

Rulebook

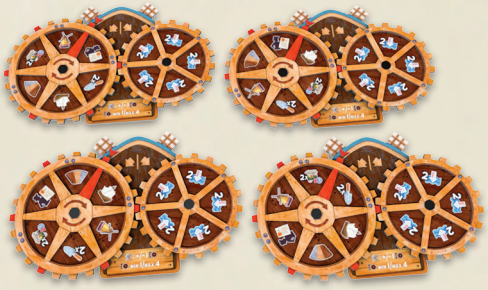
It's the late 19th century, and more than 9000 windmills dot the landscape of the Netherlands, some of them purpose-built to dry the lowlands, called polders. In the polders between these windmills are fields filled with colorful tulips—the flower that once was a part of the turbulent history of the first financial bubble but is now simply a quintessential part of the Dutch landscape, especially on the famous Bloemen Route (or "Flower Route").

In *Windmill Valley*, a game inspired by the Bloemen Route, you and up to three players take on the role of tulip farmers and entrepreneurs. You will build and enhance your windmills, look for new tulip bulbs on foreign trades or among local vendors to buy and plant, and try to get an edge with hired help and lucrative contracts. Let your blooming fields make your competitors green with envy!

Game Components



1 Main board



4 Windmill boards (1 per player)



44 Tool tokens



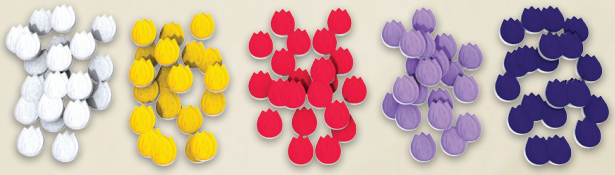
24 Common, 12 Uncommon, and 12 Unique Wheel Enhancement tiles



4 Farm boards (1 per player)



4 Foreign Trade cards



195 Tulip Bulbs (39 in each of 5 colors: white, yellow, red, violet and black*)



30 Farm Enhancement cards



36 Windmill tokens (9 per player color)



1 Calendar Limit tile



6 Starting Farm Enhancement cards



3 Neutral markers



Floodgate marker and Water Level marker



20 Player markers (3 regular and 2 small per player)



15 "X" tiles



4 Player aids



4 +100/+200 Victory points tokens

Solo components:



20 Gardener cards



Overlay tile



Solo Player aid

Tools and Tulip Bulbs are not meant to be limited. If at any point you run out of any of these components, use any suitable replacements to represent them.

Before your first game, carefully punch out all cardboard components, and separate all other elements, as it will make setting up the game much easier. Assemble the Windmill boards using the included plastic pins (see below).

Assembling the Windmill Boards

1. Use a plastic pin to anchor the large wheel to the left side of the Windmill board.



2. Rotate the wheel so the red arrow on the board and the red spoke of the wheel meet.



3. Anchor the small wheel on the right side in a way that any bolt between the gear-tooths matches the red gear-tooth on the large wheel.



4. Completed Windmill board!



LIVING RULES PLEDGE
We pledge to support every game well after its initial release. Despite rigorous play testing and multiple rounds of both internal and external proof reading and editing, occasionally the need for rules corrections or minor game play adjustments are discovered only several months or years after the game was manufactured. We promise to produce timely rules updates as necessary, along with expanded FAQ clarifications if needed, available for download from our website in digital PDF format.

Missing or damaged components:
Although we take a lot of care to make sure that your game is complete, manufacturing mistakes can still leave you with a missing or damaged component. If that happens, please contact us to receive replacements swiftly, and with our sincere apologies.

Customer support:
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Historical note: It is impossible to breed a truly black tulip, there are only darker and darker shades of purple. Although many have tried, with some success even in the late XIX century, the best results were achieved in 1986 by Geer Hageman - his "Paul Scherer" tulip is considered the darkest breed in existence. However, it still has a distinctly purple hue.

Game Setup

1. Place the Main board on the table.
2. Place the "X" tiles, the Wheel Enhancements, Farm Enhancements cards, Tulip Bulbs and Tool tokens near the board and within easy reach of all players.





