

Nobles of Evergreen

The complete rulebook — Journey, Path and Duty through four seasons in the kingdom of Evergreen.

The shape of a turn

- 1. Journey — roll one die and move clockwise. If a legal reroll source applies you may reroll once; a reroll may never be rerolled.
- 2. Path — the space you land on is Proving, Ordeal or Decree. Draw and read the whole card, then resolve it.
- 3. Duty — choose exactly one: Save, Give, Invest or Wait. Then end your turn.

Duty: your one action

- Save — deposit 500 Crowns and gain 1 Vault Token.
- Give — pay 500 Crowns and place 1 House Gem in the hidden Charity chest.
- Invest — buy one currently available Market item.
- Wait — take no action and keep your Crowns. You must confirm Wait.

Vault Tokens

- Vault Tokens are public and are meant to stay saved until the year ends.
- A Vault Token may only be converted when an effect **REQUIRES** a payment — never freely to optimise.
- Only one Vault Token may be converted per required payment, worth 500 Crowns — including during another noble's turn if a payment is required of you.

Ordeals

- Ordeals are global: every noble is affected, including the active noble.
- Resolution runs active noble first, then clockwise, each noble fully before the next.
- Virtues apply first, then card effects, then general rules.
- If a noble cannot pay the full remaining amount, the Ordeal is failed and they surrender their **NEXT** turn — no Journey, Path or Duty. Virtues stay active during a surrendered turn.
- There is no debt, borrowing, negative Crowns, bankruptcy or elimination anywhere in this game.

Decrees

- Decrees are royal guidance and favor. All nobles receive the listed effect unless the card says otherwise.
- Resolution runs active noble first, then clockwise. Persistent effects show a duration badge in the Castle Keep.

Virtues

- Virtues are permanent and unlimited. They are always active, trigger whenever their condition is met, and cannot be disabled.
- Hierarchy: Virtues > Card effects > General rules.
- They apply on your turn, on other nobles' turns, and during Ordeals and Decrees.

What is hidden and what is public

- Public: Crowns, Vault Tokens, purchased Market items.
- Hidden: the House Gems you have given to Charity. Only you may check your own supply.

Winning — Paragon of Evergreen

- The year ends after the final turn of the final season; every noble takes an equal number of turns.
- Score only House Gems Given + Vault Tokens Held. Highest total wins.
- Tie: most House Gems wins. Still tied: the victory is shared.
- Virtues, Crowns and Market items have no effect on final scoring.

Turn and season counting, the physical board sequence and the income schedule beyond the confirmed 800 starting Crowns remain provisional and are labelled as such in the game. Play online at noblesofevergreen.com.