Vangelis Bagiartakis

Fields of Green
Grand Fair

It is time for the annual Agricultural Grand Fair where all aspects of a farmer's life are celebrated!

Farmers all around the area are coming to see the attractions, watch the festivities, take part in competitions and get information on the latest news in the farming industry.

Come visit the Grand Fair, enjoy its attractions and get to experience the life of a farmer to the fullest!

Contents

- 12 Field cards
- 12 Livestock cards
- 12 Construction cards
- 12 Building cards
- 5 Main Water Tower cards
- 5 Main Silo cards
- 12 Award cards
- 4 Player Aid cards
- 8 Attraction mats
- 4 Equipment tiles
- 15 Player markers (tractors) in 5 colors
- Food tokens
- Water tokens
- Money tokens
- Victory Point tokens
- 1 Scoring Pad
- 1 Rulebook

Attractions

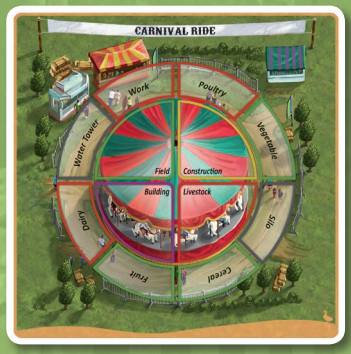
Attractions is a new module that you can add in your games of Fields of Green. It makes use of the Attraction mats that are included, each of which works in a completely different way.

To use the Attractions, shuffle the mats and pick 3 at random (or choose the ones you would like to play with). Place them at the center of the table where all players can see them and for each Attraction read aloud its rules so that everyone knows how it plays (see section **Attractions List** on page **8**).

Have each player choose a color and take the 3 corresponding player markers (tractors). Then, place a marker of each color on each Attraction, as instructed by its rules.

Each Attraction works in a different way but in all cases you interact with it using your markers. In some cases, those markers play a crucial role on the Attraction mat while in other cases they act as indicators that you have used an ability.

You can find a list with all the Attractions and how each of them works in section **Attractions List** on page **8**.



Awards

Awards is also a new module that you can add in your games of Fields of Green. It consists of 12 cards that provide goals for the players to achieve, and grant them additional Victory Points at the end of the game.

To use the Awards, shuffle their cards and reveal at random as many as the number of players. Read each Award's goal out loud and then place them on the table where all players can see them.

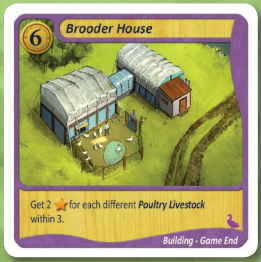
At the end of the game, after applying all Game End abilities, check each Award card and see who best fulfills its goal. That player gets the reward listed on the card.

In case of a tie, all tied players get the reward, minus 1 VP for each tied player beyond the first. So, if 2 players are tied, they both get the reward -1 VP, if 3 players are tied they get the reward -2 VP and so on. A reward may never end up being negative due to ties.

When playing the solo game, the Awards work slightly different. See section **Solo Game** on page **5** for more details.

New Locations & Equipment

Grand Fair comes with new location cards of each type. To use them, just shuffle them in their corresponding piles.



Similarly, to use the new Equipment tiles, shuffle them with the existing ones.

Grand Fair also introduces 2 different versions of existing cards: Main Water Tower and Main Silo. These cards work exactly the same as a regular Water Tower and Silo respectively, with one important difference: They are the ones you start the game with. During Setup, each player takes one of each, instead of a regular Water Tower and a regular Silo, matching the color of their player markers.

Some of the new locations' abilities reference the Main Water Tower and the Main Silo, making the way you build around them much more important than before!

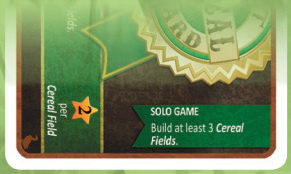
Solo Game

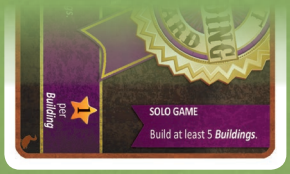
With Grand Fair, Fields of Green can now be played by a single player.

To do so, set up the game as normal and then shuffle the Award cards. Draw 4 at random and place them on the table, rotated 90o clockwise so that the SOLO GAME section is readable. Take also the 2 Solo Player Aid cards and place them near your playing area.

Player Goals

In the solo game, the Awards work slightly different than normal. They do not provide any points - instead, they list specific goals that you need to pursue.





