus points for unspent Treasures at the end of the game.

The final location of your Ship determines how many points it is worth at the end of the game. You do not gain point tokens for moving your Ship.

If your Ship reaches the 60-point space, you cannot move your Ship any farther.



Prepare for Season

If you have placed all of your workers, and you choose not to play a card (or you are unable to play a card) then you must perform the Prepare for Season action. To do so, retrieve all of your workers from the board, and also gain 1 new worker from the next Season area. Gain the bonus of that new season. After doing so, your turn is finished, and play continues with the next player.

The game begins with you in winter, so the first season you prepare for will be spring. Autumn is the final season that you will prepare for.

Important: Players do not have to perform the Prepare for Season action at the same time. Only you Prepare for Season if you choose this action. Other players will continue with their next turns as normal.

Spring: Gain 1 new worker and activate all Green Production cards in your city, in any order you wish.

Winds of Change
If you are the last player to prepare for spring, take the top Windrose tiles of both stacks and place them at the bottom of the stacks. Then reveal a new tile from each stack.

Summer: Gain 1 new worker and draw 2 cards from the Bay, if able. Refill the empty spots after drawing both cards.

High Tide
If you are the last player to prepare for summer, perform the High Tide effect by flipping over 2 of the Island tiles of your choice. The flipped over Islands may no longer be visited during the game. Leave any deployed workers on the flipped over tiles (that player may retrieve them as normal when preparing for season).

If you are the last player to prepare for summer, also perform the Winds of Change effect outlined above.

Autumn: Gain 1 new worker, draw 2 cards from the deck and/or Bay, and activate all Green Production cards in your city. You may do these in any order you wish. Refill the empty spots after drawing all cards.

If you are the last player to prepare for Autumn, also perform the Winds of Change effect outlined above.