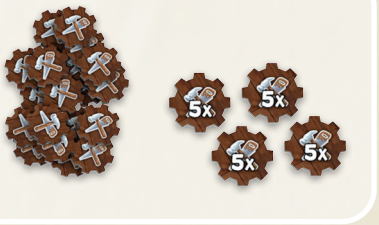


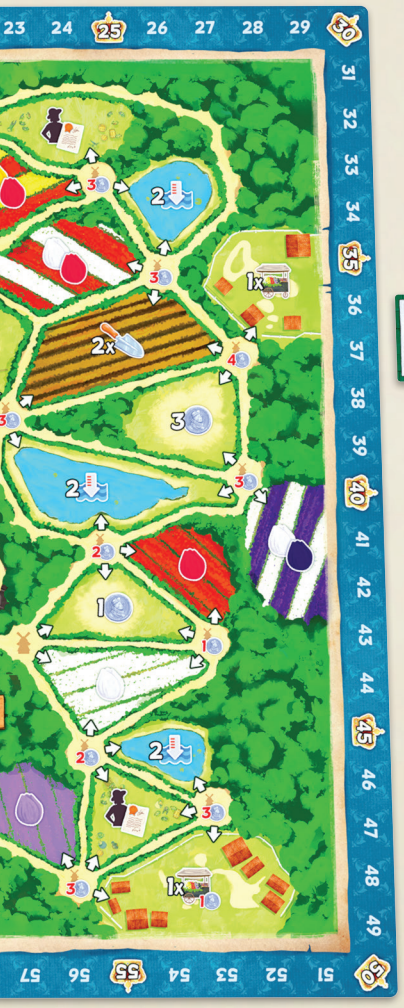






3. Shuffle each type of Wheel Enhancement tiles separately forming stacks, and place them next to the Main board. Then, draw two Common Enhancements, one Uncommon Enhancement, and one Unique Enhancement and place them in their respective spaces on the Main board (3A).









A setup example for 3 players

4. Shuffle the Farm Enhancement cards to form a face-down deck and place it next to the Main board. Then, draw three Farm Enhancement cards, and place them face up in any order on the respective spaces on the Main board (4A).
5. Place the Floodgate marker and the Water Level marker on the lowest-numbered positions on their respective tracks on the Main board.
6. Shuffle the Foreign Trade cards, and place them in a face-up stack on the Main board.
7. The last person that bought flowers becomes the starting player (turn order is clockwise).Give each player one Farm board, one Windmill board (randomly chosen), one player aid, one Tool token, and (in their chosen player color) nine Windmill tokens and five player markers. Each player should place their big player markers on the "5" space of the Victory Point track (7A), the starting position of the Calendar track (7B), and a small marker on the Guilder track on their Farm boards on the 4th/5th/6th/7th position if they are the 1st/2nd/3rd/4th player (7C). Leave the remaining small marker in your player area, it may be used later in the game for the Queen's Wish.
8. Display on the table a number of Starting Farm Enhancement cards equal to the number of players plus 1, with the Ability side facing up. Return any unused Starting Farm Enhancement cards to the game box. In **reverse turn order**, each player must choose one card and tuck it under the top leftmost slot of their Farm board so that the top half, showing the ability, is visible (8A). Place the remaining card on the Main board next to the Calendar, flipping it to the Queen's Wish side (8B).
9. In **reverse turn order**, each player must place one of their Player markers on an area of the market which does not contain another player marker, if possible. Then:
   - In a **2-player** game, place one neutral marker in each of the three areas of the Market.
   - In a **3-player** game, place one neutral marker in each of the two areas without the first player's marker.
   - In a **4-player** game, place one neutral marker in the next area anti-clockwise from the first player's marker.

   Return any remaining neutral markers to the box. Players should set aside their fifth Player marker for now, close to their player area.
10. The first player receives 1 white Tulip Bulb to be placed in their storage, the second player a yellow Tulip Bulb, the third player a red Tulip Bulb, and the fourth player a violet Tulip Bulb.
11. Finally, each player should place their Windmills into groups, in the slots on the left side of their Farm board (top to bottom: 1/1/2/2/3).
12. When playing with less than 4 players, cover the respective part of the Calendar with the Limit tile, leaving the last column of the Calendar uncovered.

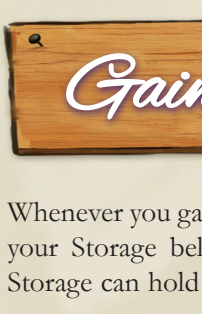
    You are now ready to begin the game!

Playing the Game

In *Windmill Valley*, players continuously take turns until one player reaches the end of the Calendar track, triggering the end of the game. When this happens, finish the current round, so all players get the same number of turns. Then, everyone plays one more turn and moves on to the final scoring. The player with the most Victory Points wins the game.

On your turn, you will rotate the Action Wheels on your Windmill board, creating a set of two actions, and choose one action (or in some cases, both actions) to perform. Each time your **Large** Action Wheel completes a full rotation, you will move forward on the Calendar track, thus advancing one step closer to game end.