Look at the goal in each Award, choose 3 to keep and discard the other one. In order to win the game you will have to achieve all 3 of these goals.

Solo Draft

When playing solo, you draft the cards slightly different compared to a multi-player game.

At the beginning of each round, draw 6 cards out of the 4 piles, without looking at them, making sure to draw at least 1 card from 3 of the 4 piles (same as you would do in a multi-player game). Then, draw 2 more cards out of each pile. Shuffle all 14 cards and place them next to you in a pile. This is going to be the Location Deck from which you will be drawing your cards.

Start by drawing 3 cards from the Location Deck and placing them in front of it. Choose one of the cards and perform one of the available actions with it. Then, discard one of the other 2 cards.

Draw 2 more cards so that once again you have 3 cards in front of the Location Deck. As before, choose one card to use for an action, one to discard and one to keep. Continue doing so until there are no cards left in the deck to draw. Keep in mind that in the last turn, there will only be 2 cards to choose from - use one for an action and discard the other one.

Contrary to the multi-player game, when playing solo, each round lasts 7 turns instead of 6.

In the solo game you also have access to a special ability that you can use **only once**: In the Upkeep phase, when drawing your 6 cards from the 4 piles, instead of drawing a card, you may choose a ***Field*** type (Cereal, Vegetable, Fruit) or a ***Livestock*** type (Dairy, Poultry, Work, Meat) and reveal cards from the top of the corresponding pile until you reveal a location of that type. Add that card to the rest of the cards you'll draw and shuffle the rest of the revealed cards back in the pile. **You may only do that once in the whole game** (to remember it, discard the Player Aid that lists this ability after using it).

After 4 rounds, calculate your score as normal. To see if you've won, you must have reached all 3 goals from the Awards and scored at least 50 VP. If you have, check the following table to see what kind of **Farmer** you are:

50+ Beginner	60+ Adequate	70+ Established
80+ Experienced	90+ Expert	100+ Master

Important Notes

Card Types: When checking the Awards at the end of a solo game, Livestock can only count as one type each. For example, Chickens will count either as Poultry or Meat - not both. (During gameplay they still count as both types. This distinction applies only when checking the Awards and only in a solo game)

Special Ability: If you finish the game without using the Special Ability, add 2 more VP to your score.

Card changes: Some locations have abilities that reference other players. See below on how to treat these abilities when playing a solo game.

- **Buffalos:** When applying its Harvest ability, count the Dairy Livestock in the discard pile. If you have more Dairy Livestock in your Farm, get 6 coins. Otherwise, get 4 coins.
- **Chapel:** At the end of the game, use the locations in the discard pile to compare your Farm with.
- **Watchtower:** When applying its Harvest ability, play as if a player next to you had half the number of Equipment that you have (round down).

Attractions: If you wish to add Attractions in a solo game you may do it in the following way: Shuffle all the Attractions and choose up to 3 at random. For each Attraction you will be using, subtract 5 VP from your final score. See section **Attractions List**, on page **8** to see if an Attraction plays different in a solo game.

Playing with 5 Players

Grand Fair includes enough components so that a 5th player can now join your games. The game plays the same as with 3 or 4 players. The only difference is if you play with Awards, where you draw 4 of them instead of 5.

At the end of the game, use the scoring pad included in Grand Fair to calculate your scores (see **Calculating Score** on page **8**)

Calculating Score

When playing with Grand Fair there are additional ways to score points like the Awards and the Attractions. For this reason, there is a new scoring pad included with Grand Fair, with additional rows.

When calculating scores, always go from top to bottom, getting all points from one row before moving to the next. Do not check the Awards until all players have calculated their scores from the previous rows.

Attractions List

Each Attraction comes with its own rules, which you can find in the following pages. These rules also include information on where you place the players' markers during Setup as well as any additional setup instructions that may be required.

Some of the Attractions, allow you to perform special abilities. In all cases, if two or more players want to use such an ability on the same turn, **use the turn order to determine who goes first**.

All the Attractions can also be used when playing a solo game. However, in some of them the rules change slightly - see in each one for more details.

For your first game with Grand Fair, we would suggest you play with the following Attractions: **Agricultural Market**, **Beer Festival** & **Tractor Race**.

Agricultural Market

At the beginning of every year, draw a card of each type and place it partially over the Attraction, in its corresponding space. During the Action phase, before choosing a card for a turn, you may place your marker on the Attraction, pay 1 coin, and swap a card in your hand with a card on the Attraction (the two cards don't need to be of the same type). You then proceed to perform your action for the turn as normal.

