

Vangelis Bagiartakis

# Fields of Green

Noise Traffic Pollution

## THAT DOES IT!

You decide to  
**LEAVE THE BIG CITY BEHIND**  
go to the countryside and  
**BECOME A FARMER!**

With funds from a  
government-sponsored  
program, you find a piece of  
land and you are now ready to  
start growing your own plants,  
taking care of animals and  
living the life of a farmer in the  
second half of the 20th century!



*In Fields of Green, you take the role of a farmer trying to build your farm. You do this by drafting location cards with fields, livestock and various buildings, placing them in your play area in the best possible way. The player with the most efficient farm after 4 years is the winner!*

## Contents

33	Field cards	1	General Aid card	32	Water tokens
33	Livestock cards	30	Equipment tiles	4	Card Pile Indicator tiles
33	Construction cards	61	Money tokens (in denominations of 1, 5 and 10)	1	First Player tile
33	Building cards	20	VP tokens (in denominations of 1 and 5)	1	Year Track tile
20	Water Tower cards	44	Food tokens	1	Year token
14	Silo cards			1	Scoring Pad
4	Player Aid cards			1	Rulebook



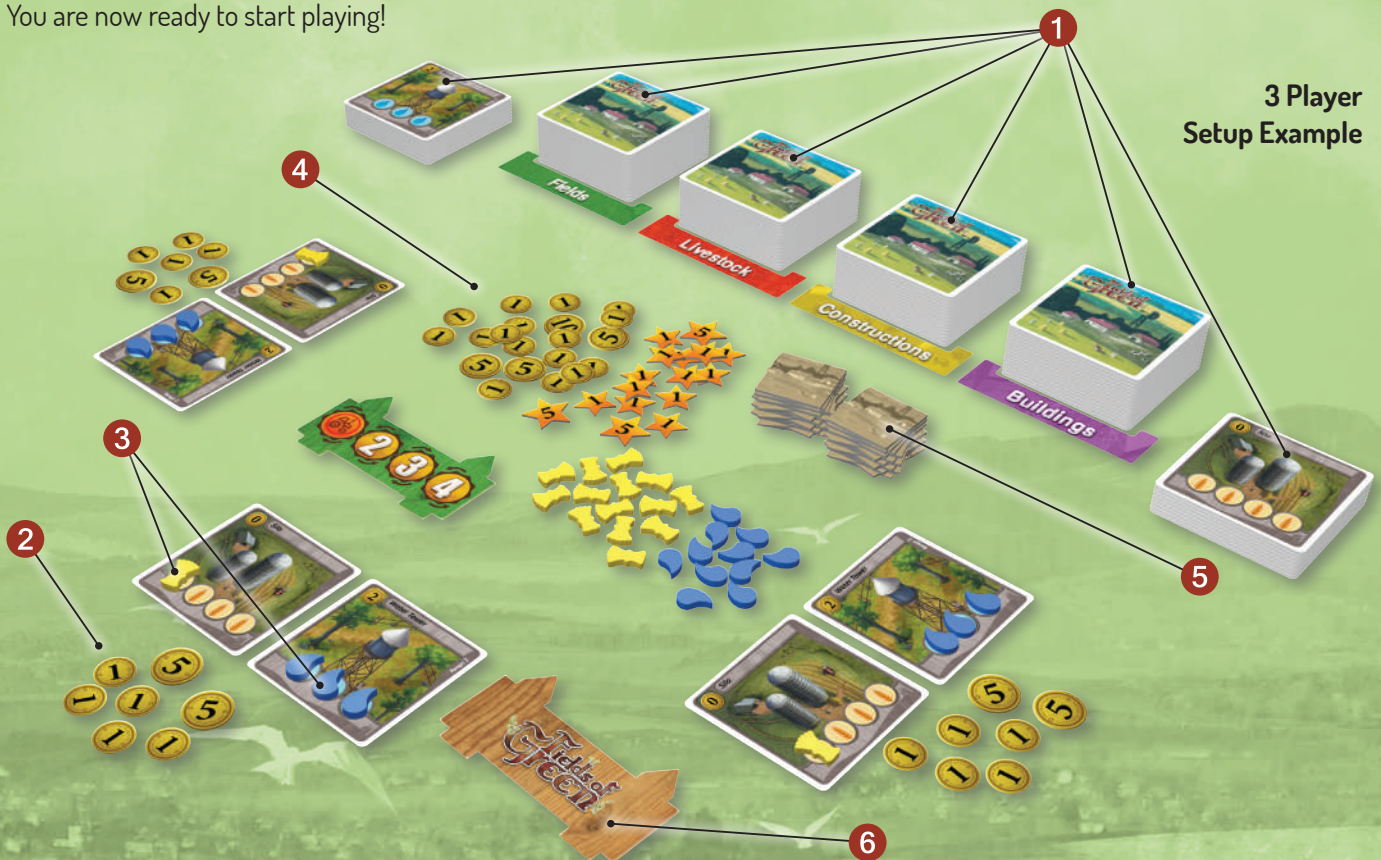
# Fields of Green

## Setup

Before beginning to play, **separate** all the cards according to their type. There should be **4 main piles of Location cards** (Fields, Livestock, Constructions & Buildings) as well as **2 piles with Water Towers and Silos**.