The Guilder Track



Throughout the game, you will gain and spend Guilder. Whenever you gain Guilder, move your marker up on the Guilder track on your Farm board; whenever you spend Guilder, move the marker down. You cannot accumulate more than 9 Guilder at any time—any excess is always lost—and you cannot go below zero (i.e., you cannot spend more Guilder than you currently have).



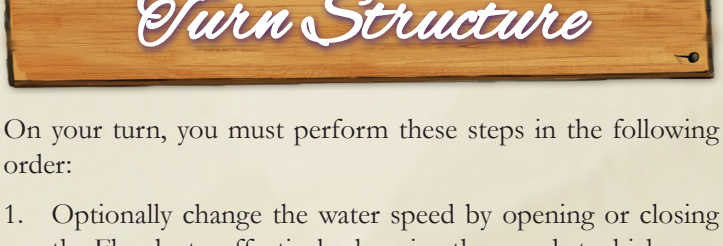
This symbol means that you gain Guilder. All **white numbers** in the game are positive and mean that you gain anything depicted next to it.



This symbol means that you must spend Guilder. All **red numbers** mean that you have to spend something in order to resolve the effect.

Gaining Tulip Bulbs

Whenever you gain Tulip Bulbs, place them from left to right in your Storage below the Patches on your Farm board. Your Storage can hold up to 7 Tulip Bulbs. Note that whenever you place a Tulip Bulb in one of the two rightmost spaces, you must pay 1 or 2 Guilder. If you gain a Tulip Bulb and your Storage is full, or you cannot or do not wish to pay the additional cost of the rightmost spaces, you may discard one of the Bulbs from your Storage and place the new one in its place. You do not pay the extra cost when exchanging the Bulbs that way. Whenever you use (not exchange) Tulip Bulbs from your Storage, you must slide any remaining Bulbs to the left to close any gaps.

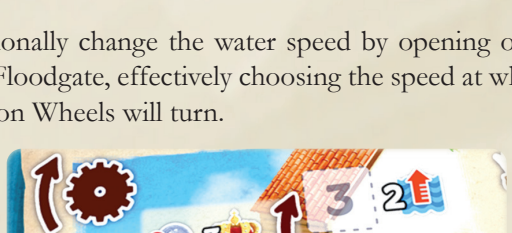


Important: The two rightmost Storage spaces have a printed reminder that you must pay 1 or 2 Guilder each time you place a Tulip Bulb in them.

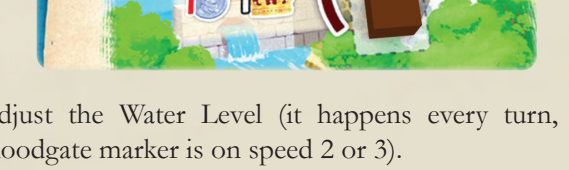
Turn Structure

On your turn, you must perform these steps in the following order:

1. Optionally change the water speed by opening or closing the Floodgate, effectively choosing the speed at which your Action Wheels will turn.



2. Adjust the Water Level (it happens every turn, if the Floodgate marker is on speed 2 or 3).



3. Rotate the Action Wheels on your Windmill board a number of steps equal to the current water speed; and



4. Perform an action printed on one (or in some cases, both) of the interlocking spaces of your Action Wheels.



Important: If at any time during your turn you fulfill the **Queen's Wish** card, immediately receive the highest available number of Victory Points, then cover this value with your marker, that you put aside during the setup, in order to mark it as no longer available. See the Appendix on pages 18-19 for an explanation of the Queen's Wish cards.

Step 1: Floodgate Adjustment

During this step, you may open or close the Floodgate, which determines the number of spaces the Action Wheels on your Windmill board turn. During this step, you have three options.

- **NO CHANGE**

The Floodgate marker remains in its current position.

- **CLOSE THE FLOODGATE**

To **decrease the water speed**, you may move the Floodgate marker **down** any number of steps. This does not cost any Guilder and does not award any Victory Points.

- **OPEN THE FLOODGATE**

To **increase the water speed**, you may move the Floodgate marker **up** any number of steps. Unlike closing the Floodgate, each step by which you move the marker up has a (separate) **Guilder cost**, but moving the marker up also immediately scores you Victory Points.



To move the Floodgate marker from the bottom position of the track to the middle position, you must pay 1 Guilder. You also receive 1 Victory Point.



To move the Floodgate marker from the middle position of the track to the top position, you must pay 2 Guilder. You also receive 3 Victory Points.

Important: As already stated, you **are allowed** to move the Floodgate marker up more than one step (if you can pay for the movement), in which case you will pay a total of 3 Guilder and receive a total of 4 Victory Points. However, you are **never allowed** to move the Floodgate marker in **more than one direction** on a single turn. If you move the Floodgate marker at all, it moves either up or down—not both.