To use the ability again on a following turn during the same year, turn your marker sideways and pay 2 coins instead of 1. After doing that, you may not use the ability again for the rest of the year.

At the end of each year, discard all cards from the Attraction and remove all players' markers from it.

Markers Placed: Next to the Attraction.

Beer Festival

Additional Setup Instructions: For each player, place a Food token, a Water token, a VP token and a set of 2 coins on the space on the left. For example, in a 3-player game, there should be 3 Food tokens, 3 Water tokens, 3 VP tokens and 3 sets of 2 coins.

During the Action phase, whenever you perform an action other than 'Build Location', move your marker one space upwards (specifically, whenever you *Build Water Tower*, *Build Silo*, *Go to Market* or *Restore Location*). You then get one of the resources on the left (in case of coins, you get a set of 2, not a single coin). If you get the last one of a specific resource (for example, the last Food token) you may move another player's marker one space downwards.

At the end of the game, you get the points listed next to your space on the track.

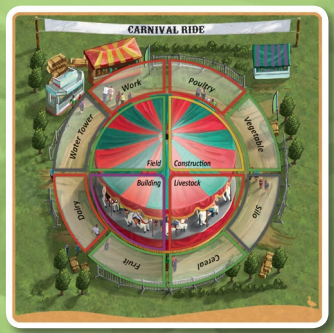
Markers Placed: Indicated space on the track (0 VP).

SOLO GAME: When playing solo, set this Attraction as in a 2-player game. Whenever you perform an action other than 'Build Location', get one of the available resources and move your marker one space upwards. However, if you get the last one of a specific resource, do not move your marker - leave it where it was.

Carnival Ride

When you build your first location, place your marker on one of the Carnival's central spaces, according to the type of the location you built. For the rest of the game, whenever you build a location of a type shown in an adjacent space (to where your marker currently is), move your marker there and get 1 coin.

Note that each space in the central part is adjacent to 4 other spaces while each space in the outer ring is adjacent to 3 other spaces. If you are on the Field space for example, the adjacent spaces are Water Tower, Work, Construction and Building, while if you are on a Silo, the adjacent spaces are Livestock, Vegetable and Cereal.



Markers Placed: Next to the Attraction.

Dancing Contest

Additional Setup Instructions: Draw one card of each type (Field, Livestock, Construction, Building), shuffle them face-down and reveal 3 cards at random, keeping track of the order in which they were revealed. Discard the remaining card.

Markers Placed: The first space of the track (number 1).

At the end of the first year, check all players' Farms for locations of the same type as the first revealed card. The player (or the players in case of a tie) who has the most, advances 2 spaces on the track. All the other players advance 1 space, unless someone doesn't have any locations at all of that type in which case their marker remains where it was. Then, discard the first revealed card. Repeat this process at the end of the second round with the second revealed card and at the end of the third round with the third revealed card. Please note that no marker may advance beyond the 5th space on the track (if it was to do so, it stays on the 5th space).

During the Action phase, before choosing a card for a turn, you may perform one of the abilities listed on the Attraction. You may only perform abilities at the same level or lower than where your marker is. If you do, move your marker as many spaces backwards as the number that corresponds to the ability (for example, if you chose the second ability to get 1 Food, move your marker 2 spaces backwards).

Note that during the first round of the game, even though the markers have not advanced yet, you may still choose to move 1 space backwards if you want and perform the first ability.

Some clarifications regarding the abilities:

- If you fall to 0, place your marker outside the Attraction.
- If you set aside a card using the first ability and then are unable to build it before the Harvest phase, that location is discarded.
- You may not move a location using the third ability if that would cause your Farm to break into two or more parts.
- When performing the fifth ability, you draw a card from any of the four piles.

SOLO GAME: When playing solo, to check whether you advance one or two spaces, compare the locations you have built of the corresponding type to the round number. If you have more, advance your marker by 2 spaces. If you have equal or less, advance your marker once. As in the multiplayer game, if you have no locations of that type, your markers stays where it is.

Equipment Show

At the beginning of each year, draw 4 Equipment tiles and place them on the corresponding spaces on the Attraction. During the round, you may interact with this Attraction in 2 ways:

a) Whenever you get an Equipment, instead of drawing 3 tiles to choose from, you may take one of those on the Attraction. If you do, draw a new Equipment tile and put it in its place on the Attraction. If you don't like any of the available Equipment, you may still choose to draw 3 closed tiles and keep 1, as normal.

b) During the Action phase, before choosing a card for a turn, you may pay 3 coins and get one of the Equipment tiles on the Attraction. If you do, draw a new Equipment tile and put it in its place. Then, place your marker on the Attraction as a reminder - you may only get an Equipment this way once per round.