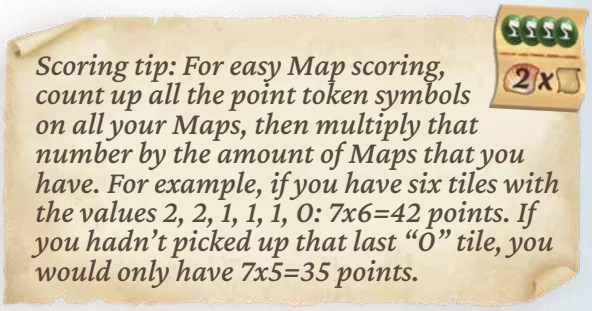


End of Game

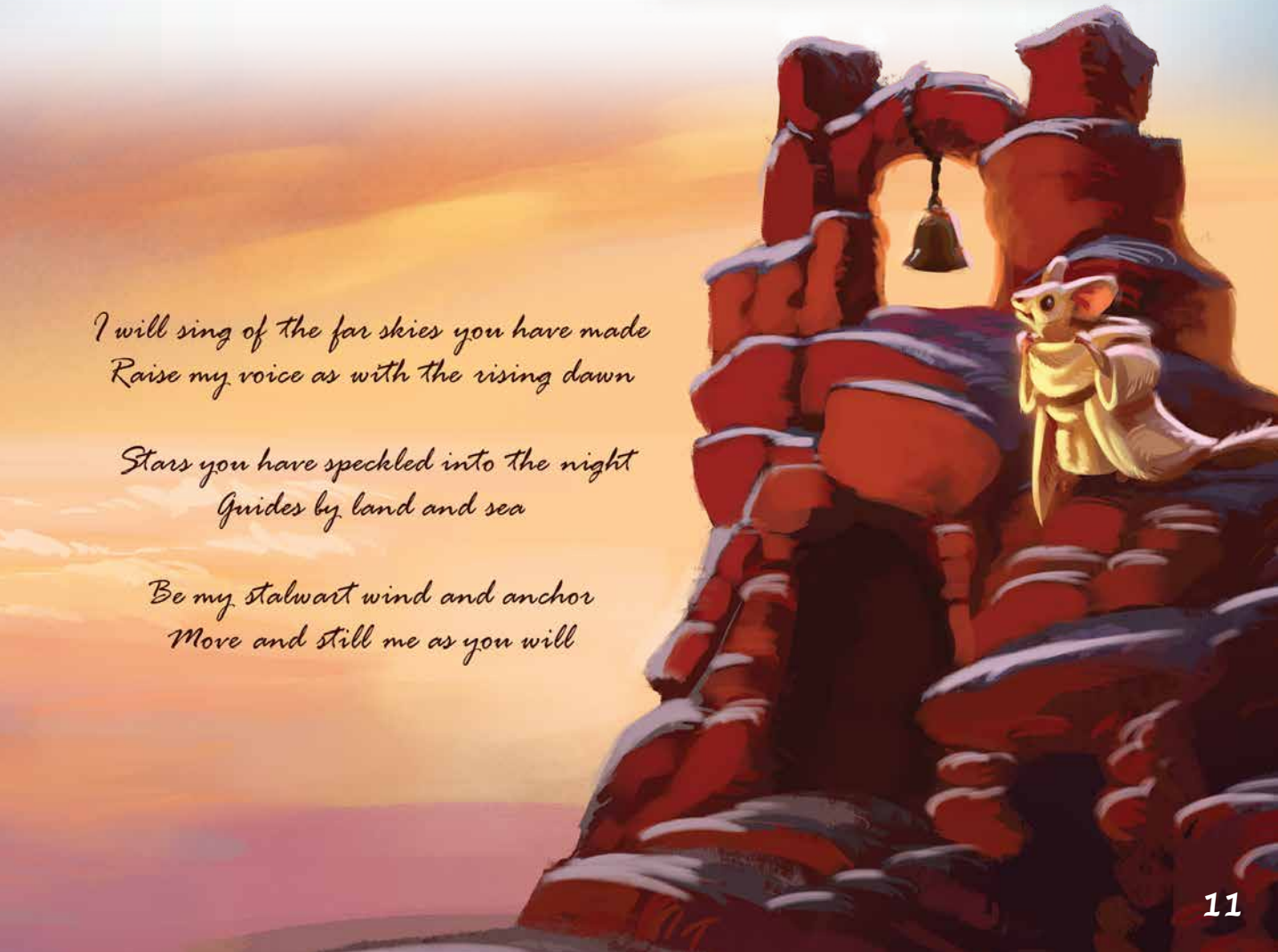
When you have reached the end of autumn and cannot perform any more actions (or do not wish to), you have finished the game and must pass. If a player has passed, they cannot be given any cards or resources. Their workers remain on the board and continue to block locations if applicable. If cards or resources have to be given to a player and all other players have passed, discard them instead. Once a player has passed, they cannot re-enter play.

Other players continue playing until all of them have passed. Once all players have passed, count up the final score. Remember to include the listed value on all cards in your city, bonus points from Purple Prosperity cards, point tokens, Treasure tiles, Maps, and your final Ship location. The player with the most points is the winner.

If tied, the player who moved their Ship the furthest is the winner. If still tied, check the following further tiebreakers in order: most Maps, most Treasures, most leftover resources. If still tied, the players share such a remarkable victory!



Scoring tip: For easy Map scoring, count up all the point token symbols on all your Maps, then multiply that number by the amount of Maps that you have. For example, if you have six tiles with the values 2, 2, 1, 1, 1, 0: 7x6=42 points. If you hadn't picked up that last "0" tile, you would only have 7x5=35 points.



I will sing of the far skies you have made
Raise my voice as with the rising dawn

Stars you have speckled into the night
Guides by land and sea

Be my stalwart wind and anchor
Move and still me as you will

Solo Rules

The legend of Bonny Redclaw's long lost treasure has circulated around the shops and homes of Farshore for many seasons. Are you daring enough to test your sailing skills against the greedy Captain Bonny Redclaw and her fearless crew? Don't be fooled by her charm; she'll give you a compliment the moment before she leaves you castaway on a small island with high tide approaching...