Step 2: Water Level Adjustment

Once you have moved the Floodgate marker (or left it in its current position), you need to adjust the Water Level. If the current speed is 1, the Water Level does not increase. If the current speed is 2, increase the Water Level by 1. If the current speed is 3, increase the Water Level by 2.



Example: *With speed "1" indicated by the Floodgate marker, the Water Level marker does not move.*



With speed "2" indicated by the Floodgate marker, the Water Level marker moves 1 space to the right on the track.



With speed "3" indicated by the Floodgate marker, the Water Level marker moves 2 spaces to the right on the track.

The Water Level marker can **never** move beyond the rightmost position of the track, nor are you allowed to finish the Floodgate Adjustment step with the Floodgate marker in a position that would move the Water Level marker beyond the rightmost space of its track. Furthermore, if **at the start of your turn** the Water Level marker is at its maximum, you **must** decrease the water speed to 1.

Step 3: Wheel Movement

Because they are connected, the Action Wheels move together the same number of steps. The number of steps you move them is equal to the current water speed, as indicated by the position of the Floodgate marker.

You always move the Large Wheel **clockwise**.



Example: *With a speed of "1," each Action Wheel moves one step.*



With a speed of "2," each Action Wheel moves two steps.



With a speed of "3," each Action Wheel moves three steps.

Tools



You may spend Tools to either **increase or decrease** the number of steps your Action Wheels move on your Windmill board. Using Tools does not change the position of the Floodgate marker and has no effect on Water Level. For each Tool you spend, change the number of steps each Action Wheel moves by one.

Important: You must move at least one step, but no more than four steps, regardless of how many Tools you spend.

Calendar

Whenever the red spoke on the Large Wheel **aligns with, or crosses** the red arrow on your Windmill board, you must move your player marker one step to the right on the Calendar track. At any point during your current turn, you may receive the common reward, as well as select one of the available unique rewards associated with your current Calendar space. Once you have chosen your unique reward, mark it as taken by placing an "X" tile on it on the Calendar track. Note that some of the rewards are available only at certain player counts.



Example: *Blue rotates the Wheels and finishes the first full rotation - the red spoke aligned with the arrow. Blue moves their marker to the next section in the Calendar and receives a tulip bulb of any color and 3 Guilder. Finally, Blue covers the taken unique reward with the "X" tile.*

Once a player reaches the final space of the Calendar track, **the end of the game is triggered** (see "Game End and Scoring," page 12). While you may choose to partially or completely ignore receiving any rewards during the game, **triggering the end of the game can never be ignored**.

Step 4: Perform Actions

Once you have moved your Action Wheels, you may select one of the two Actions above the interlocking cogs (pointed to by arrows on your Windmill board) and perform it, as described below. If, however, one of these Actions has a + icon, you may perform **both** actions (in any order).



Example: *After moving their Action Wheels, Blue may choose to either Plant Tulip Bulbs or Lower the Water Level.*

At the beginning of the game, all the actions on both Action Wheels are preprinted, with all the actions on the Small Wheel being identical. However, as the game progresses, you will add Enhancements to your Wheels improving or changing the Wheels' actions.

Besides the actions on your Action Wheels, some rewards on the Main board, your Farm board, and on cards can also grant you extra actions during your turn. The same rules explained in the following pages also apply to them. If due to these extra actions, you perform the same action more than once on the same turn, they are considered different actions—apply these rules separately each time you perform the action. If by any means you would not be able to perform any of the actions from your Wheels, simply gain 2 Guilder and finish your turn. If you can perform the action from any Wheel, you are not allowed to take 2 Guilder reward instead.

Action: Lower the Water Level



This action allows you to gain Guilder and/or Victory Points as a reward and then lower the Water Level. The number on the action icon is the action's strength. Whenever you Lower the Water Level, first check the section over the marker's **current** position and gain rewards for each point of your action's strength.



Highest Water Level section: If the marker is in any of these spaces, gain either 2 Guilder or 2 Victory Points for each point of your action's strength.



Middle Water Level section: If the marker is in any of these spaces, gain either 1 Guilder or 1 Victory Point for each point of your action's strength.



Lowest Water Level section: If the marker is in any of these spaces, gain 1 Guilder for each point of your action's strength. The arrow to the left shows that any movement below the "0" space is still valid for the reward, but the marker stays in place.

Once you have received your rewards, move the Water Level marker to the left a number of spaces equal to the action's strength. If the marker reaches the leftmost position of the track, ignore any excess movement—the Water Level can never be reduced below "0".

