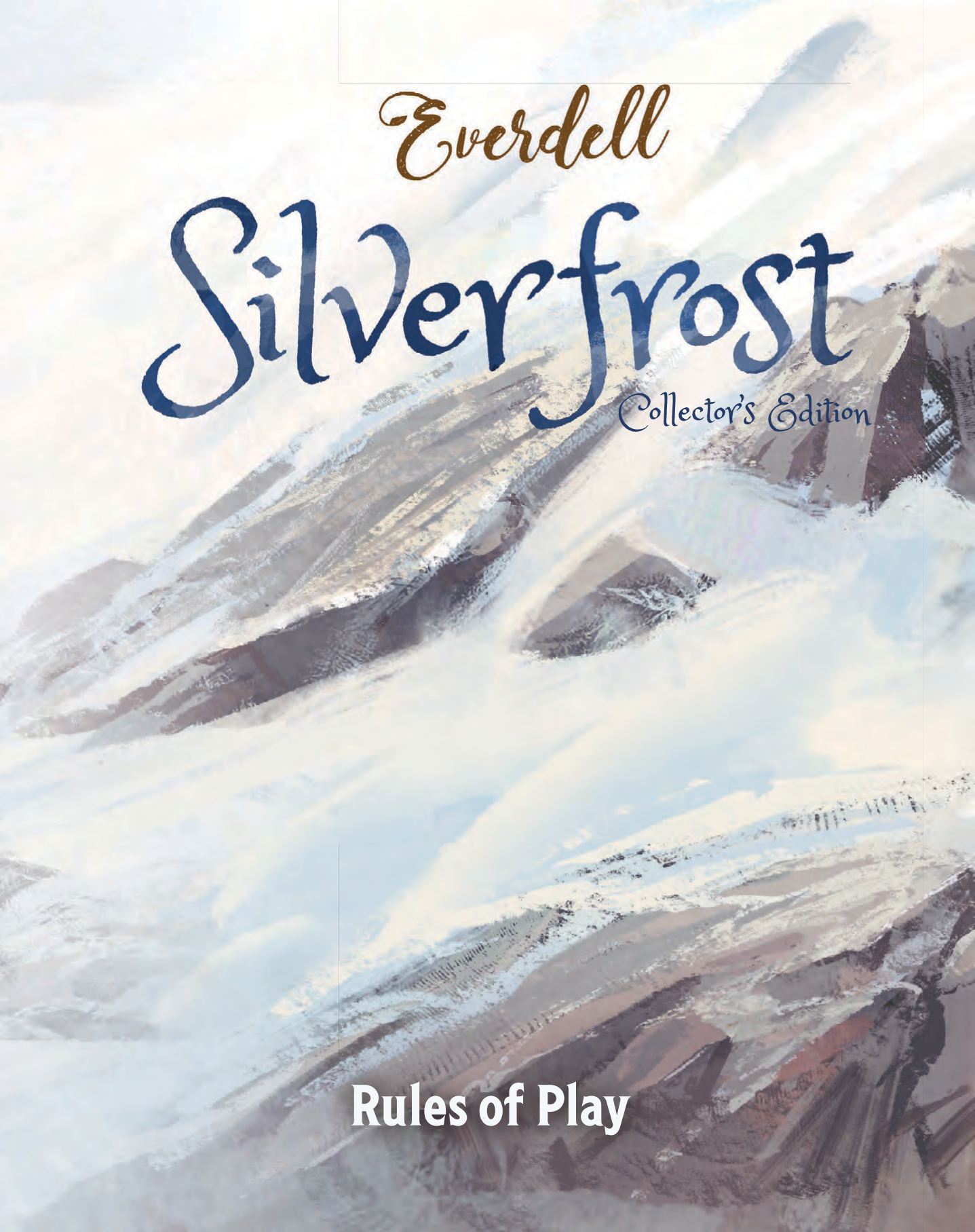


The background of the cover is a painterly illustration of a mountain range. The mountains are covered in snow and have a soft, hazy appearance. A small, dark cabin is visible on a ridge in the middle ground. The overall color palette is dominated by whites, blues, and browns, creating a cold and serene atmosphere.

Everdell

Silverfrost

Collector's Edition

Rules of Play

INTRODUCTION

Beyond the snow-capped Spirecrest mountains to the south of Everdell Valley, lies the bold country of Silverfrost. Critters brave the frigid seasons to enjoy the still beauty of this land, and the warmth of faithful community.

There is a unique relationship here with the Big Critters who dwell in these parts. When a mountaintop Beacon is lit, one of the legendary giants will come to the aid of those who called. In this way, critters have been able to survive hardships and succeed where others would have failed.

It is your task to build and maintain a city among this challenging landscape. You must clear the piling snow, burn the fires to keep your citizens warm and prosperous, and complete important quests for the Ranger's Guild.

Light your torch and don your cloak. Winter's fury is approaching. It is time to kindle the Beacons, call upon the Big Critters, and find a way to thrive in the enchanting land of Silverfrost.