Captain Bonny Redclaw



Human Player



Solo Setup

A. Choose a player color for Captain Bonny (she prefers red). Place the two Captain Bonny reference cards and the Plan Card in an area to indicate the location of her city.

B. Choose a Challenge Level you will use in this game. Mark that Challenge Level with an Anchor token for your reference.

C. Shuffle the Color Markers face down and place one each on the bottom row of the Plan Card. Then flip over the markers and move the Purple marker up to #2, the Red, Blue, and Tan markers to #3, and leave the Green marker on the #4.

D. Shuffle the Route cards and place them in a deck face down next to Captain Bonny's city.

Set up the rest of the game as normal (see page 4) with these changes:

Step 2: Count Bonny as a player when setting up the Map tiles.

Step 3: Only count human players when setting up Island tiles.

Step 7: Bonny is always the last player, but will start with a hand (claw) of only 2 face down cards.

Step 8: Captain Bonny sets up workers as normal (2 in her starting area, 1 for each Season near the Lighthouse, 1 on a Ship).

Step 9: Captain Bonny gets no Anchor tokens (besides the one marking the Challenge Level).

In solo games, you are the starting player.

Multiplayer with Captain Bonny

Captain Bonny can also play against 2 or 3 human opponents.

She will always be the last player. She will only Prepare for Season after all human players have prepared.

All other rules for solo play remain the same.

Challenge Levels

1. **Bashful:** Move Captain Bonny's Ship **1** space per Windrose.
2. **Bold:** She moves **2** spaces per Windrose.
3. **Brilliant:** She moves **2** spaces per Windrose, and the **top** Weather effect applies to all human players.
4. **Breathtaking:** She moves **2** spaces per Windrose, and **both** Weather effects apply to all human players.

Weather Cards

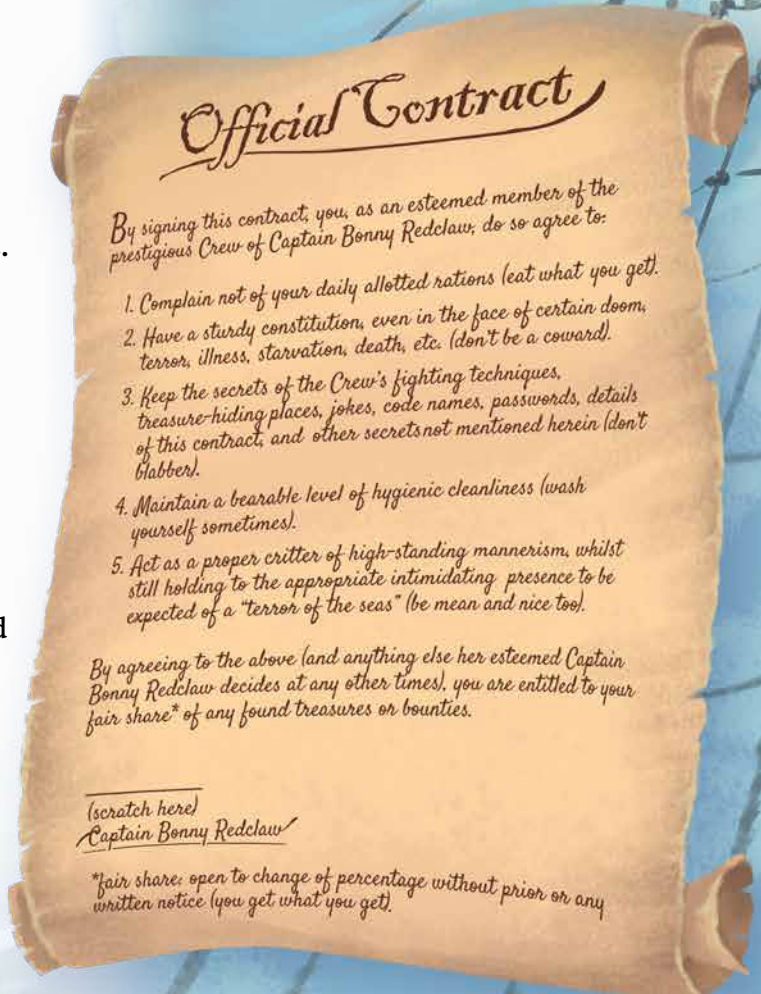
If playing Level 3 or 4, use the Weather Cards.