Action: Enhance the Wheels



This action allows you to install one of the Enhancements from the Main board onto your Action Wheels, thus improving and changing the actions available to you. You can take any of the Common Enhancements (dark brown) for free, spend 1 Guilder to take the Uncommon Enhancement (light brown), or spend 2 Guilder to take the Unique Enhancement (steel). Place the Enhancement on any action space on either of your Action Wheels. You may replace a previously installed Enhancement (return the replaced Enhancement to the game box). You cannot, however, install a new Enhancement on the spaces that are in active area this turn. From this point onward, this Enhancement's action will overwrite the previous action on its space.

After installing an Enhancement, immediately refill the empty space on the Main board with an Enhancement of the appropriate type (reshuffling discarded tiles if stack is empty). If any of the Enhancement types run out completely, simply refill the space with a Common Enhancement tile and cover the printed cost above with an "X" tile.

Before selecting an Enhancement, you may spend 1 Guilder **once** to discard the Enhancements on display and replace them with four new Enhancements (of the respective types).

Action: Gain a Farm Enhancement



This action allows you to take one of the three available Farm Enhancement cards and add it to your Farm board as either a Helper or a Contract. **Before** resolving this action, you may spend 1 Guilder **once** to move all the cards from the offer to the discard pile next to the deck and refill the offer. Then, select up to one of the cards to add to your Farm board. When adding a card to your Farm board, you may:

- Add it to the leftmost available Helper slot along the top of your Farm board, tucking the card under the board so that only its top part is visible. The card is now a Helper.



- Add it to the leftmost available Contract slot along the bottom of your Farm board, tucking the card under the board so that only its bottom part is visible. The card is now a Contract.





Once gained, Helpers immediately offer you a special ability that you can resolve **once per turn** for the rest of the game. The ability is available as soon as you choose the triggering action and can be resolved before or after taking the action.

Immediately upon hiring a Helper, receive the number of Victory Points printed on the space you have just filled.



Contracts create exclusive scoring conditions that are resolved at the end of the game (see "Game End and Scoring," page 12).

After you perform this action, refill the offer of Farm Enhancement cards.

Your Farm board has exactly six Farm Enhancement slots: three for Helpers and three for Contracts. If all of the spots of one type are full, you may during that action replace any of the cards, but you would not gain the Victory Points bonus from the Helper spaces again. If you choose to replace a card, simply discard the replaced card.

Action: Build a Windmill



This action allows you to take one of the Windmills from your Farm board and place it on the Main board to gain Victory Points and various rewards. You start the game with five groups of Windmills, and you may take a Windmill from any of these groups when performing this action.

For each group that you empty, you will score 1, 2, or 3 Victory Points per Tulip Bulb of the matching color in your Patches at the end of the game (see "Game End and Scoring," page 12).

In order to Build a Windmill, you must meet two conditions:

1. You must spend 0-4 Guilder, depending on the cost printed on the selected Windmill space. You may choose any unoccupied space on the Main board, as long as you can spend the required Guilder.
2. The space must be connected to the Market **via an uninterrupted path of Windmills** of any color.

Once a Windmill has been placed, its space is considered occupied, and no more Windmills can be placed there. After placing a Windmill, take the following steps:

1. Trace a path from your new Windmill to the Market; if the path passes through any Windmills belonging to **other players** the owner of each Windmill receives 1 Victory Point. (You must use the **shortest path**, and **you do not receive any Victory Points** as a result of tracing a path through your own Windmills. If there are 2 equally short paths, the active player may choose which one they prefer.)
2. Receive all the rewards from any Fields adjacent to your newly placed Windmill.

Some Enhancements allow you to build Windmills that are not connected to the Market via an uninterrupted path of Windmills. These Windmills do not create a path of their own, meaning that no one can place Windmills on adjacent spaces unless an uninterrupted path to the Market has been created.



Example: *After selecting a space on which to Build their Windmill and paying the cost of 3 Guilder, Orange places their Windmill (A). Tracing a path from that orange Windmill back to the Market, Orange passes through Windmills belonging to two other players (B and C). This means that they both receive 1 Victory Point each. Lastly, Orange receives rewards from all Fields adjacent to their Windmill (marked).*

Action: Visit the Market



This action allows you to move your player marker on the Market area of the Main board in order to gain various rewards. Whenever you perform this action, resolve it according to numbers depicted on its icon.



The **red number** is the cost—how many Guilder you must **spend** in order to perform this action.

The **white number** is movement—how many spaces you must **move** on the Market.