TABLE OF CONTENTS

Contents	3
Glossary and Legend	4
Overview	5
Setup	6
How To Play	8
Place a Worker	8
Ranger Worker	10
Play A Card	11
Prepare for Season	14
Snow	15
End of Game	16
Solo Rules	17
Credits	23

Snow Cleaning Song

*The snows! The snows!
We knows! We knows!
They're coming, coming fast*

*We gather, forage, eat some porridge
The snows are coming fast*

*Prepare the beacons, collect the greenage
Gather wood, and sweep out chimneys
The snows are here at last*

*The snows! The snows!
We knows! We knows!
The snows are here at last!*

*We gather shovel, fire and hat
And attack the snow, it's here at last!*

*Light the beacons, call the critters
The snow came on us fast!*

*The snows! The snows!
We knows! We knows!
The snows have finally passed.*

CONTENTS



1 Game Board



1 Rulebook



1 3D Mountain Board



**1 2D Mountain Board
Alternate Option**



4 Beacons



**123 Main
Deck Cards**



**27 Big Critter
Cards**



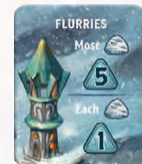
**28 Lowland
Quest Cards**



**14 Highland
Quest Cards**



**24 Snowstorm
Cards**



**1 Snow Clearing
Reward Tile**



**1 Winter's
Fury Tile**



**24 Worker Critter Meeples
(6 Red Pandas, 6 Penguins,
6 Falcons, 6 Hares)**



**4 Ranger
Snowshoes**



8 Chimneys



Snow Tokens



Fire Tokens



**Resource Tokens:
Birch, Moss, Copper, Acorn**



**Point Tokens
1's and 5's**

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

Solo Components:



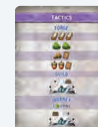
**8 Map
Cards**



**20 Scheme
Cards**



**10 Paws
Tokens**



**1 Tactics
Card**



**3 Reference
Cards**

GLOSSARY AND 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 main deck.



Discard: Take a card from your hand (or multiple if quantity is specified) and put it face down in the discard pile.



Point Token



End of Game Points



Card



Highland Quest



Lowland Quest



Any Quest (Highland or Lowland)



Birch



Moss



Copper



Acorn



Any Resource (Birch, Moss, Copper, or Acorn)



Fire



Snow



Chimney



Beacon



Player to Your Left



Big Critter



Unique: Each player may have only 1 of each Unique card in their city.



Common (Not Unique): Refers to any card without the Unique symbol.

Unless otherwise stated, any reference to a "card" refers to a card from the main deck. Quests, Big Critters, Map, Scheme, Tactics, and Reference cards will always be specified if it applies to them.

OVERVIEW

In Silverfrost, you send critter workers to various Locations on the board, cards, or the mountain to gather resources or gain unique effects. You use these resources to play cards face up in front of you, forming your own 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 basic Location, Red Destination card in your city, Forge, Hot Springs, or Beacon, so long as it is not blocked by Snow or another worker. Immediately claim the listed resources or perform the action.

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

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, introducing new snowfall and other challenges.

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



SETUP

- 1** Place the board in the center of the table. Place the Mountain along the top edge of the board.
 - 2** Place the resources by their designated spots. Place the Point tokens in separate piles near the board.
 - 3** Place the Fire tokens near the Hot Springs.
 - 4** Place the Snow tokens on the peak of the Mountain.
 - 5** Place 1 Beacon per player onto the Mountain, as designated according to player count.
 - 6** Shuffle the Highland Quests  and place 1 per player, plus 1 additional card, along the edge of the board near the Guild, face up. Return the other Highland Quests to the box.
- Shuffle all of the Lowland Quests  and place them in a face down stack near the Guild.
- 7** Shuffle all the Big Critter cards into a face down stack on the left side of the Mountain. Then place 1 Big Critter face up on each of the 4 designated spots on the Mountain.
 - 8** Shuffle the main deck of cards and place 8 cards face up in the Valley. If there are any duplicate cards in the Valley, stack them together by name and refill the empty spot(s) from the deck. Place the face down deck near the left side of the board.
 - 9** The discard pile will be formed near the right side of the board and should also be face down. The discard will be empty to start.
 - 10** Place the Winter's Fury tile on the board showing the side with 1 Fire.
 - 11** For the Snowstorm deck, if playing with fewer than 4 players, remove the cards with

4P marked on the bottom. Do the same for 3P if playing with fewer than 3. Shuffle the remaining Snowstorm Cards and place them in a face down stack on their spot on the board.

- 12** Choose which side of the Reward tile you wish to use (see page 16). This decision is made before beginning the game and does not change during play.
- 13** Each player chooses a Worker type and takes 2 of those workers. Each player places snowshoes on 1 of these workers, designating it as your "Ranger" (see page 10). Place the other 4 workers near the season area at the top of the board: 1 in autumn, 1 in winter, 2 in spring.
- 14** Place 1 Chimney per player in the autumn and winter areas. Players do not begin the game with any Chimneys in their supply.
- 15** Give each player 1 Fire token.
- 16** Each player then draws 2 Lowland Quests, chooses 1 to keep secretly, and places the other at the bottom of the Lowland Quest deck.
- 17** 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. Players keep their 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.



The coldest player goes first.

Set-up for a 2 player game:

Always use this beacon.

Always use this beacon.

Add this beacon for 3 or 4 players.

Add this beacon for 4 players.



Scan to see our Mountain assembly guide!

Player 1 Starting Materials:



Player 2 Starting Materials:



HOW TO PLAY

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

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

Additionally, when you either place a worker or play a card, **you may also clear up to 1 Snow from your city.** This may be done at any time on your turn, and will be explained in detail later.

Place a Worker

Place one of your workers on any space on the board with a paw symbol that is not already blocked, or on a Red Destination card that was previously played and not currently blocked. Perform the action at that spot immediately.