Shuffle the Weather cards and place 4 in a face down stack. Return the rest to the box. Reveal one Weather card at the beginning of the game, and then replace it with a new card each time a player changes the Windrose Tiles.

The Weather cards affect all human players. **Captain Bonny is not affected by Weather cards.** Use either the top effect, or both effects, depending on which Challenge Level you are playing. If only using the top effect, you can slide the card halfway behind Captain Bonny as a reminder.

For a more difficult and less predictable game, you may use the Weather cards in a game without Captain Bonny, but this should only be used if all players are familiar with the game.





Gameplay

Alternate taking turns with Captain Bonny (or rotate as normal for multiple players).

Captain Bonny will take any treasure she finds but cares not for hard work. She will take any Treasure tokens that she earns by moving her Ship as normal. Bonny **ignores resources** - she will not gain them, but she also does not have to spend them to play cards. She also **ignores all card text,** and has **no card limit for her city or hand.**

If you would give Captain Bonny a card (through the Customs Office), discard it instead (you still gain the benefit).

Placing Bonny's Workers

On her turn in the first three seasons, if she has any workers available, Captain Bonny will reveal the top Route card from the deck and place one of her workers on the top location shown on the card. If there is already a worker on the indicated location, she will try the next location shown lower on the card. If that location is also unavailable, Captain Bonny will always be able to place a worker on the final location: the Docks or the Lookout.

Route Symbol Examples



Place her worker on the 3 Driftwood Shoreline location.



Place her worker on the leftmost available Island.



Place her worker on any Red card in her city, then play 1 card from her hand.



Place her worker on the Docks, then move her Ship 2 spaces.



Place her worker on the Lookout, then she draws 1 Purple card from the Bay, discards all Green cards from the Bay, and she gains one Treasure.



When placing a worker on one of her Red cards, instead of activating the card, she performs the action indicated on the Route card such as gaining Treasure(s), moving her Ship, or playing a card. If playing a card, she will play a card from her hand first if possible, otherwise from the Bay, following the rules as described on page 15.

When placing a worker on the Docks, she moves her Ship once or twice as indicated on the Route card. She gains 1 Treasure whenever her Ship lands on or passes a Treasure icon as normal.

When placing a worker on the Lookout, she draws 1 Purple card from the Bay into her face down hand if able, discards all cards of the indicated color from the Bay, and gains 1 Treasure. Then refill the Bay.

Playing Cards (Preparing the Plan)

If Captain Bonny has no more workers to place on her turn in the first three seasons, she will play a card instead.

Each time Captain Bonny plays a card in her first 2 seasons (winter and spring), move the Color Marker matching that card's color up 1 space on the Plan Card. If she plays a card matching a Marker on the #1 space, move the Marker above the Plan Card. If she plays a card and the Marker is already above the Plan Card, the Marker does not move.





If her played card matches a Windrose tile (in any season), move her Ship according to the Challenge Level you are playing for each tile it matches. She gains Treasure tokens for each Treasure icon her Ship lands on or passes as normal.

Playing from Bonny's Hand

If Captain Bonny has cards in her hand, she will play those first before playing from the Bay. **Shuffle** her hand (face down) if it has not been shuffled since she gained a card. She then plays 1 card into her city. She does not pay any cost, and she ignores any card text or ability.

Playing from the Bay (Following the Plan)

If she runs out of cards in her hand, Captain Bonny will play a card from the Bay instead. Use the Plan Card to determine which card she will play: she will pick one matching the highest Color Marker still on the card. If there is a tie on the Plan Card, pick the color furthest to the left on the Plan Card. As she plays from the Bay, adjust the Markers up to reflect what was played as described earlier. Once the Marker is moved above the Plan Card, she will ignore this color when playing from the Bay.