Market Movement

For each movement, you must move your marker one space clockwise on the Market. Then, choose **one of the rewards** from the area next to your marker, and gain it. For each other marker in the same area, you may gain the same reward again.

Once per turn, before you move, you can pay 1 Guilder to move a neutral marker from one area of the Market to another, but it must be to an area that your marker will move to at some point while performing the action during your current turn. If all the marker spaces in an area are full, skip it and proceed to the next one or you can choose to pay 1 Guilder to another player to place your marker on top of theirs. Moving your marker on top of another player's gives you access to that Market area but does **not** increase the number of rewards you receive (i.e., the maximum you can receive of a reward is always three), and it **does not** prevent the other player from moving their marker on their turn.



Example: *Red chooses to perform a Visit the Market action with two movements for 2 Guilder.*



Before performing the action, Red pays 1 Guilder to move a neutral marker to another Market area (A). Then, they take their first movement to the same area (B).



Red chooses to take 3 black Tulip Bulbs.



Finally, after their second movement, Red takes 2 yellow Tulip Bulbs.



Because the second yellow Tulip Bulb has to go in the second-to-last space in Red's Storage, they pay 1 Guilder to place it. So overall, Red pays 4 Guilder and gains 5 Tulip Bulbs during their turn.

Action: Plant Tulip Bulbs



This action allows you to plant Tulip Bulbs from your Storage into your Tulip Patches. Any multiplier (e.g., "2x") included in the icon indicates how many Tulip Bulbs you may plant; if there is no multiplier, you may only plant one Tulip Bulb. For each Tulip Bulb you are able to plant:

1. Select any Tulip Bulb in your Storage.
2. Plant it in the leftmost available Tulip Patch of any row on your Farm board.
3. If you cover a printed reward, receive it immediately.

After planting your Tulip Bulbs, slide any Tulip Bulbs remaining in your Storage to the left, as usual.

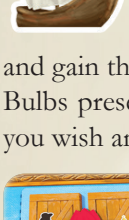
Aside from the immediate rewards, Tulip Bulbs in your patches can also score you a significant number of Victory Points at the end of the game, especially if you manage to keep your Tulip **rows single-colored** and your **columns multicolored.**



Example: *Blue is performing the Plant Tulip Bulbs action with a "x2" multiplier and decide to plant 1 yellow and 1 violet Tulip Bulb. Each of them can be planted in the leftmost available Patch of any row, but Blue decides instead to keep their rows single-colored. So, they place their yellow Tulip Bulb in the second row and receive 1 Tool and their violet bulb in the fourth row and receive 1 Guilder. Blue then slides their remaining red Tulip Bulb to the leftmost empty space to close the gap.*

For all rewards offered by filling Patches, see the Appendix on page 13.

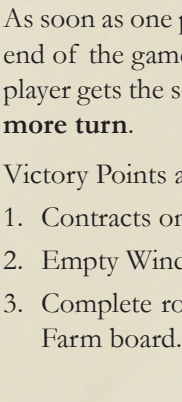
Action: Conduct Foreign Trade



This action allows you to participate in foreign trade using the Tulip Bulbs from your Storage. Whenever you resolve this action, you can either place a Tulip Bulb onto the Foreign Trade card and gain the corresponding rewards, or remove all of the Tulip Bulbs present on the Foreign Trade card, keeping as many as you wish and returning the rest to the supply.



If you decide to place a Tulip Bulb onto the Foreign Trade card, the Tulip Bulb must be a color that is not already present on the card. Then, receive the rewards on the two quarters adjacent to the Tulip Bulb you have just placed, resolving them in any order. After receiving your rewards, if there are four Tulip Bulbs present on the Foreign Trade card, return the Tulip Bulbs to the supply, and place the card at the bottom of the stack.



If any Tulip Bulbs are already present on the Foreign Trade card, you can choose to remove all of them instead of placing another. Place as many of the removed Tulip Bulbs into your Storage as you would like, and return the rest to the supply.

Game End and Scoring

As soon as one player reaches the end of the Calendar track, the end of the game is triggered. Finish the current round, so each player gets the same number of turns, than each player gets **one more turn**.

Victory Points are scored for each of the following items:

1. Contracts on their Farm board.
2. Empty Windmill groups.
3. Complete rows and complete columns of Patches on their Farm board.

Scoring Contracts

Your Contracts are exclusive to you. Score each of them one by one. (See the Appendix for a complete list of Contracts, pages 15-17)



Scoring Windmill Groups

Each empty Windmill Group scores a number of Victory Points per Tulip Bulb of the indicated color in your Patches:



- 1 Victory Point per white Tulip Bulb in your Patches.
- 1 Victory Point per yellow Tulip Bulb in your Patches.
- 2 Victory Points per red Tulip Bulb in your Patches.
- 2 Victory Points per violet Tulip Bulb in your Patches.
- 3 Victory Points per black Tulip Bulb in your Patches.