Exclusive Locations



Only one worker may be present at these Locations (except possibly Rangers, see page 10).

Shared Locations



Any number of workers may be present at these Locations, even from the same player (except for the Guild, see page 9).

Fire Cost



Some Locations will require you to pay Fire in order to visit them. This is shown on the edge of the Location.

Basic Locations

There are four Exclusive Locations along the bottom of the board that will give you the resources shown when you visit them.



Hot Springs

When you visit this Shared Location, gain 2 Fire and draw 2 cards from the main deck.



Forge

You may discard up to 3 cards to gain 1 of any resource for each card discarded. One spot here is Exclusive. The other is Shared, but costs a Fire to visit.



Beacon

The Beacons signal the Big Critters of the mountains to come to your aid. Beacons are Exclusive Locations that all work the same way, but the quantity in play depends on setup (page 6). You must pay a Fire to visit a Beacon. When you visit a Beacon, activate any 1 of the 4 face up Big Critter cards. In addition to the Big Critter's ability, you also gain the point tokens shown on that space, if any. Then discard that card. Finally, for all Big Critters that are to the left of the space, move the cards one space to the right to fill the void, and reveal a new Big Critter from the deck into the leftmost space.



Destination Cards

You may visit the Exclusive Location on any Red Destination cards that you have played into your city to activate their ability.



The Critter Destination cards also have a **Community Location**, shown in the top right of the text box. You may visit unoccupied Exclusive Community Locations in any **opponent's** city. When you visit one of these, the opponent who owns that card gains 1 point token from the general supply.

In this way, these cards are available to both the owner and one opponent. The owner of the card may not visit the Community Location, and opponents may not visit the main Location of the card.

Rangers may not ignore the Exclusive rule for Red Destination cards.

Guild

The Guild is operated by the watchful Rangers of Silverfrost. When you visit here, you may achieve 1 Quest card that you meet the requirements for, either 1 Highland Quest near the board, **or** 1 Lowland Quest from your own supply. Place the achieved Quest face up near your city.



After you have achieved a Quest, or after you have determined you cannot, draw the top 2 Lowland Quests from the deck, choose one to keep secretly in your supply, and return the other to the bottom of the deck. You may not achieve a Quest you just drew in the same action.

There are a limited number of Exclusive Locations here depending on player count, plus 1 Shared Location that requires you to pay a Fire to visit.

Each player may only ever have up to 2 workers total at the Guild at one time, using any combination of Exclusive or Shared Locations.

Achieved Quests are worth their listed points at the end of the game. Quests you did not achieve are not scored.

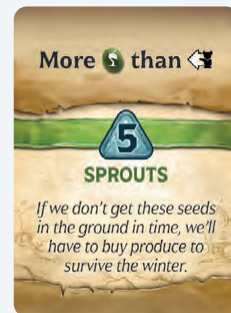
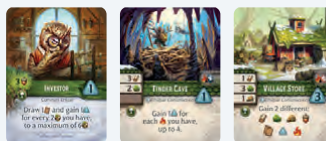
Quest Requirements

To achieve a Quest, you must meet the requirements listed at the top of the Quest, at the moment you achieve the Quest. Many Quests require you to compare your city or resources to the player on your left. As detailed more below, if that player's cards have Snow on them, or if your own cards do, they do not count toward the requirements for the Quest, so timing is important.

Fynn



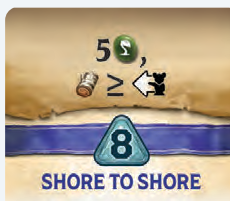
Amilla



In this example, Fynn sits to Amilla's left. Fynn has 4 green cards but 2 are covered with Snow. Amilla can claim the Sprouts quest! But if Amilla also had Snow on one of her cards, she would no longer be able to claim the quest.

Some Quests have multiple requirements; you must meet all of them at the same time.

Some Quests have the greater than or equal to symbol ($\geq$). This means you must have at least the same amount or more, but not less.



In order to claim the Shore to Shore quest, Amilla would need 5 or more green cards without Snow on them, and have an equal or greater number of birch than Fynn. Even if Fynn has no birch, Amilla must have at least 1 to qualify.

Ranger Worker

Your worker wearing snowshoes is your Ranger worker. In addition to the normal worker rules, your Ranger either gains Fire or allows special placement, as described below.

You may place your Ranger on an Exclusive Location that has another worker already on it, as long as that worker is not one of your own workers, and is not a Ranger. This ability **cannot** be used on Red Destination cards, or on Journey.

If you place your Ranger onto a Location that does **not** have another worker there already, immediately gain 1 Fire token. This Fire token **may** be used for the cost of placing your Ranger there, if required for that Location. *For example: If you have no more Fire tokens, you may still place your Ranger at an unoccupied Beacon, immediately gaining a Fire, then paying the Fire to use the Beacon.*



Journey

These Locations may only be visited when you are in the final season of the game: Spring. They require you to discard a certain amount of cards, as shown next to each Location. The 8-point, 6-point, and 4-point Locations are Exclusive, and you must also pay a Fire to visit them. The 2-point Location is Shared and does not require a Fire. Rangers may not ignore the Exclusive rule for Journey Locations, but they may be used to help pay the Fire cost (see “Ranger Worker” to the left).

Workers on a Journey Location at the end of the game are worth the points shown on that Location.



