EVERGREEN
CHERRY BLOSSOMS AND BAMBOO

Evergreen – Cherry Blossoms and Bamboo is a set of 2 modular expansions for Evergreen. This set introduces Cherry Trees, which increase the Fertility of your Biomes, and Bamboo, which allow you to grow big Forests very quickly: discover new forest-planning strategies to get the most points out of them!

COMPONENTS

7 Biome cards with a Plant Small Bamboo Power

20 Small Bamboo pawns

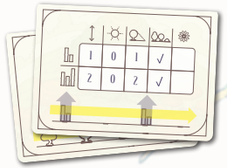
20 Big Bamboo pawns

7 Biome cards with a Cherry Tree Growth Power

30 Cherry Tree treeples

4 "Cherry Tree Growth" Power tokens

4 "Plant Small Bamboo" Power tokens



2 Player aid cards

PLAYING EVERGREEN WITH AN EXPANSION

Each modular expansion introduces a **new Power**. There must always be 6 Powers in the game, so if you want to play with a new Power, another must be **removed**. But you can play with **more than 1 Expansion module at a time** if you so desire.

For each expansion you want to add to your game, follow this procedure during setup:

① Choose or randomly select the Power you want to **replace**, then browse the Biome deck and **pull out of it** all of the cards with the **corresponding icon** in the lower right corner. Put these cards back into the box, they will not be used in this game.

② Take the 7 cards showing the Power you want to add to the game and **shuffle them into the Biome deck.**

③ Place a **Power token** corresponding to the expansion module that you are adding to the game on each player's board, **on top of the Power that it replaces.**

After this setup, you can start a game using the same rules as the core game. The effects of the **Cherry Trees**, **Bamboo**, and their related **Powers** are described on the next pages.

CHERRY TREES

World-renowned for their poetic charm, **Cherry Trees** have vibrant inflorescences that **enrich the fertility** of your Biome, and they also collect **large quantities of light**.

When playing with Cherry Trees, apply the following changes to the core rules:

Fertility Multiplier Icons

Biome cards with the Cherry Tree Growth Power come with **1 Fertility Multiplier** icon. Whenever a Biome card with a **icon** is left unchosen at the end of the Draft Phase, place it in the **Fertility Zone** and add it to the stack for the corresponding Biome.

When calculating the **Fertility value** of the Biome, each card with a icon is treated as having a Fertility value equal to the **total number of cards above and below** it in the stack, including **face-down cards** (if any).

If a card with a icon is revealed during the setup of the Fertility Zone, **shuffle it back** into the deck.

Power Activation

This is the effect of the Cherry Tree Growth Power:

Cherry Tree Growth: Replace **1 Sprout** treeple on your Planet board with **1 Cherry Tree** treeple from the pool.

The Fertility value of the Swamp Biome is 4 (the card with the icon has a Fertility value of 2 because there are 2 other cards in that stack).

The Fertility value of the Wheat Biome is 7 (the card with the icon has a Fertility value of 4 because there are 4 other cards in that stack).

Collecting Light

Cherry Trees have a **height of 1** and cast a **1-space** shadow (like a Small Tree). **Cherry Trees** are **worth 2 points** when hit by light.

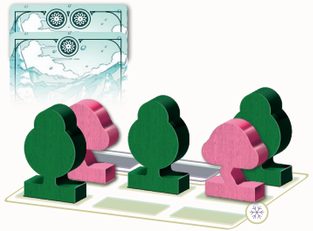
Biggest Forest

You gain **1 point** for each Cherry Tree that is part of your **Biggest Forest**.

Fertility

Cherry Trees **do not score any points for Fertility**. However, each Cherry Tree adds **1 to the Fertility value** of the Biome where it is located. This increase in Fertility value only applies to the player with the Cherry Tree on their Planet board and **does not benefit the other players**.

The Fertility value of the Snow Biome is 3; Daisy has 3 Big Trees and 2 Cherry Trees in the Snow Biome. The Fertility value of the Snow Biome for Daisy increases to 5, granting her 15 points instead of 9.



CREDITS

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HORRIBLE GUILD

If you have any issues, please contact us at:
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We worked to minimize the environmental impact of this game. All components are in paper or wood, and the plastic inside is biodegradable. Dispose of it accordingly.

TREES FOR THE FUTURE

As part of the Evergreen project, we partnered up with Trees for the Future. Trees for the Future (TREES) trains communities on sustainable land use—so that they can build vibrant regional economies, thriving food systems, and a healthier planet.

BAMBOO

Bamboo spreads easily, making your Forests expand quicker, but they also grow rapidly, with the risk of overshadowing your Trees. Make sure they **remain in shadow** at the end of the Season; otherwise, **they will grow further** and cast a larger shadow.

When playing with Bamboo, apply the following changes to the core rules:

Negative Fertility Icons

Biome cards with the Plant Small Bamboo Power come with **1 Negative Fertility icon**. Whenever a Biome card with a **icon** is left **unchosen** at the end of the Draft Phase, place it in the **Fertility Zone** and add it to the stack for the corresponding Biome.

Each **icon counts as -1** towards the **Fertility value** of that Biome. This can reduce the Fertility value of a Biome below 0.

Negative Fertility icons are **special Fertility icons** that count towards the **threshold of 5 icons** during the setup of the Fertility Zone.

Power Activation

This is the effect of the Plant Small Bamboo Power:

Plant Small Bamboo: Place **1 Small Bamboo** pawn from the pool into an **empty space** of your Planet board.

In this example, the Snow Biome has 3 icons and 1 icon. The total Fertility value of the Snow Biome at the end of the game is 3 - 1 = 2.

icons count towards the threshold of 5 icons during setup.

Special Rules

Before the **Collect Light** step of the **End of Season** procedure, **all Small Bamboo that are hit by light** must be immediately **replaced** with **Big Bamboo pawns**.

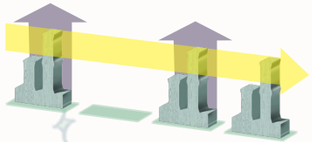
Note: **All Small Bamboo** that were hit by Light **before** the Collect Light step grow into Big Bamboo, even those that become overshadowed by new Big Bamboo placed during this step.

Collecting Light

Small Bamboo have a height of 1 and cast a 1-space shadow (like a Small Tree).

Big Bamboo have a height of 2 and cast a 2-space shadow (like a Big Tree).

Neither **Small Bamboo** nor **Big Bamboo** score points when hit by light.



Biggest Forest

You gain **1 point** for each Bamboo (either Small or Big) that is part of your **Biggest Forest**.

Fertility

Bamboo **do not score any points for Fertility**. However, you gain **2 points** for each Biome on your Planet board that contains **at least 1 Bamboo** (either Small or Big).

Height Summary

0	
1	
2	

Unless otherwise specified, each plant that is hit by Light collects points. Plants are not hit by Light when they are in the shadow of plants of equal height or taller.

Icon Summary

- Plant Small Bamboo
- Cherry Tree Growth
- Fertility Multiplier
- Negative Fertility
- Height
- Shadow