Scoring Patches

Score a number of Victory Points for each complete row and each complete column of Patches based on the colors of their Tulip Bulbs:



Each row of Patches has two different Victory Point values. A **complete row** of Patches scores the **higher number** of Victory Points if all the Tulip Bulbs share the **same color**. Otherwise, score the lower number of Victory Points.



A **complete column** of Patches can score you the number of Victory Points printed at the top of the column, if all the Tulip Bulbs are of **different colors**. Otherwise, if there are any Bulbs of the **same color** in the column - **either complete or incomplete** - lose the indicated number of Victory Points.

Final Score and Breaking Ties

The player with the most Victory Points wins the game. In the case of a tie, use these tiebreakers in order:

1. The player with the most Tulip Bulbs in their Patches.
2. The player with the most Tulip Bulbs in their Storage.
3. The player with the most Windmills on the Main board.

If there is still a tie, tied players share the victory.

Expert Variant

After you played the game a few times, and want a bit more challenging game, you can decide to forfeit the additional round at the end. This means, that after any player reaches the final space of the Calendar, you play until the end of the round (equal number of turns for all players) and proceed to final scoring.

Appendix

Actions

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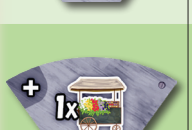
General

	Receive the indicated number of Victory Points.
	Lose the indicated number of Victory Points.
	Receive a Tool token
	Receive the indicated Tulip Bulbs, and place them in your Storage.
	Receive a Tulip Bulb of any color (your choice).
	Receive the indicated Guilder.
	Pay the indicated Guilder.
	Immediately score one of your Contracts. This Contract will still score normally at the end of the game.

Enhancements

	Plant up to 3 Tulip Bulbs.
	Perform a Lower the Water Level action. Receive both Victory Points and Guilder (if applicable).
	Perform a Build a Windmill action. You may pay 1 Guilder to place the Windmill without making a connection to the Market.
	Perform a Conduct Foreign Trade action. You may place a Tulip Bulb of a color that is already present on the card.
	Perform a Conduct Foreign Trade action. You may pay 1 Guilder to gain one additional reward, apart from the two rewards adjacent to your Tulip Bulb. (You do not gain it if you decide to collect Tulip Bulbs.)
	Perform an Enhance the Wheels action. Receive 2 Guilder.
	Perform an Enhance the Wheels action twice.
	Perform a Lower the Water Level action. Receive 2 Guilder.
	Perform a Build a Windmill action. Receive 1 Guilder.
	Perform a Visit the Market action.
	Perform a Visit the Market action.

Enhancements

	Perform a Gain a Farm Enhancement action. Receive 1 Guilder.
	Perform a Visit the Market action. You may also perform the action of the other Wheel, unless it has already been resolved.
	Receive 2 Guilder. You may also perform the action of the other Wheel, unless it has already been resolved.
	Remove 1 Windmill from your Farm board (return it to the game box). You may also perform the action of the other Wheel, unless it has already been resolved.
	Perform an Enhance the Wheels action. You may also perform the action of the other Wheel, unless it has already been resolved.
	Receive 1 Tulip Bulb of any color. You may also perform the action of the other Wheel, unless it has already been resolved.
	Perform a Lower the Water Level action. You may also perform the action of the other Wheel, unless it has already been resolved.
	Perform a Gain a Farm Enhancement action. Receive 3 Guilder.
	Perform a Visit the Market action. You may also perform the action of the other Wheel, unless it has already been resolved.
	Receive 4 Guilder. You may also perform the action of the other Wheel, unless it has already been resolved.

Enhancements

	Receive 2 Guilder and 3 Victory Points. You may also perform the action of the other Wheel, unless it has already been resolved.
	Plant up to 3 Tulip Bulbs. You may exchange 1 Tulip Bulb from your Storage with the supply before Planting.
	Perform a Lower the Water Level action. Receive both Victory Points and Guilder (if applicable). You may also perform the action of the other Wheel, unless it has already been resolved.
	Perform a Build a Windmill action. You may place the Windmill without making a connection to the Market. Receive 1 Guilder.
	Perform a Build a Windmill action, and receive 3 Guilder.
	Take a Tulip Bulb of any color from the supply, and place it in your Storage. Receive 1 Guilder and 1 Victory Point. You may also perform the action of the other Wheel, unless it has already been resolved.
	Plant up to 4 Tulip Bulbs.
	Perform a Gain a Farm Enhancement action. You may also perform the action of the other Wheel, unless it has already been resolved.
	Perform a Conduct Foreign Trade action. You may pay 1 Guilder to gain all rewards on the card. (You do not gain it if you decide to collect Tulip Bulbs.)