- 1 Shuffle the 4 main piles and place them face down at the center of the table. In front of each pile place the Indicator tile that corresponds to it. Put the Water Tower and Silo piles face-up somewhere near the other piles.
- 2 Give each player 15 coins, a Water Tower and a Silo and place the 2 cards in front of them.
- 3 Place 3 Water tokens on each Water Tower and 1 Food token on each Silo.
- 4 Put the rest of the money, the VP tokens, the Water and the Food tokens at the center of the table where everyone can reach them. This will be called the **Supply**.
- 5 Take the Equipment tiles, shuffle them and place them face-down in a stack, next to the Supply.
- 6 The player who most recently visited a Farm (or a rural area) gets to be the first player. Place the First Player tile in front of them.

You are now ready to start playing!



3 Player Setup Example

## 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**  
PHASE

**ACTION**  
PHASE

**HARVEST**  
PHASE



# Fields of Green

## UPKEEP PHASE

The following rules assume a 3 or 4 player game. For the differences when playing with 2 players see the corresponding section on page 11.

- ▶ Move the **Year token** to the current year on the **Year Track tile**. The arrows around the year indicate the direction in which the cards are going to be handed from player to player (clockwise or counter-clockwise).
- ▶ Get new resources for the round: 1 Food token, 2 Water tokens and 3 coins (*skip this step during the 1st round*).
- ▶ The Water tokens must be placed on a Water Tower in your farm. Each Water Tower can normally store up to 3 Water. If all Water Towers in your farm are full, any additional Water you get is lost. Similarly, the Food token must be placed on a Silo in your farm. Each Silo can normally store up to 4 Food. If all Silos in your farm are full then any new Food you get is lost.
- ▶ Each player then, starting with the one having the First Player tile and going clockwise, **draws 6 cards out of the 4 main piles**.



You may draw the cards in any combination you like, as long as you take 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 - you are not allowed to see what you drew before choosing where to draw from next. Also, the number of cards you draw from each pile is common information - everyone must be aware of how many cards were drawn from each pile 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 6 cards form your 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 **Introductory Mode**:

INTRODUCTORY MODE		Fields	Livestock	Constructions	Buildings
	Year 1	3	2	1	-
	Year 2	2	2	1	1
	Year 3	1	2	1	2
	Year 4	-	2	1	3

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



# Fields of Green

## ACTION PHASE

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

Every turn, you select a card from your hand, put it face down in front of you and pass the rest of the cards to the next player (as indicated by the Year Track tile). After everyone has done so, you simultaneously reveal your selected card and choose one of these actions to perform:

A) Build Location    B) Build Water Tower    C) Build Silo    D) Go to Market    E) Restore Location.

### A) Build Location

Location cards may only be built adjacent to other Location cards. Two locations are considered adjacent if they are placed next to each other orthogonally. If they are placed diagonally from each other, they are NOT considered adjacent.



The location card may be built in any of the white spaces.

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 tokens from any Silo when paying for a cost, regardless of where they are in your Farm.



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**Location Cost** — 3

**Ability Type**

- Immediate ability (gray background): resolves right away
- Harvest ability (green background): resolves at the end of each round
- Game End ability (yellow background): resolves at the end of the game

**Card Name** — Potatoes

**Field Type** — Vegetable

**Location Type Color**

- Fields (Green)
- Livestock (Red)
- Constructions (Yellow)
- Buildings (Purple)

**Victory Points** — 1

**Set Indicator** — [Tractor icon]

**Card's Ability** — Get 2 [potato icon]. If built adjacent to a *Silo*, get also an *Equipment*.

**Ability Type** — Field - Immediate

**Location Type** — Field

**Note:** 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 gray frame, it is considered to be an Immediate ability and 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).

## B) 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, discard the card you selected (after revealing it simultaneously with the other players), pay the Water Tower's cost (2 coins), take a Water Tower card from its pile, and build it anywhere in your Farm, adjacent to an already-built location. Also place 3 Water tokens 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.

**Range Indicator** — Range: 2

**Available Slots for storing Water** — 3

**Water Towers allow you to store Water. You can spend this Water within a range of 2.**



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## C) Build Silo

The Food you produce in your Farm must be stored on your Silos. The initial Silo you start with can store up to 4 Food. If you want to be able to store more Food, you must build additional Silos.