Rangers of Watchtower 4,

It has been seven days since the visiting prince from Gildin left Silverfrost to return home. Shortly after his departure, the watchtower reported a sudden and ferocious storm in the mountain pass. The prince and his traveling party were expected to be safely through the peaks before the storm arrived, but we have just received word on the feather that he has not yet returned. We fear the worst.

You must set out with all haste to find the missing prince and rescue him. Take great care, as the storms are continuing to rage, and there is concern of possible avalanches.

Do not go alone. Light a beacon if necessary. This quest is of utmost importance.

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 Valley. If you play a card from the Valley, refill the Valley from the deck at the end of your turn.

Additional Card Rules

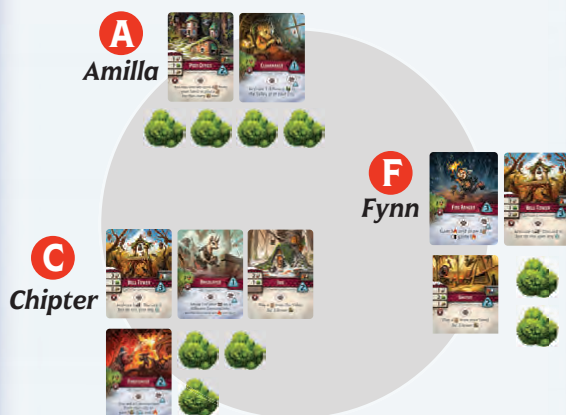
- You have **15 spaces in your city** that may be filled with 1 card each. When your city is full, you may not play any more cards unless the card states that it does not take a space in your city.
- Any time you get to draw a card, always draw it from the deck, unless the ability says that you may draw from the Valley.
- You have a strict hand limit of 8 cards; you may never draw beyond 8 cards.
- If you are giving cards to another player and they do not have room in their hand, you must discard the card instead.
- 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 Valley, stack them in the same spot and refill

Player to your Left



This symbol indicates the player to your left. In other words, clockwise around the table.

For example: If Amilla wants to achieve the Wandering Road Quest, she must have at least 4 Red cards without Snow and have at least as many Moss as Fynn. She has to wait until she gets more Red cards, but she also has to watch how much Moss she spends, because Chipter is only 1 Moss away from being able to claim the Quest herself (since Chipter is comparing to Amilla's supply, not Fynn's).



If you place a worker on a Community Location (see "Destination Cards", page 8) that requires you to give something to the player on your left, it will be the player to *your* left, not the left of the player who owns the card.

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

1. Pay Fire to clear Snow on the card being played, if applicable.
2. Optionally, use a single "card playing ability" (multiple abilities may not be combined).
3. Pay resources or pay 1 Fire to use an unused Chimney.
4. Place the newly played card in your city.
5. Resolve the newly played card effect if applicable.
6. Resolve triggered effects from other cards.
7. If the card came from the Valley, refill the Valley from the deck.

the empty spot from the deck. If you play a card from such a stack, the remaining cards stay in the Valley.

- If at any time you must draw a card from the deck or replace a card in the Valley 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).

Chimneys

Critter cards may be played by paying the cost shown in acorns, or they may be played for 1 Fire instead by using one of your

Chimneys and an appropriate Construction available in your city. To do so, pay 1 Fire, then place one of your Chimneys on any available Construction in your city. The Constructions will show what type of Critter you may play using a Chimney there.

Constructions may only have 1 Chimney on them at a time. Once a Chimney is on a card, you cannot remove it unless an ability states otherwise.

At the beginning of the game, you do not have a Chimney. You will gain 1 when you prepare for autumn, and 1 more when you prepare for winter (see page 14).

If you discard a card from your city with a Chimney on it, you do not gain back the Chimney. Each player has only 2 Chimneys to use in the entire game—however there are some abilities in the game that will allow you to move them and reuse them.



Watchtower Report

-5th of Starfall

Possible signs of windstorms in the form of stray wind gusts. The snows are coming soon. I can feel it in my hooves. We must prepare.

-Reginald Surehoof

Watchtower Report

-10th of Starfall

A SLOW, COLD, AND BORING DAY. TOO MUCH FOG TO SEE A THING. WOULD MUCH RATHER HAVE SPENT IT OVER A WARM MUG AT THE MOSS AND BRAMBLE THAN WASTING AWAY UP HERE. THE ICY COLD WIND BLOWS OVER MY PAWS, BUT I USED UP THE REST OF THE WOOD THIS MORNING. THE NEXT WATCHER WILL NEED TO GATHER MORE.

Nibs Chattertooth

Watchtower Report

-12th of Starfall

A ferocious blizzard landed today and nearly knocked me off my hooves on the way to the tower with a load of wood. The other watcher uses all together too much when he takes his shift. I will have to file a complaint about him. The blizzard will be hitting the valley around nightfall. I have sounded the warning horn. I dearly hope that they are prepared.

-Reginald Surehoof

Card Types and Keywords

Constructions usually cost birch, moss, and/or copper to play, and do not ever require Acorns to play (though Acorns may be used to pay a resource type of “any”). Construction cards all show the cost within the panels of a building addition, and a wall background behind the game text.

Critters cost Acorns to play, or may be played for free by using a Chimney (see page 12). Critter cards all show the cost within the canopy of a tree, and a snowy background behind the game text.

Unique cards may be either Critters or Constructions, and are indicated by a snowflake next to the keyword. You may have multiple copies of any Common card, but each player may only have one copy of each Unique card in their city.



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



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



Governance (Blue): 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 (Tan): Activate only once, immediately when played.