If there is more than one eligible card of that color in the Bay, she plays the first eligible card going left to right, top to bottom. If there is no card of that color in the Bay, check the next tied color, or the next-highest color on the Plan Card, following the same rules. Keep moving on to the next color if necessary. If there is no eligible card in the Bay, she plays the top card from the deck instead.

Note: the Plan Card has no effect on Captain Bonny's "Lookout" worker placement action, she will still draw a Purple card if one is available when doing so.



In this example, she would play a Purple card from the Bay if able. If there are no Purple cards, she would play a Red card. If there are also no Red cards, she would check Blue, then Tan.

Captain Bonny will continue to play cards in this manner until the last human player Prepares for Season.



Prepare for Season

Captain Bonny will Prepare for Season on her turn immediately after you have Prepared for Season. (If playing with multiple human players, she will Prepare for Season immediately after the last human player prepares for that season. The last human player will resolve Winds of Change and High Tide effects.)

Retrieve her placed workers, plus her new worker, then follow these steps for each season:



Spring: She claims all Map tiles she is eligible for. She draws 4 cards from the deck unseen into her hand.



Summer: She claims all Map tiles she is eligible for. She draws 6 cards from the Bay, using the Plan Card to determine which cards she draws (as described in Following the Plan, page 15, except determine cards drawn instead of cards played). Adjust the Markers on the Plan Card for each card that is drawn before drawing the next card. Refill the Bay only after she has drawn all cards.



Autumn: She claims all Map tiles she is eligible for. She draws 3 cards from the Bay, using the Plan Card to determine which cards she draws (as described above). Adjust the Markers on the Plan Card for each card that is drawn before drawing the next card. Refill the Bay only after she has drawn all cards.

Bonny's Autumn Actions

During autumn, Captain Bonny plays differently. On her turn, she plays 1 card from her face down hand (shuffling first if she hasn't shuffled since receiving cards). Then if she qualifies for any Map tile she hasn't claimed yet, she immediately claims it with 1 of her workers as part of the same turn.

Once she runs out of cards in her hand, if she still has remaining workers, reveal a new Route card and place a worker on the location shown on the **bottom** of the Route card, then activate it as shown on the card. If the Lookout is revealed and a Purple card is available, she will play it immediately instead of drawing it into her hand.

Captain Bonny will pass after she has played all of the cards in her hand and placed all of her workers in autumn.

End of Game

In autumn, Captain Bonny ends her game on her own terms, whether the player(s) have passed or not. She passes after she has played all of the cards in her hand and placed all of her workers.

To determine Captain Bonny's score:

- Map tiles, Treasure tokens, and her current Ship location are calculated normally.
- Each Green, Blue, Tan, or Red card in her city is worth 2 points. *(Ignore the printed point value on the card.)*
- Each Purple card in her city is worth 6 points. *(Ignore the printed value and the card text).*

