EVERGREEN
GIANT TREES AND MUSHROOMS

Evergreen – Giant Trees and Mushrooms is a set of 2 modular expansions for Evergreen. This set introduces Giant Trees, an additional growth step beyond Big Trees, and Mushrooms, which thrive in the shadows: discover new forest-planning strategies to get the most points out of them!

COMPONENTS

7 Biome cards with a Super Growth Power

16 Giant Tree treeples

7 Biome cards with a Plant Mushroom Power

19 Single Mushroom pawns

23 Double Mushroom pawns

4 "Plant Mushroom" Power tokens

4 "Super Growth" 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 **Giant Trees, Mushrooms**, and their related **Powers** are described on the next pages.

GIANT TREES

Under special circumstances, Big Trees can **grow into Giant Trees**, impressive arboreal behemoths that collect **huge amounts of light** and cast **equally colossal shadows**.

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

Duplicate Fertility Icon

Biome cards with the Super Growth Power come with **1 Duplicate 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.

When you calculate the **Fertility value** of the Biome, any card with a icon is considered to have the **same number of icons** as the **card immediately preceding it** in the stack.

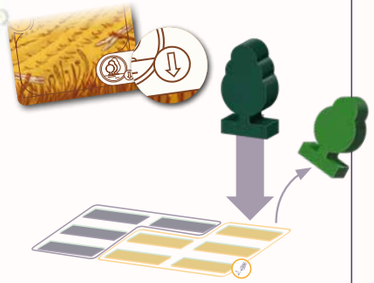
If a card with a icon is revealed during the setup of the Fertility Zone, **shuffle it back** into the deck.

Power Activation

This is the effect of the Super Growth Power:

Super Growth: Apply a **regular Generic Growth effect** OR replace **1 Big Tree** with **1 Giant Tree** treeple from the pool. This power can only be used in the **Biome shown on the card** you picked this round.

The Fertility value of the Snow Biome is 2 (the card with the icon is on top of a icon, hence it is considered to have 0 icons). The Fertility value of the Swamp Biome is 7 (the card with the icon is considered to have 3 icons, like the card preceding it in the stack).



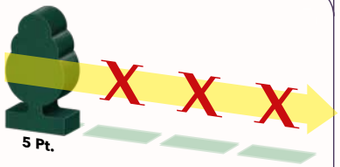
The Super Growth Power can only be used in the Biome shown on the card you picked this round.

Note: The Super Growth Power is the only way to get a Giant Tree.

Collecting Light

Giant Trees have a **height of 3** and cast a **3-space** shadow.

Giant Trees are **worth 5 points** when hit by Light.



Biggest Forest

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

Fertility

You get points **equal to twice the Fertility value** of the Biome for **each Giant Tree** that is in that Biome.

*The Fertility value of the Wheat Biome is currently 3. **Each** Giant Tree in the Wheat Biome would be worth 3 x 2 = 6 points.*

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.

MUSHROOMS

Mushrooms, unlike plants, are unable to do photosynthesis. They are Earth's best decomposers of organic matter and can **grow anywhere**—but can thrive only when **in shadow**.

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

Power Activation

This is the effect of the Plant Mushroom Power:

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

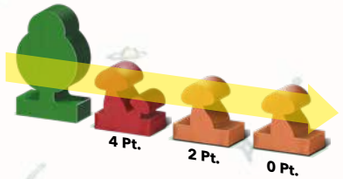
Special Rules

During the **Collect Light** step of the End of Season procedure, **Mushrooms** are worth points when **in shadow**.

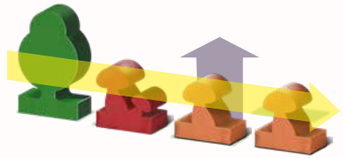
- Single Mushroom: 2 points
- Double Mushroom: 4 points

We recommend counting these points after you are done counting the points from your Light-collecting Trees.

Additionally, after the **Collect Light** step of the End of Season procedure, each Single Mushroom that is **in shadow** must be replaced with a **Double Mushroom** pawn.



The 2 Mushrooms on the left are in the shadow of the Big Tree, so they score points: 4 points for the Double Mushroom, 2 points for the Single Mushroom. The rightmost mushroom, however, is hit by Light, so it scores no points.



Additionally, after the Collect Light step, the Single Mushroom in shadow grows into a Double Mushroom.

Collecting Light

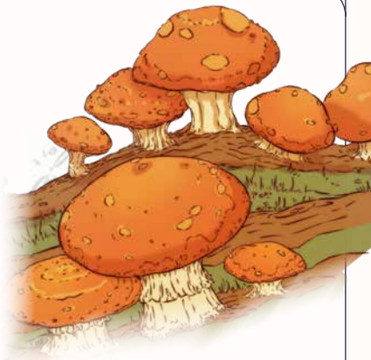
Mushrooms (both Single and Double) have a **height of 0** and **don't cast any shadow**.

Biggest Forest

Mushrooms (both Single and Double) **don't take part** in your **Biggest Forest** (i.e., they don't connect separate groups of plants, and don't score any points either).

Fertility

Mushrooms **do not score any points** for Fertility.



Height Summary

0	
1	
2	
3	

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

- Super Growth
- Plant Mushroom
- In the Card's Biome
- Duplicate Fertility
- Height
- Shadow