

# Ei my Goods!

Royal Eggs

by Alexander Pfister  
for 2-4 players ages 10 and up  
Playing time: 30 minutes

## Objective

Easter is upon Newdale! And yet, there is no time to waste: when the egg hunt is over, you need to know who produces what and where! Chocolate, flower arrangements, pastries, and more ... these Easter holidays will be great, indeed!

## Components

- 110 cards
- This rule book



## Setup

- Separate the cards with a **green** border from the rest:
  - Each player receives a **random Chicken Coop** as well as a **Worker** (brown background color). Remove the remaining Chicken Coops and Workers from the game.



Each player: 1 Chicken Coop and 1 Worker

- In a 2-/3-/4-player game, place 4/6/8 random Assistants, respectively, with a random side facing up at the side of the play area. Remove the remaining Assistants from the game.



2 players =  
4 Assistants

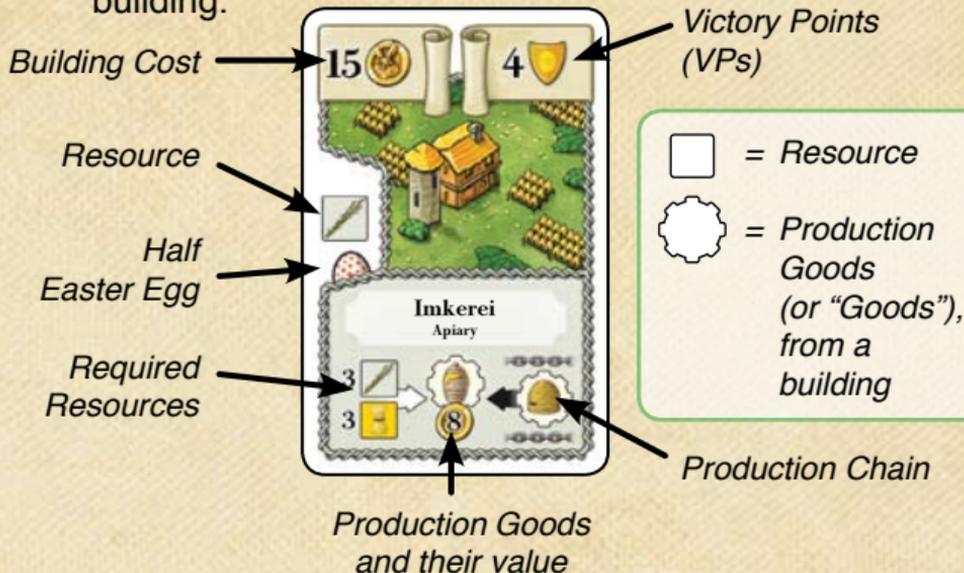
- Shuffle the remaining cards and draw 5 cards into your hand. Place another 7 cards face down and sideways on your Chicken Coop. Each card on your Chicken Coop represents one unit of Eggs (and is worth 1 coin). The player who most recently went egg-hunting (or a random player) becomes the first active player.



7 Eggs and  
5 hand cards



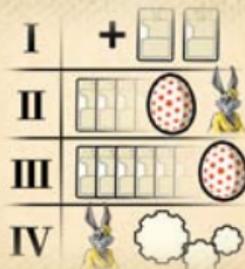
- You can use each card in 3 ways:
  - as a **Resource** (depicted on the left side of the card),
  - or as the depicted **Building**,
  - or face down on Production Buildings to represent Goods that the building produced. These goods may also be used as coins, at the value shown on the building.



## Course of Play

The game is played over several rounds. Each round consists of 4 phases, which are played in the following order.

- I. **New Hand Cards**
- II. **Starting the Egg Hunt**
- III. **Finishing the Egg Hunt**
- IV. **Production and Building**



## I. New Hand Cards

Each player can discard **all** (not some) cards from hand and draw an equal number from the draw pile. Then the active player deals each player **2 cards** into their hand. There is no hand size limit.

*When the draw pile runs out of cards, shuffle the discard pile to form a new draw pile. In the extremely unlikely case that both the draw and the discard piles contain no cards, each player must discard half of the cards in their hand (rounded down).*

## II. Starting the Egg Hunt

- The active player turns over cards from the draw pile, placing them in the middle of the play area as the Market Display, until there are 2 Half Easter Eggs.



2 Half Easter Eggs

The Market is open.

*Tip: In the Market Display, only the Resource part of each card matters, so you can place the cards on top of each other such that only the Resource is visible on each card.*

- Then all decide **simultaneously** in which of your buildings you would like to work and what you would like to build in phase 4.