Destination (Red): You may place a worker on these cards in your city to activate them (or possibly an opponent's city, see Destination Cards, page 8). They do not activate when played.



Prosperity (Purple): At the end of the game, worth their listed points and the bonus points described on the card based on different aspects in your city.

Prepare for Season

If you have placed all of your workers, you may prepare for the next season as your action on your turn. (If you have placed all of your available workers and you cannot or choose not to play a card, you must Prepare for Season). To do so, retrieve all of your workers from the board, and perform the steps for the next season that you are preparing for, as outlined below.

The game begins with you in summer, so the first season you prepare for will be autumn. Spring 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. Players who Prepare for Season do not wait for others to be in the same season to keep playing as usual. Players often will be in different seasons.

Snowstorms

The bottom area of the season space shows how Snow will enter the game. The number next to the blue card icon shows how many Snowstorm cards you will reveal, according to player count. The number next to the brown card icon shows how much Snow you will place on your city.

Snowstorm cards: Reveal 1 at a time and place 1 Snow onto the board where shown on the card. If there is a worker there, the worker remains and the Snow token is placed beside the worker. It does not prevent the worker from returning to the owner.

Snow in city: Place Snow on the highest valued card in your city without Snow already on it. If the highest value is tied, look at color among those tied, starting with Purple, then Blue, then Green, then Red, then Tan. If there is a tie for highest valued within a color, you may choose. Cards in your city may only ever have up to 1 Snow token on them. For example, if you must place 3 Snow in your city, but only have 2 cards in your city without Snow, then the 3rd Snow is not placed.



Autumn:

1. Gain 1 Fire for every 1 card you have played into your city.
2. Gain 1 new worker.
3. Gain 1 Chimney.
4. Activate all Green Production cards in your city, in any order you wish.
5. Flip over 2 Snowstorm cards, adding Snow tokens to the space shown on each card. Flip over only 1 if playing with 4 players.
6. Place a Snow token on 3 cards in your city.



Winter:

1. Gain 1 Fire for every 2 cards you have played into your city **that do not have Snow on them.**
2. Gain 1 new worker.
3. Gain 1 Chimney.

Winter's Fury

A. If you are the first player to prepare for winter, flip over the Winter's Fury tile so it shows 2 Fire symbols. **From now on, removing Snow will cost all players 2 Fire instead of 1.**

B. Also, if you are the first player to prepare for winter, discard all current face up Big Critters and replace them with new ones from the deck.

4. Flip over 3 Snowstorm cards, adding Snow tokens to the space shown on each card. Flip over only 2 if playing with 3 or 4 players.
5. Place a Snow token on 4 cards in your city.



Spring:

1. Gain 1 Fire for every 2 cards you have played into your city **that do not have Snow on them.**
2. Gain 2 new workers.
3. Activate all Green Production cards in your city, in any order you wish.
4. Flip over 1 Snowstorm card, adding a Snow Token to the space shown on the card.
5. Place a Snow token on 2 cards in your city.

SNOW

As time passes, Snow will accumulate in your city and on the board. Any card or Location with Snow on it cannot be played, used, or activated, unless you are paying Fire to clear the Snow at the same time. However, points may be awarded at the end of the game for your efforts!

Effects

If a Snow token is on a **card in the Valley**, it may not be activated by any action or ability. You may only play the card if you clear it *at that time*, before you place it into your city.

If a **Location on the board** has Snow on it, that Location cannot be activated by any action or ability unless you are clearing the Snow while placing a worker on that Location. For areas with multiple Locations (e.g. Guild, Journey, Beacons), Snow only blocks the single Location, it does not prevent you from using one of the other Locations in that area if available.

If Snow is on a **card in your city**, the card continues to take up a space in your city, but no other features of the card are active until the Snow is cleared. This means it cannot be activated, is not worth any points, cannot be chosen to be discarded, and is not counted for the purpose of achieving any Quests. Any cards

with Snow on them when you start to Prepare for Season do not count toward receiving Fire or activating Production, though within the Prepare for Season action, new Snow is not applied until after Production.

Clearing Snow

Before Winter's Fury, you must pay **1 Fire** to clear a Snow token. Keep the cleared Snow tokens next to your city; each Snow you clear during the game is counted towards the reward at the end of the game.

After Winter's Fury, all Snow will cost **2 Fire** to clear. This is tracked by the tile on the board, flipped by the first player to Prepare for winter.

Exception:

The "**Stormwatch**" and "**Chippdigger**" cards allow you to clear Snow by discarding a card instead of paying the required amount of Fire, when they are activated.

You can normally only clear the Snow from a **card in the Valley** if you play the card, and you must clear it *at that time*, before you place it into your city. The only other way to clear Snow from the Valley is by activating the "Stormwatch" card.

Snow on **Locations** can normally only be cleared at the beginning of an action in which a player is placing a worker on that Location.

For Hire

From sun up till night,
I'll work with great might,
To clean your poor chimney
and save you the fright.
Your chimney needs sweeping,
Or while you're a'sleeping,
Your house might become
A bright burning light!

Hire Simmer Soottail today for the cleanest chimney sweeping in Silverfrost! No chimney fire guaranteed for 30 days after cleaning.



When using a Ranger, if you would gain a Fire, you gain that Fire first and may use it towards the cost to clear the Snow. You may also clear Snow on board Locations by activating the “Stormwatch” card.