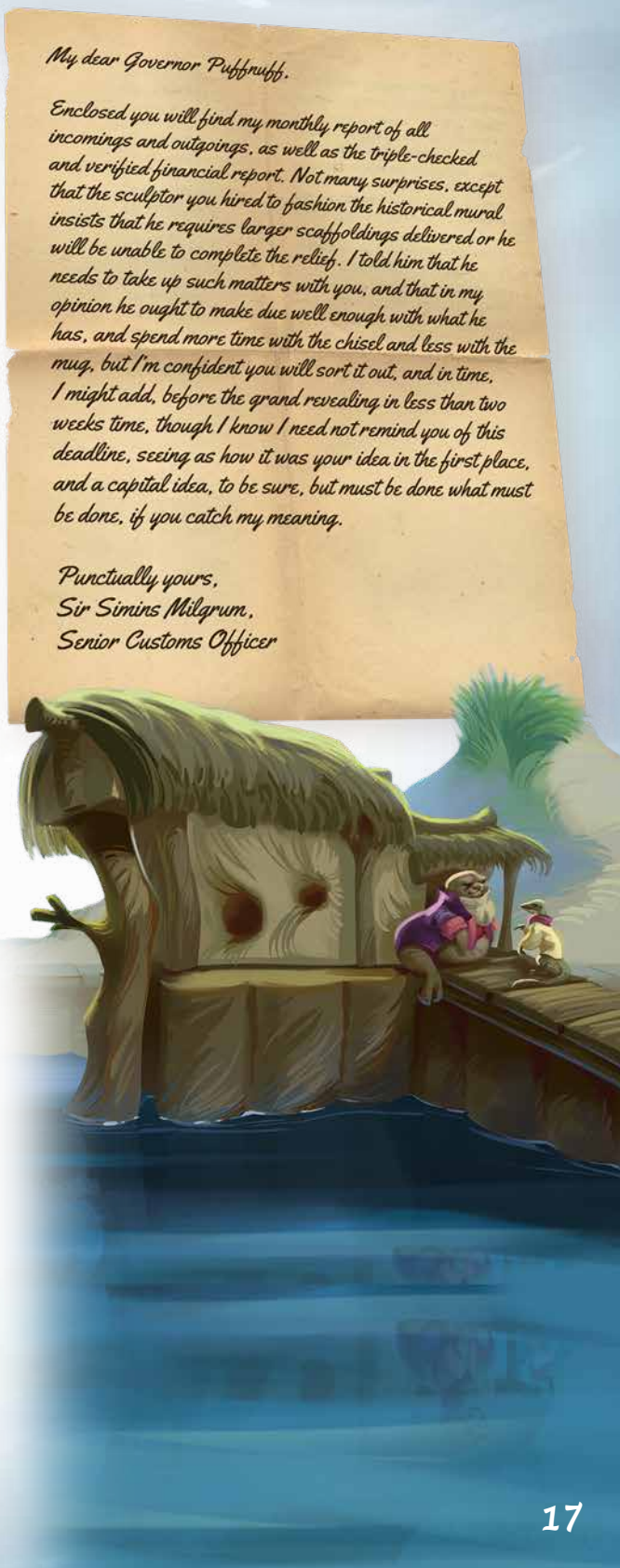
Credits

Game Design: James and Clarissa A. Wilson
Development: Ian McCormack, Chrissy Peske, Tom Peske, Tim Schuetz
Solo Design: Chrissy Peske, Tom Peske
Solo Development: Alex Peske, Amy Peske, Clarissa Wilson, James Wilson
Rules Editor: Tim Schuetz
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Sculpting: Andrew Martin, Mühlenkind Kreativagentur
Art Direction: Tim Schuetz, James Wilson, Clarissa Wilson, Dan Yarrington
Production: Dawson Ellis
Producer: Tim Schuetz
Executive Producer & Publisher: Dan Yarrington