- **Working:** Take your Worker card and place it below one of your Production Buildings. You have two options:

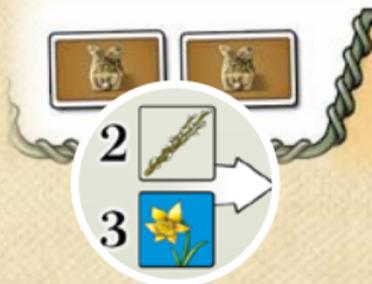
You can either produce **efficiently** or **sloppily**, indicating this by rotating your Worker card so that the appropriate side is on top.

If you decide to produce **efficiently**, in phase 4, you will need to have access to **all** of the Resources depicted at the bottom left of the building. If you do, you will receive 2 Production Goods. If you decide to produce **sloppily**, you may skip one Resource of your choice, but you will only produce 1 Good. In phase 3, additional cards will be placed in the Market Display, so you can hope that the Resources you are missing right now will still show up. Also, you can play cards from your hand as Resources in Phase 4.

- **Building:** You can place a card from your hand face down in front of you. This is the building you are going to build this round.



*This player works **sloppily** in their Chicken Coop.*



### III. Finishing the Egg Hunt

The active player turns over cards from the draw pile, placing them in a **second row** in the Market Display, until there are 2 more Half Easter Eggs. The egg hunt is over and the Market is closed.

### IV. Producing and Building

- This phase is played **in turn order**, beginning with the active player. On your turn, you produce first; then you can build a building or hire an Assistant.



*This Chicken Coop  
requires 2 willow branches  
and 1 grain to produce eggs.*

- Each Production Building requires the Resources depicted at the bottom left to initiate Production. These Resources must be available in the **Market Display** in the required amounts. If you need to, you can make missing Resources available for you by **discarding** the appropriate card **from your hand**. The Market Display remains the same for all players. You do not take any Resources away from it; you just check if what you need is there. Only the cards that you played from your hand are discarded.
- If you decided to produce **efficiently** during phase 2, all of the required Resources must be available. If they are, you produce 2 Goods, taking 2 cards from the draw pile and placing them face down and sideways on the building. Otherwise you produce nothing with that building.

- Resources played from hand only count towards a single building. However, each building may use any or all of the Market Display Resources towards initial production (but NOT towards Production Chains).
- If you decided to produce **sloppily** during phase 2, all but one of the required Resources must be available. If they are, you produce 1 Good.

**Example:** You let your Worker produce sloppily in your Chicken Coop, which requires 2 willow branches and 1 grain. The Market Display only has 1 willow branch, so you are missing 1 more willow branch and 1 grain.



Since you produce sloppily, you need 1 less Resource. So you only need to play either 1 grain or 1 willow branch from your hand to produce 1 egg. If you decided to produce efficiently, you would have to play both missing Resources from your hand. If you did, you would receive 2 cards on your Chicken Coop, representing eggs.

- **Assistant:** An Assistant at a building requires all of the depicted Resources to produce a single Goods card. You can play missing Resources from your hand, as usual. Each card you play from your hand only counts towards 1 building.

- **Production Chain:** If a building produced at least 1 Good, you can immediately use the Production Chain depicted at the bottom right of the building any number of times.



The Decorator produces Easter Egg sticks from sticks and eggs.

The Production Chain shows which **Resource(s) FROM YOUR HAND** or which **Production Goods** that you already have you can place on the Production Building. This way you can create additional Produced Goods this turn.

**Example 1:** *If the Woodcarver is activated to produce sticks, you can place any number of willow branch cards from your hand face down on the Woodcarver. These cards represent additional sticks that you produced from your personal willow branch reserves. Before you place the willow branches face down and sideways on your Woodcarver, you must show them to the other players.*

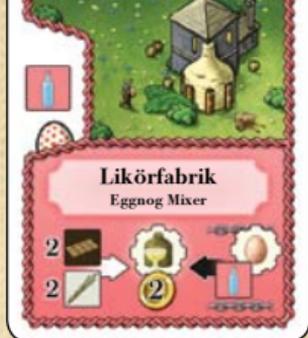


**Example 2:** *If the Apiary produces honey, you can make additional honey from beehives you produced earlier. Move the cards from your Skephive Weaver (each card represents 1 beehive) to your Apiary (turning those cards into honey). Great deal, since honey is worth 8 coins, but beehives are only worth 6 coins!*



**If the Production Chain shows 2 Resources or Goods, you must place both depicted items on the Building at the same time, producing 2 Goods each time you do so.**

**Example:** The Eggnog Mixer Production Chain requires 1 bottle and 1 egg to produce egg liqueur. If you have 3 bottles in your hand but only 2 eggs on your Chicken Coop, you can place 2 eggs and 2 bottles on the Eggnog Mixer, effectively producing 4 egg liqueurs.



