

Fields of Green - Rules

In Fields of Green, the players are farmers trying to build their farms. They do this by drafting Location Cards with Fields, Livestock and other Structures, trying to place them in their play area in the best possible way. The player with the most efficient farm after 4 years is the winner!

Contents

- 33 Field Cards (Green)
- 33 Livestock Cards (Red)
- 33 Facility Cards (Yellow)
- 33 Building Cards (Purple)
- 18 Water Tower Cards
- 12 Silo Cards
- 30 Equipment Tiles
- 60 Money Tokens (in denominations of 1, 5 and 10)
- 20 VP Tokens (in denominations of 1, 3 and 5 - Hexagonal tokens)
- 40 Food Markers (Yellow cubes)
- 30 Water Markers (Blue cubes)
- 1 First Player Marker (Grey disc)
- 1 Year / Turn Order Marker (Hexagonal token with arrows)
- 4 Card Pile Indicators (4 colored circular tokens - Green, Red, Yellow & Purple)
- 1 Scoring Pad

Setup

Before beginning to play, separate all the cards according to their type. There should be 4 piles of main Location Cards (Fields, Livestock, Facilities & Buildings) as well as 2 piles with Water Towers and Silos. Shuffle the 4 main piles and place them face down at the center of the table. Next to each pile place the Indicator token that corresponds to it (green for the Field cards, red for the Livestock cards etc). Put the Water Tower and Silo piles face-up somewhere near the other piles.

Each player takes 15 coins, a Water Tower and a Silo and places the 2 cards in front of him. Place 3 Water markers on the Water Tower and 1 Food marker on the Silo. Put the rest of the money, the VP tokens, the Water and the Food markers at the center of the table where everyone can reach them. This will be called the Supply.

Take the Equipment tokens, shuffle them and place them face-down in a stack, next to the Supply.

The player who most recently ate an organic food product gets to be the first player. Place the First Player Marker in front of him.

You are now ready to start playing!

Round Overview

The game is played over a period of 4 years, each of them represented by a single round. Each round consists of the following phases:

Upkeep

Action

Harvest

Upkeep Phase

The following rules assume a 3 or 4 player game. For the differences when playing with 2 players see the corresponding section at the end.

Turn the Turn Order Marker so that it shows the arrows moving in the correct direction. During the 1st and 3rd round they should be shown moving clockwise while in the 2nd and 4th round counter-clockwise. These arrows indicate the direction in which the cards are going to be handed from player to player (clockwise or counter-clockwise).

Each player gets some new resources for the round: **1 Food Marker, 2 Water Markers and 3 Coins** (*skip this during the 1st round*).

The Food Markers must be placed on a **Silo** in the player's farm. Each Silo can normally store up to 4 Food. If all Silos in the player's farm are full then any new Food he gets is lost.

The Water Markers must be placed on a **Water Tower** in the player's Farm. Each Water Tower can normally store up to 3 Water. If all Water Towers in the player's farm are full, any additional Water he gets is lost.

Each player then, starting with the one having the First Player marker and going clockwise, **draws 6 cards out of the 4 main piles**. He may draw them in any combination he likes, as long as he takes cards from at least 3 of the 4 piles (*for example: 3-2-1-0, 2-1-1-2 or 1-4-0-1*). All of the cards are drawn at once - he is not allowed to see what he drew before choosing where to draw from next. Also, the number of cards he draws from each pile is common information - everyone must be aware of how many cards from each pile were drawn by the players before them. If one of the piles happens to run out, then no more cards from that pile may be drawn for the rest of the game.

These cards form each player's initial hand for the round.

When playing the game for the first time, or when introducing it to new players we suggest you use the following combinations:

| | Fields | Livestock | Facilities | Buildings |
|----------------|--------|-----------|------------|-----------|
| Round 1 | 3 | 2 | 1 | - |
| Round 2 | 2 | 2 | 1 | 1 |
| Round 3 | 1 | 2 | 1 | 2 |
| Round 4 | 1 | 1 | 1 | 3 |

After everyone has taken 6 cards, move to the next phase.