Once per turn, except when Preparing for Season, you may clear up to 1 Snow from a **card in your city**. This may be done at any time on your turn. You may also clear Snow from your city by activating the “Chipdigger” card.

Snow on Red Cards:

You may clear Snow from a Red card Location as you place the worker there to activate it as normal for placing a worker.

- This allows you to potentially clear 2 Snow from your own city on the same turn by combining this with the normal “card in your city” rule.
- This is also the only way to clear Snow from an opponent’s city, and only applies to the Red Critter cards with Community Locations. Snow on those Red cards blocks both Locations. The player that clears the Snow is the one that keeps the Snow token for end game scoring.

Rewards

The rewards for clearing Snow are determined during game setup.

A. **Flurries:** At the end of the game, each player scores 1 point for every Snow they have cleared. Also, the player (or tied players) who cleared the most also scores 5 more points. This side is recommended for your first game.

OR

B. **Ice Storm:** The player (or tied players) who cleared the most Snow scores 12 points. If using this side, stack your cleared snow in piles of 3 for easy reference across the table. This side is only recommended if you prefer a more competitive experience.

END OF GAME

When you have reached the end of spring 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. If cards or resources must be given to the player to your left but that player has passed, then give the cards or resources to the next player to your left. If all other players have passed, discard them instead. Once a player has passed, they cannot re-enter play. However, players that passed are still counted for determining Quest requirements.

Any unfinished players continue playing until all players have passed. Once all players have passed, count up the final score.

Score for:

- Base point value of cards in your city.
- Bonus purple Prosperity point values.
- Quests that you achieved.
- Snow points depending on which reward rules you are using.
- Each point token you earned.
- Points for any workers you placed on Journey.

The player with the most points is the winner!

If tied, the player who cleared the most Snow is the winner.

If still tied, check the following further tiebreakers in order: most achieved Quest cards, most left over Fire, and then most left over total resources.

If still tied, the players share such a remarkable victory!



SOLO RULES

Feared among the hard-working citizens of Silverfrost, the ferocious Bandit King Paws Hammerthorn strikes from his secret lair among the mountains, raiding and pillaging with his band of ruthless brigands. Some say he was once part of the Ranger's Guild, but was cast out. Others claim he was a king in a far distant land, but his rule was overthrown. Whatever the truth, his one remaining eye is now fixed upon your city, and his bandits are roaming the valley, looking to cause trouble for you at every turn. You must be cunning and courageous to survive the winter and the devious schemes of the Bandit King.

Solo Setup

- Review and select a level of difficulty, as shown in the rulebook or on the reference card.
- Set up the game as you would for 2 players, including giving Paws workers and a Ranger of the color of your choice (he prefers red), except as noted below. Use the "Flurries" end-of-game Snow reward.
- Count Paws as a player when determining the number of Highland Quests to reveal. Paws does not take Lowland Quests as normal. Instead, shuffle 5 Quests face down to form Paws's Quest Deck. At level 1, all 5 Quests are Lowlands. At level 2 or 3, replace 1 Lowland Quest with a Highland Quest, then shuffle the order. At level 4, replace 2 Lowland Quests with Highland Quests.
- Shuffle the Map and Scheme cards, then place them in two face down stacks in Paws's play area. Reveal the top Map card and place it face up. Place the 10 Paws tokens nearby.
- Paws is the first player but does not draw any cards, he will not have a hand of cards at all during play.
- You draw 6 cards from the deck as the second player.

Let it be known!

this city and all its inhabitants are now hereby under the rule and authority of the Bandit King Paws Hammerthorn. In exchange for your unwavering fealty—including obedience to all laws written and yet to be written—the Bandit King offers protection from dangers, fire for warmth, and necessary provisions for survival.

Should you refuse to bow your knee to his royal decrees, you and all your household will be stripped of your belongings and cast into the darkness of winter's fury.

*The hammer strikes. So it is decreed,
and so it is law.*

*The Bandit King
Paws Hammerthorn*



Gameplay

On his turn, Paws can perform one of 3 actions:

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

Every turn that Paws is not forced to Prepare for Season, reveal a Scheme card and place it on one corner of the current Map card (revealing a new Map card if necessary), starting with the corner that has a Cave symbol on it and then proceeding clockwise on subsequent turns. The Map card will tell you whether Paws will place a worker 🐾 or play a card 🃏. The Scheme card will then tell you where to place his worker, or where to play a card from.

Paws will continue filling the Map card with Scheme cards going clockwise until all are covered. Paws will continue to reveal new Map cards and keep on playing (starting from the new Cave icon) until he must Prepare for Season.

Map and Scheme decks will each have their own (face up) discard. Reshuffle each deck as needed when depleted.



Place a Worker

Paws places a worker on the indicated Location, using his regular workers first and placing the Ranger last. Paws gains a Fire when placing his Ranger, unless there is an opponent's worker on that Location. If there is a Snow token on that Location, Paws automatically clears it without spending Fire. Paws does not gain resources nor cards from Locations, nor pay Fire tokens to place a worker, nor to clear Snow. Paws does not discard cards at Journey Locations. Paws will gain Point and Fire tokens.

If Paws cannot place a worker on a Location (accounting for his Ranger's normal ability to double up on a Location), find that Location on the Tactics card and go to the next available Location as shown on that card, in the direction indicated by the arrow. If he had to do this, also place a Paws token on a card in the Valley, following the color type chart on the Scheme card as outlined below, ignoring cards that already have a Paws token.