In order to build a Silo, discard the card you selected (after revealing it simultaneously with the other players), take a Silo card from its 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 you will produce in future turns. You may freely move Food from one Silo to another at any time, as long as the storage limit is not exceeded.

Silos count as locations but do not have a location type of their own. In the rare occasion where there are no Silo cards available, this action may not be taken and another action must be chosen instead.



Available Slots for storing Food

Silos allow you to store Food. You can spend this Food anywhere in your farm.

## D) 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. You may also sell up to 2 of your Food and gain 2 coins per each (see also table).

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

## E) Restore a Location

Sometimes, a location card is turned face-down and becomes an Open Area (see Harvest Phase section below). To turn it face-up again, discard the card you selected (after revealing it simultaneously with the other players) and pay 1 coin.



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**Note:** All discarded cards are placed face up in the discard pile, available for all players to see.

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

## HARVEST PHASE

During this phase, you check the locations in your Farm that have a Harvest ability (light green frame). Each of those abilities has a cost on the left side. You need to pay the cost for each of your Harvest abilities in order to apply them. If you are unable or unwilling to pay for a Harvest cost, the location card is turned face-down and is considered to be an Open Area. You are not allowed to build another location on top of an Open Area but you may turn it face-up again by discarding a card in one of your future turns and paying 1 coin (see the Restore a Location action above).

You may pay the Harvest costs of the locations in your Farm (and apply their abilities), in any order you want. When you do so, you put the paid resources on top of the Harvest cost as a reminder, to indicate that you have paid it.



Some limitations that you must always follow are:

- ▶ Water must be paid from a Water Tower within range.
- ▶ A Silo may not store more than 4 Food on it. If you are going to produce more Food than what you can store, you must make sure to spend the Food you have first (to pay other Harvest abilities) otherwise the new Food will be lost.

Keep in mind that during the Action phase you are allowed to build a location for which you 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, you must be able to provide it when the Harvest phase comes or the location will be turned into an Open Area.

If a Harvest Ability causes you to get a new Equipment in your Farm (see Equipments below), you are allowed 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 tile passes it to the player on their left.



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## EXAMPLE

It's the Harvest Phase of the 2nd year and Mike must pay his Harvest costs and activate his Harvest abilities.



He starts by spending 2 Water to pay the Harvest cost of the Wheat and the Orange Trees, generating 2 Food and 1 VP token. His single Silo is now full (with 4 Food) so he doesn't want to activate the Apple Tree's ability yet. Instead, he spends those 4 Food to pay the Harvest costs of his Sheep and his Oxen, generating 4 and 3 money, respectively.





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With his Silo empty again, he spends 2 more Water and pays the Harvest cost of the Apple Trees generating 2 Food. He uses that Food to pay for the Harvest cost of the Pigs, generating 5 money.

Checking his Farm he sees that he still has the Turkeys that need to be fed but unfortunately he doesn't have any Food left. As a result, he must flip the Turkeys face-down and turn them into an Open Area.



Finally, Mike removes from his Farm all the tokens he used to pay for the Harvest costs and is now ready for the next year.



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## Game End

When the 4th round ends (after its Harvest phase is complete), the game is over. You now calculate your score using the provided score-pads. Specifically:

- ▶ Sum the VP 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 tiles with Game End abilities. Also get 1 VP for each Equipment tile you set aside but did not end up using.
- ▶ Get 1 VP for every 3 coins you end the game with.
- ▶ Get 1 VP for every 2 Food tokens 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 on the score-pad to write down each card's points in order to more easily calculate the total).

The player with the most VP is the winner! In case of a tie, the winner is the player among them with the most locations in their Farm. If still tied, the winner is the player among them who ended the game with the most money. If there is still a tie, all tied players share the victory.



Maria and Mike just ended a 2-player game of Fields of Green and need to calculate their total score.

First they count the VP shown on the cards in their Farms, and on the VP tokens in front of them. Maria has 23 points on her locations and no VP tokens. Mike's cards add to 22 points and he also has 4 VP tokens for a total of 26.

Then they check their Equipment tiles. Maria has only one Equipment with a Game End ability, the Power Generator. This allows her to pay an amount of money and apply the ability of the Building it's on. She does, gaining 8 points out of it. Mike on the other hand has 2 Equipment with Game End abilities in his Farm, Sacks and Fences, granting him 3 and 2 VP respectively. He also has another Equipment that he had set aside when he drew it but never got to place it on a location in his Farm. That gives him one more point for a total of 6.

The next thing they check are their money. Maria's 22 coins get her 7 points while Mike's 32 coins give him 10 points.