Action Phase

This phase consists of 6 turns. During these turns, all players play simultaneously.

Every turn, each player selects a card from his hand, puts it face down in front of him and passes the rest of the cards to the next player (as indicated by the Turn Order marker) . After everyone has done so, they simultaneously reveal their selected card and choose one of these actions to perform:

- Build Location
- Build Water Tower
- Build Silo
- Go to Market.

Build Location

Location Cards may only be built adjacent to other Location Cards. At the beginning of the game, the only locations in your Farm are the initial Water Tower and Silo so any Location Card you build must be adjacent to one of those.

In order to build a location, you have to pay its cost. Every location has its cost in coins in the upper, left-hand corner of the card. Some also list a Water or Food requirement directly below the credit requirement. If there is a Water requirement, it must be paid using Water from a nearby Water Tower - it has to be within 2 distance from the location you are attempting to build. Distance is counted through built locations, orthogonally, with each card counting as a distance of 1.

If there is a Food requirement, it must be paid using Food from your Silos. There is no distance requirement when Food is concerned - you may use Food Markers from any Silo when paying for a cost, regardless of where they are in your Farm.

If you select a card but are unable to pay its cost (either coins or water/food requirement), then you cannot build the location and must select another action instead.

After you pay the cost and build the location by placing it adjacent to a previously-built location in your Farm, you check the ability on the bottom of the card. If it is written in a clear frame, it is considered to be an **Immediate** ability and it is applied at that moment - follow the instructions as written. If the ability is written in a green or yellow frame, it is considered to be a **Harvest** or **Game End** ability (accordingly) and is checked at a different time (see more below).

Build Water Tower

In order to pay for the Water requirements of some locations (mostly Fields) you may need to build additional Water Towers. To do so, you discard the card you selected (after revealing it simultaneously with the other players), pay its cost (2 coins), take a Water Tower card from the Water Tower pile, and build it anywhere in your Farm, adjacent to an already-built location. You also place 3 Water markers on it. Keep in mind that Water from a Water Tower may only be used for locations built within 2 distance of it.

Water Towers count as locations but do not have a location type of their own. In the rare occasion where there are no Water Tower Cards available (or if a player doesn't have the 2 coins required), this action may not be taken and another action must be chosen instead.

Build Silo

The Food that a player produces in his Farm must be stored on one of his Silos. The initial Silo every player starts with can store up to 4 Food. If a player wants to be able to store more Food, he must build additional Silos.

In order to build a Silo, you discard the card you selected (after revealing it simultaneously with the other players), take a Silo card from the Silo pile, and build it anywhere in your Farm, adjacent to an already-built location. The cost for a Silo is 0 so you don't have to pay any coins in order to do so.

All Silos come empty - no Food is placed on them when they are built. They just provide additional storage space for the Food the player will produce in future turns.

A player may freely move Food from one Silo to the other at any time, as long as the storage limit is not exceeded.

Go to Market

Using this action you can go to the local market and sell some of the food you produce. Discard the card you selected (after revealing it simultaneously with the other players) and gain 2 coins plus 2 coins per food you pay. The only limit is that you may sell up to 2 food only each time you take this action. In other words:

| Cost | Reward |
|-----------------------|---------|
| Discard card | 2 Coins |
| Discard card + 1 Food | 4 Coins |
| Discard card + 2 Food | 6 Coins |

Keep in mind that all discarded cards are placed face up in the discard pile, available for all players to see.

After 6 turns, the players are left with no cards in hand and the next phase begins.

Harvest Phase

During this phase, players check the locations in their Farm that have a **Harvest** ability (light green frame). Each of those abilities has a cost on the left side.