Normally, this Scheme card would call for Paws to block the copper location. However, if that location is already blocked by the player (and Paws is not using his Ranger), Paws would look down the list on the Tactics card and instead block the Acorn resources location. If that were also blocked, Paws would go to the Guild instead.



When Paws is out of workers, and you have not yet Prepared for Season, then if the Map card calls for placing a worker, Paws will instead play a card as indicated on that corner of the Scheme card. If he does this, he will also gain a Snow token.

- **Resource** Locations will be blocked for you as normal if Paws visits one. Paws does not gain nor spend resources.
- When Paws visits a **Beacon**, he will discard the Big Critter card and gain corresponding Point tokens based on the value shown (ignoring the card text, and refilling as normal). If he visits a Beacon due to the Tactics card, use the value shown elsewhere on the current Scheme card to determine the corresponding Big Critter card discarded and Points gained.
- If Paws visits the **Forge**, he only uses the Exclusive Location, and he will gain 1 Fire.
- When Paws visits the **Guild**, he will use one of the Exclusive Locations if able, primarily choosing one that is unoccupied but secondarily choosing one with Snow (to claim that Snow for himself). Paws will ignore the normal Guild per-player limit. After placement, Paws first checks to see if he fulfills the requirements of one of the face up Highland Quests. If so, he achieves one (the highest value, if multiple apply). If not, he reveals and automatically achieves the next Quest in his individual face down deck, even if he does not meet the requirements. If Paws runs out of his face down Quests and does not qualify for a Highland Quest, use the Tactics card to place the worker on the next Location instead, and add a Paws token to the Valley.
- Paws can visit the **Journey** only in spring. The Scheme card will indicate whether he visits the Exclusive Location with highest available point value, Exclusive Location with lowest available point value, or the Shared Location worth 2 points. If that type of Location is not available, or it is any other season, use Tactics to find the next Location, and add a Paws token to the Valley. *At difficulty level 1, instead treat any Journey worker placement as the Shared Journey Location.*



Play a Card

The Scheme card will show where Paws plays a card from (either the Deck or the Valley, Paws does not have a hand of cards). Paws always plays cards for free, and ignores card text. Paws may have multiple copies of Unique cards.

If from the Deck, Paws draws the topmost card from the Deck and places it face up into his city.

If from the Valley, use the Scheme card to determine which card is played:

1. Primarily, choose a card from the Valley matching the color on the left of the Scheme card. If unavailable, choose the next color type.
2. If there are more than one card of that color, choose the highest valued card.
3. If there is still a tie, select the card with a Snow token on it.
4. If there is still a tie with Snow, or no Snow, choose the first tied card going from left to right, then top to bottom.

This method is also used whenever a Paws token is placed on a card in the Valley, ignoring cards that already have a Paws token.

Both you and Paws can play a card with a Paws token without any penalty. The Paws token gets returned to the supply. If there are multiple cards under a Paws token, you can play one card and the token stays on the remaining cards until the pile is empty or the Paws token is activated.

Prepare for Season

After you have completed the Prepare for Season action, check if Paws will Prepare for Season. If all of Paws's workers are placed, Paws will Prepare for Season as his next action.

If Paws has not placed all of his workers, Paws will keep on playing as normal. After his Ranger gets placed, Paws will Prepare for Season on the following turn and perform the steps described below:

1. Paws takes all the Valley cards with a Paws token and places them **face down** in his playing area. If any of those cards have Snow, Paws gains the Snow tokens also. Return those Paws tokens to the supply.
2. Retrieve his workers and give him new workers for the next Season. Then use Snowstorm cards to add Snow to the board as normal. Do not add Snow to his city.
3. When Preparing for Autumn, add a Paws token to the Shared Forge Location: you will give a Fire to Paws instead of the supply each time you visit the Shared Location for the rest of the game.
4. When Preparing for Winter, add a Paws token to the Shared Guild Location: you will give a Fire to Paws instead of the supply each time you visit the Shared Location for the rest of the game.
5. Discard all Map and Scheme cards in play. Paws will start with a new Map card on his next turn.

Additional Rules and Clarifications

- Paws never pays Fire to clear Snow.
- Paws's Ranger can share a Location with an opponent as normal. If not sharing a Location, Paws gains a Fire as normal. The Ranger will be the last worker Paws plays each season.
- You can give a card to Paws, it will be placed face down in his playing area.

- If an effect says that Paws may draw a card, put the top card of the deck face down in his playing area.
- Paws ignores card text, but you may still visit a Community Location on one of his cards if available. Paws gains 1 point token from the supply as normal when this happens.
- Paws does not gain or spend resources or Chimneys.
- Paws will gain, but not spend, Fire.
- Paws's Fire tokens count as 1 resource each, of whichever type is most beneficial for Paws for each comparison, when comparing the number of resources for Quests.
- Paws's face down main deck cards count as cards in his hand when comparing for Quests.
- Paws covers the Map cards icons clockwise. Reveal a new Map card when all icons have been covered.
- A new Map card gets revealed after Paws Prepares for Season.
- Whenever Paws uses Tactics, he places a Paws token in the Valley. Each card may only have one Paws token.
- When Paws replaces a worker placement with a card play, he gains a Snow.
- If Paws plays a card from the Valley with a Paws token on it, there is no additional effect, just return the Paws token to the supply.

End Game

Paws will place workers and play cards in Spring until all of his workers have been placed **and** his city has at least 15 cards (face up). After that action he will pass. (If there are 17 cards in his city before all of his workers are placed, skip any further Map spaces that would play a card; Paws will only place workers from that time on.)