Food is checked next. Maria has 2 Silos with 4 Food on each. Those 8 Food tokens give her 4 points. Mike has just 3 Food on one of his Silos, getting 1 point out of them.

Next they check to see how efficiently they used their Water Towers, counting how many of them are empty. Maria's 3 Water Towers are all empty, while Mike had water in all but one of them. They get 3 and 1 points respectively.

Finally, they check the locations in their Farm with game-end abilities. Maria's Buildings get her 6, 3, 3 and 5 VP for a total of 17 points. Mike on the other hand has 3 Buildings, providing him with 6, 5 and 4 VP adding to a total of 15 points.


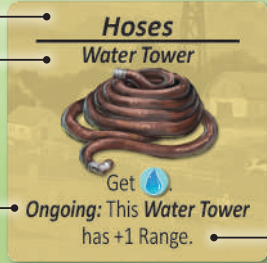
Adding all of the points together, they get their final scores. Maria ends up winning with 62 VP over Mike's 59 VP!

Player Name	Maria	Mike
Cards/Tokens	23	26
Equipment	8	6
Money	7	10
Food	4	1
Water Towers	3	1
Game End Abilities	6 3 3 5	6 5 4
	17	15
Total	62	59


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## Equipment

Some cards in the game allow you to get Equipment in your Farm.

		Equipment's Name		
		Location on which it can be placed		
When the ability is applied			When the ability is applied	
Ability				Ability

**Harrow**  
*Field - Harvest*  
• *Harvest:* You may pay the *Harvest cost* and apply this *Field's* ability again.

**Hoses**  
*Water Tower*  
Get   
• *Ongoing:* This *Water Tower* has +1 Range.

When you get an Equipment, draw 3 tiles, choose one to place in your Farm and put the other two at the bottom of the pile. Each Equipment tile lists on it the location on which it can be placed. For example, if it lists *Field* it can only be placed on a Field card. If there is an additional keyword after the location type, it must be also taken into account. *Field - Harvest* for example means it can only be placed on a Field with a Harvest ability.

If you are unable or unwilling to place the chosen Equipment tile in your Farm, you may keep it on the side. For the rest of the game, any time you build a location on which that Equipment tile can be placed on, you may choose to do so. However, it must be done **as you build that location** - you may not do it afterwards. At the end of the game, if you still have any unplaced Equipment on the side, you get 1 VP for each of them.

Each location may have up to 2 Equipment tiles on it but they must be different - you can't place the same Equipment twice on the same location.

After being placed on locations, the Equipment tiles provide you with additional abilities. Some of the abilities are ongoing while others are used in specific phases only. If nothing is specified, it applies (once) when you place the tile.

If a location with Equipment on it is turned into an Open Area, the Equipment is discarded. Even if you restore the location in a future turn, you won't get the Equipment back.

## 2-Player Rules

When playing with 2 players, the following changes occur:

- ▶ **During the Upkeep phase**, after the players draw their 6 cards, they do not look at them. Instead, they shuffle all 12 of them together and place them in a face-down pile. 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 tile goes first, chooses one of the 6 face-up cards and performs one of the available actions with that card. Then, play passes to the other player who chooses one of the 5 remaining cards and performs one action with it. After both players have taken their first action, 2 more cards are revealed from the pile and are added to the rest of the face-up cards. Players continue choosing cards this 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. At that point, the Action phase ends and players proceed to the Harvest phase.

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## Timing Rules

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 (in turn order) to the player with the token goes first and then order proceeds clockwise from there.

## Strategy Tips

Here are some tips for your first games.

- ▷ Fields of Green is an engine-building game. In order to do well, you must have multiple locations in your Farm working well together. Essentially, what you need is to build some Fields which will convert Water to Food, then use your Livestock to convert Food to money and finally use that money to build Buildings that will grant you many points.
- ▷ When drafting cards, don't look necessarily for the ones that list the most VP on them but look for what will make your engine more efficient. Also, try to keep track of your needs and make sure you don't overextend, building locations with Harvest costs you can't afford.
- ▷ The more Fields you have, the more Water you will need. It is good to plan ahead for the Water you will be requiring and leave empty spaces where needed in order to build Water Towers there. Also, Fields are usually more effective when they are built near each other since they can get water from the same Water Towers.
- ▷ The decision of which cards to draw in the Upkeep Phase is more important than it may initially seem. The cards you choose determine the pool for that round so it allows you to affect what the other players will have access to in the draft. Especially in 2-player games, the player going second has the advantage of being the one who ultimately decides how many cards of each type will be available in the round.

## Credits

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*Vangelis would like to dedicate **Fields of Green** to his daughter Maria.*

Note: The Fields of Green is a product of fiction. Any relation to actual names or characters is purely coincidental.

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