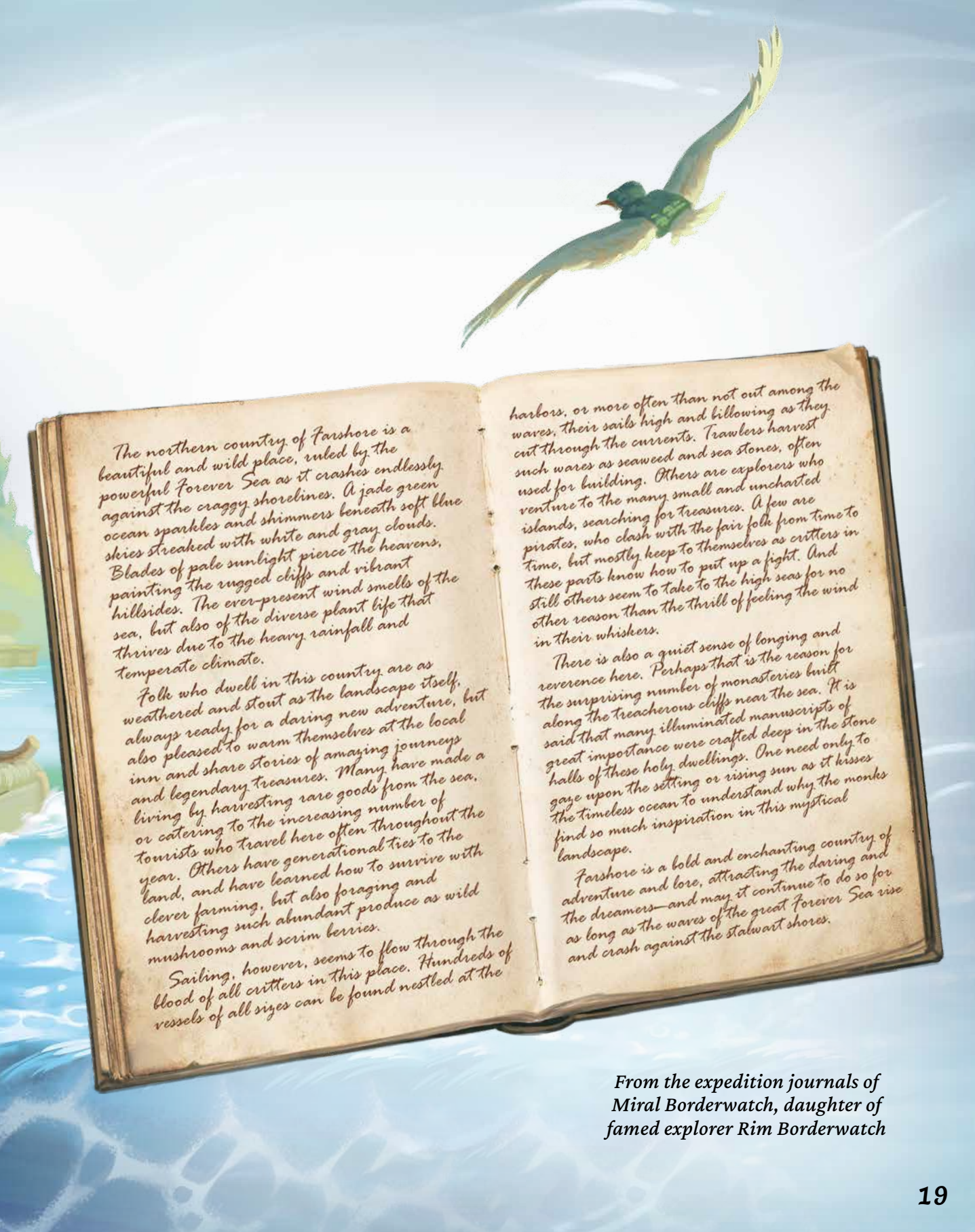
Thanks to our amazing playtesters: Christina Bishop, Joëlle Cathala, Dawson Ellis, Chris Mitchell, Jacob Parker, Alex Peske, Amy Peske, Bec Pouliot

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From the expedition journals of Miral Borderwatch, daughter of famed explorer Rim Borderwatch

Quick Rules
(Comparing Farshore to Everdell)

Farshore is built on the main mechanical structure of Everdell, but there are many important and exciting differences for you to discover and explore, including:

- Setup: Only stage 1 worker per player in autumn. 1 worker per player goes into a Ship at the beginning of the Ship track.
- Duplicate cards in the Bay get stacked on the same spot so there are always 8 different cards in view.
- The card deck has been rebuilt with many new abilities and changes to abilities that already existed.
- Your Ship will advance by playing cards that match the Windrose tiles, and by card abilities, and is an important source of end-game points.
- Treasure tokens can be used as replacements for any resource, but may be a significant source of points as well.
- Events are replaced by Map tiles. These can multiply together for big values so they should not be ignored. (A single player left unchecked could theoretically gain 72 points from Maps alone).
- Occupied tokens are replaced by Anchor tokens. An Anchor token may be placed on any un-anchored Construction to play a Critter of matching color for free. Each player may use only 3 Anchor tokens throughout the game.
- There are no more “open” Red locations. You may only visit those in your own city.
- In general, resources are slightly harder to get, and cards are easier to get and more frequently used for purposes other than playing them into your city.
- The last player to prepare for each season must perform additional steps to adjust the game state (Windrose tiles each season and Island tiles for summer).



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