Once all players have passed, Paws will collect all Valley cards with a Paws token (including any Snow tokens on them) and place them face down in his playing area.

Scoring

Paws will score the following regardless of difficulty level:

- Printed value of cards in his city
- Printed value of achieved Quests
- Point tokens
- The "Flurries" Snow reward: 1 Point per Snow, plus 5 points if he has the most Snow
- Printed value for any of his workers on Journey Locations

Level 1 Exception: In Spring, when Paws places workers on Journey, Paws always selects the Shared Location instead.



Paws ignores card text, so therefore ignores the bonus points on Purple cards, but he will score set bonus points based on difficulty according to the chart below. Face Down Cards refer to the Critters and Constructions he has gained face down through play, not his Quest deck.

			Face Down Cards:
1			
2			
3			
4			

Compare your score to Paws. If there is a tie, Paws wins. If your score is higher, you have protected the citizens by driving Paws back into exile, and have won the game!



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

A harsh and desolate land where critters must work together to survive, Silverfrost is the frigid and savagely beautiful realm that lies south of the great Spirecrest Mountains. Beneath the shadow of the monolith peaks are hilly plains splintered with clear blue rivers and lakes. Blizzards are harsh and frequent in the winter months, and even summer temperatures can be brisk. Yet despite the challenging climate, many villages and cities have taken root here and found a way to thrive.



With the ever-looming threat of winter always in mind, much energy is committed to storing wood, cleaning chimneys, and ensuring that walls and ceilings are tightly packed with moss to keep out the icy winds. It is common to see travelers carrying torches, which have been cleverly developed to burn for hours on end, even in the harshest of weather. Indeed, the life-preserving power of fire is almost sacred here.

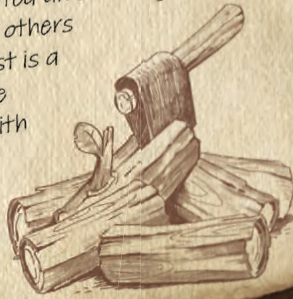


Much of Silverfrost's monetary value is found in its large deposits of copper and silver. These resources are harvested from mines, carefully refined, and then often crafted into tools or stunning ornaments which are shipped all over the world for great profit. Those willing to risk the danger of acquiring these minerals, and who are skillful enough to work them, are greatly rewarded.

The Ranger's Guild keeps vigilant watch over Silverfrost. Though many of their practices and methods are kept secret within the walls of their Guild Halls, the Rangers are widely known as trustworthy protectors, valiant warriors, skilled guides, and courageous explorers. Many wish to join the ranks of this esteemed company, but only a very select few ever earn the right to wear the mark of a Ranger.

Perhaps the most astounding and unique aspect of Silverfrost is the relationship that has been formed with the Big Critters who inhabit the Spirecrest Mountains. Snow leopards and wolves and even legendary mountain goat kings have dwelt among the folk of this land, even before they started communing with the citizens of Everdell to the north. As part of this unified community, many large stone beacons have been built along the mountain range. These beacons are lit in times of need to call upon the Big Critters for aid. Young critters dream of the days when they can see one of these fabled giants with their own eyes.

The citizens of this icy realm seem thoughtful and patient, much like the snow that often coats their ground for months on end. They have created an enduring way of life for themselves where many others would not have survived. Silverfrost is a testament to the tenacity and the beauty of critters working hard with a common goal. Among an often dark and desperate land, there remains a glowing firelight of hopeful civilization.



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This is the first edition of
Everdell: Silverfrost.

NEW FEATURES

(Comparing Silverfrost to Everdell)

Silverfrost is built upon the main mechanical structure of Everdell, but there are many important and complex differences for you to encounter and surmount.

- Snow will appear on cards and Locations throughout the game when players Prepare for Season. Players must spend valuable Fire to clear Snow before using anything that is blocked, but clearing the most Snow will earn lots of points. Snow will also cover cards in your own city, so you must constantly fight against the elements to maintain access to your card's abilities and points.
- One of your workers is designated as a Ranger, with the special ability to visit an occupied Location, or to gain a Fire if visiting a location alone.
- Duplicate cards in the Valley get stacked on the same spot so there are always 8 different cards in view.
- Nearly every card in the deck features brand new abilities, creating an abundance of fresh strategies and combos to explore.
- Instead of Events, the Ranger's Guild is counting on you to complete important Quests. Highland Quests are on display for anyone to achieve, offering significant points for the first player to do so. Lowland Quests are personal goals that players work to accomplish throughout the course of the game.
- Your workers may use Fire to light the Beacons, calling upon a rotating variety of powerful Big Critters to aid you.
- Chimneys allow the free play of Critters, so long as you have the necessary Fire to use them. Unlike occupied tokens, Chimneys are not linked to specific Critters. Players only gain 2 Chimneys through the course of the game, but there are a few abilities that allow you to move them or reuse them.
- All Red cards have an Exclusive Location for the builder of the card. Red Critters have an additional Exclusive Location that can only be visited by opponents.
- You are often required to give items to the player on your left, or to compare your progress to that player before achieving a Quest. In this way, there is more interaction with other players at the table.

The ever-growing threat of Snow, and the gathering of Fire required to clear it, presents a continual challenge for players to overcome. Silverfrost is a step forward in complexity and strategy compared to standard Everdell, and will reward veterans and newcomers alike with a thematic and engaging experience.