Markers Placed: Next to the Attraction.

At the end of each round, place all Equipment tiles left on the Attraction at the bottom of the Equipment pile and remove all players' markers from it.

Hay Bale Throwing Contest

When you build your first location, move your marker to the section that corresponds to the card's cost in coins (if it cost 0, 1 or 2 coins move it to the first section, if it cost 4 or 5 coins move it to the second section and if it cost 6,7 or more, move it to the third section. If the card you built cost 3 coins, nothing happens).

The next time you build a location (including a Water Tower or a Silo), check its card's location cost (coins only):

- If it corresponds to the same section as the one you are in, get the reward listed on the bottom right corner: Water, Food or 2 Coins in the first section, 1 VP in the second section and 2 VP in the third section. Then, move your marker to the bottom of the Attraction.
- If it corresponds to another section, you can either move your marker to that section or leave it where it is.

Markers Placed: On the lower part of the Attraction (outside the 3 marked sections).

Milking Contest

During the Action phase, before choosing a card for a turn, you may perform the Harvest ability of a location either in yours or another player's Farm:

- In order to perform the Harvest ability of another player's location, you need to first pay that player the amount listed on the track, on the space where their marker is. Then, move **that player's marker** one space upwards on the track, pay the location's Harvest cost and apply the ability (the Harvest cost is paid as normal, you don't give the resources to the other player). If the ability depends somehow on the placement of the location within the Farm, it is always applied where it has been built. You may perform this ability multiple times during a year but only once per turn.

Markers Placed: The first space of the track.

- In order to perform the Harvest ability of a location in your own farm, you must first pay the amount listed on the track, on the space where your marker is (you pay that amount to the Supply, not the other players). Then, move **your marker** one space upwards, turn it sideways, pay the Harvest cost and apply the ability. You may only perform the Harvest ability of one of your own locations once per year (and that's why you turn your marker sideways as a reminder). The other players however, can still continue to use your Harvest abilities and advance the marker accordingly.

If a marker is already on the top space on the track and needs to move, it stays where it is. Players may still use that player's Harvest abilities as normal.

SOLO GAME: When playing solo, you may only use this Attraction to perform the Harvest abilities of locations in your own Farm.

Tractor Race

When you build your first Field, move your marker on the first square on the bottom left. For the rest of the game, whenever you build a location of the type shown in the next square from where you are, move your marker onto it.

At the end of the game, you gain VP based on where you stand in the race. If you finished the race first, or are the one closest to the last square, you get 3 VP. If you are second, you get 2 VP and if you are third, you get 1 VP. In case of a tie (if for example 2 or more players' markers are on the same square or if they finished the race on the exact same turn) all tied players get the highest position's points.

You also get VP based on the row you ended on: 1 VP for the second row, 3 VP for the third row and 5 VP for the top row. Finally, each player who got to finish the race and reached the final square, gets 2 additional VP.

Markers Placed: On the bottom left corner of the Attraction (next to the first space).

SOLO GAME: When playing solo, since you are not racing with someone else, you always get 3 VP (as if you were first). Depending on where you finish, you may score additional points as normal.

FAQ

Some cards, like the Treehouse Construction or the Best Equipment Award, count the number of Equipment you have. Do Equipment tiles that you have on the side count?

Yes. All Equipment tiles you have gotten, regardless if they are on a location or not, count as being in your Farm.

When playing with the Milking Contest Attraction, if I use it to perform the ability of another player's Well, who gets the Water tokens?

All abilities in which placement matters, apply where they are built. In this case, since the ability mentions Water Towers within 2 of the Well, the Water tokens are put onto these Water Towers. Thus, the player owning the Well gets the Water.

Credits

Designer: Vangelis Bagiartakis
Illustrators: Naomi Robinson
Grzegorz Bobrowski
Gong Studios
Graphic Designer: Konstantinos Kokkinis

www.artipiagames.com

Artipia Games
Nikou Xilouri 19
Zografou
15773, Athens
Greece

www.strongholdgames.com

Stronghold Games
17 Sunflower Road
Somerset
NJ 08873
USA

Should you have any comments or questions, please contact us at support@artipiagames.com

© 2018 Artipia Games. All rights reserved.