Players need to pay the cost for each of their Harvest abilities in order to apply them. If a player is unable or unwilling to pay for a Harvest cost, the location card is then turned face-down and is considered to be an **Open Area**. Open Areas do not turn back face up for the rest of the game and players are not allowed to build another location on top of them.

A player can choose to pay the Harvest costs of the locations in his Farm (and apply their abilities), in any order he wants. When he does so, he puts the paid resources on top of the Harvest cost as a reminder, to indicate that he paid it.

Some limitations that players must always keep in mind are:

- Water must be paid from a Water Tower within 2
- A Silo may not store more than 4 Food on it. If a player is going to produce more Food than what he can store he must make sure to spend the Food he has first (to pay other Harvest abilities) otherwise the new Food will be lost.

Keep in mind that during the Action phase a player is allowed to build a location for which he cannot at the moment pay the Harvest cost (for example a location requiring Water in the Harvest cost, built with no Water Towers within 2 distance of it). However, he must be able to provide it when the Harvest phase comes or the location will be turned into an Open Area.

If a player gets from a Harvest Ability a new Equipment in his Farm (see more on Equipments below), he may get to use it in the same Harvest phase if applicable.

At the end of the Harvest phase remove from the cards all the resources used to pay the Harvest costs. Then, the player with the First player marker passes it to the player on his left.

Game End

When the 4th round ends (after its Harvest phase is complete), the game is over.

Players now calculate their score using the provided score-pads. Specifically:

- Calculate the VPs written on the cards in your Farm (lower right corner, just above the ability) as well as any VP tokens you may have gained from abilities.
- Calculate VP from Equipment tokens with **Game End** abilities.
- Get 1 VP for each 3 Coins you end the game with.
- Get 1 VP for each 2 Food markers in your Silos
- Get 1 VP for each empty Water Tower in your Farm.
- Calculate VP from locations in your Farm with **Game End** abilities. *(You can use the smaller squares to write down each card's points in order to easily calculate the total)*

The player with the most VP is the winner.

Equipment

Some cards in the game allow the players to get **Equipment** in their Farm.



When a player gets an Equipment, he draws 2 tokens, chooses one to place in his Farm and puts the other one at the bottom of the pile.

Each Equipment token lists on it the location on which it can be placed. For example, if it lists Field it may only be placed on a Field card. If there is an additional keyword after the location type, it must be also taken into consideration. For example, *Field - Harvest* means it may only be placed on a Field with a Harvest ability.

If a player is unable or unwilling to place an Equipment token in his Farm, he may choose to keep it in the side. During the rest of the game, any time he builds a location on which the Equipment token can be placed on, he may choose to do so. However, it must be done on the turn that location is built in the station - he may not choose to do it afterwards.

After being placed on locations, the Equipment tokens provide the players with additional abilities. Some of the abilities are ongoing while others are used in specific phases only.

At the end of the game, if a player still has any unplaced tokens on the side, they are discarded and he gets 1 VP for each of them.

Timing Tules

If 2 or more players want to do something at the same time (for example take an Equipment) the order is determined by the First Player token. The player who is closest to the player with the token goes first and then order proceeds clockwise from there.

2 Player Rules

When playing with 2 players, the following changes occur:

- During the Upkeep phase, when the players draw their 6 cards, they do not look at them. Instead, after both players have drawn their cards, they shuffle all 12 of them together and place them in a face-down pile between them. Then, they reveal the first 6 cards from that pile and place them face-up on the table.
- During the Action phase, the players don't play simultaneously - they take turns instead. The player with the First Player marker goes first and chooses one of the 6 cards. He performs one of the available actions and then play passes to the other player. He chooses one of the 5 remaining cards and performs one of the actions with it. After both players have taken their first action, 2 more cards are revealed from the pile in front of them and added to the rest of the face-up cards. Players continue choosing cards the same way for the duration of the round. When there are no more cards to draw from the pile, continue without adding any new cards until all 12 cards have been taken and players have taken 6 turns each. At that point, the Action phase ends and players proceed to the Harvest phase.