**Note:** Assistants may start a Production Chain if their building produces. At the end of production during Phase 4, your Worker leaves the building (allowing a just-purchased Assistant to be assigned to the building), but current Assistants remain at their buildings (you may pay to move them during Phase 2 of the next turn).

- **Building:** You can now build the building you placed face down in front of you during phase 2. If you cannot or do not want to build it, you return the building card to your hand. If you do build it, pay its building cost by **discarding Goods with a total value equal to or greater than the cost of the building.** You can overpay, but you do not receive any change.

**Example:** You would like to build a building costing 7 coins. You pay 2 chocolate eggs (each worth 3 coins) and 1 stick (worth 2 coins), for a total of  $3+3+2=8$  coins.



- **Assistant:** Instead of building, you can hire at most 1 Assistant per round. Not only must you pay coins for them, but you must also have buildings in the colors depicted on the Assistant card. *(You keep the buildings.)*

**Immediately** place the Assistant at one of your Production Buildings.

### Note:

- There **can only ever be one bunny** *(Worker or Assistant)* in each building.
- In phase 2, you can pay 2 coins to move an Assistant to another building.
- If more than one player wants to purchase the same Assistant, give priority to the active player, and then going clockwise to the other players.
- At the end of phase 4, discard all of the cards in the Market Display. The next player in clockwise order becomes the active player.



## Game End

The game end is triggered when any player has **8 buildings** in front of them *(including their Chicken Coop)*. When that happens, finish the current round and play another complete round. In this final round, each player may use the Production Chains of all of their buildings, including buildings without a Worker or Assistant as well as buildings that did not produce anything. After that, each player totals the Victory Points from their **buildings and**

**Assistants**, and buying 1 VP for every 5 coins' worth of Goods remaining on buildings (*place cards on your Worker to represent purchased VPs*). The player with the most VPs wins. In case of a tie, the player with the most coins left (after purchasing VPs) wins.

## The Cards

Each building color stands for a certain Resource. There is the same number of buildings in each color except green, which is the most numerous. Brown buildings do not count as Production Buildings—they provide a permanent benefit.



*The Confectioner requires any 11 Resources to produce easter bread.*

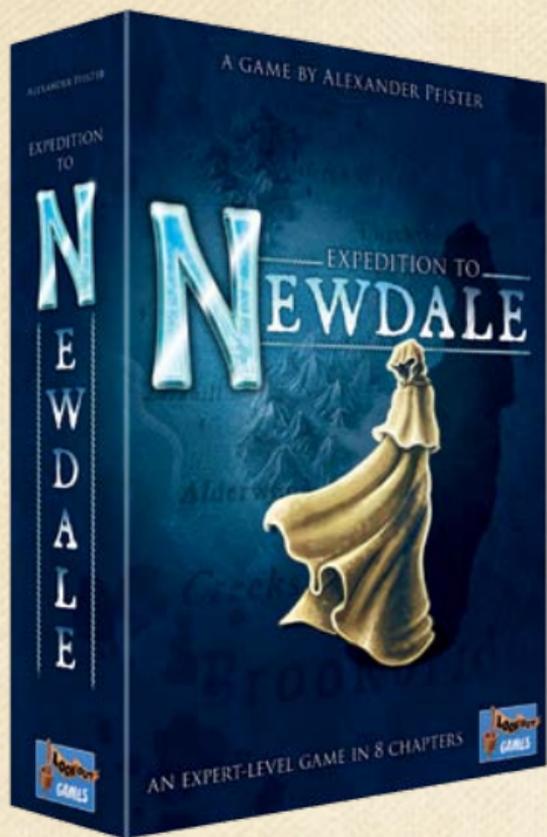


*In phase 1, you receive 1 additional card into your hand, unless you have more than 3 cards in hand already at the start of that phase.*



*The Delivery Service adds the depicted Resource to the Market Display for you, which you can only use to initiate Production (including at the Confectioner), not to use with a Production Chain.*

**Learn more about Newdale in the new game  
by Alexander Pfister!**



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