Farm Enhancements Cards

	**Helper:** When you perform a Gain a Farm Enhancement action, you may also perform a Lower the Water Level action with a strength of 1. **Contract:** Receive 4 Victory Points for each of your Windmills adjacent to a field that rewards Guilder.
	**Helper:** When you perform an Enhance the Wheels action, you may receive 2 Victory Points. **Contract:** Receive 4 Victory Points for each of your Windmills adjacent to a field that rewards white Tulip Bulbs.
	**Helper:** When you perform a Conduct Foreign Trade action, you may receive 2 Victory Points. **Contract:** Receive 5 Victory Points for each of your Windmills adjacent to a field that rewards Tools.
	**Helper:** When you perform a Build a Windmill action, you may receive 1 Tool. **Contract:** Receive 4 Victory Points for each of your Windmills adjacent to a field that rewards yellow Tulip Bulbs.
	**Helper:** When you Visit the Market, you may also perform an Enhance the Wheels action. **Contract:** Receive 3 Victory Points for each of your Windmills adjacent to a field that rewards you a Plant Tulip Bulbs action.
	**Helper:** When you perform a Lower the Water Level action, you may receive 1 Tulip Bulb of any color into your Storage. **Contract:** Receive 5 Victory Points for each of your Windmills adjacent to a field that rewards you a Visit the Market action.

Farm Enhancements Cards



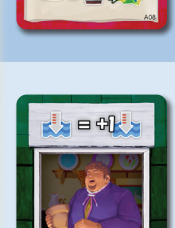
Helper: When you move the Floodgate marker up, you may receive 2 extra Victory Points.

Contract: Receive 5 Victory Points for each of your Windmills adjacent to a field that rewards you a Gain a Farm Enhancement action.



Helper: When you perform a Lower the Water Level action, you may receive a yellow or red Tulip Bulb into your Storage.

Contract: Receive 4 Victory Points for each of your Windmills adjacent to a field that rewards red Tulip Bulbs.



Helper: When you perform a Lower the Water Level action, you may add +1 strength to that action.

Contract: Receive 3 Victory Points for each of your Windmills adjacent to a field that rewards you a Lower the Water Level action.



Helper: When you Build a Windmill, you may receive 2 Victory Points.

Contract: Receive 5 Victory Points for each of your Windmills adjacent to a field that rewards you an Enhance the Wheels action.



Helper: When you perform a Conduct Foreign Trade action, you may receive 1 Tool.

Contract: Receive 3 Victory Points for each of your Large Wheel Enhancements.



Helper: When you perform a Gain a Farm Enhancement action, you may receive 1 reward from a Market area adjacent to your marker.

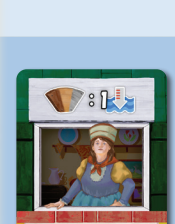
Contract: Receive 15 Victory Points if you have an Enhancement on each space of the Small Wheel.

Farm Enhancements Cards



Helper: When you perform an Enhance the Wheels action, you may look at 3 extra Enhancements drawn from any stack. Without showing them to other players, return any ones that you drew but did not buy to the top of their stacks, or discard them.

Contract: Receive 3 Victory Points for each Common Wheel Enhancement you have.



Helper: When you perform an Enhance the Wheel action, you may also perform a Lower the Water Level action with a strength of 1.

Contract: Receive 4 Victory Points for each Unique Wheel Enhancement you have.



Helper: When you perform a Gain a Farm Enhancement action, you may also plant 1 Tulip Bulb.

Contract: Receive 2 Victory Points for each Farm Enhancement card you have.



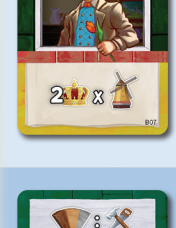
Helper: When performing a Plant Tulip Bulbs action to plant 2 or more Tulip Bulbs, you may take 1 Tool.

Contract: Receive 3 Victory Points for every second Tool you have.



Helper: When you perform a Lower the Water Level action with a strength of 2 or more, you may plant 1 Tulip Bulb.

Contract: Receive 2 Victory Points for each of your Windmills on the Main board.



Helper: When you perform an Enhance the Wheels action, you may take 1 Tool.

Contract: Receive 3 Victory Points for each Uncommon Wheel Enhancement you have.

Farm Enhancements Cards



Helper: When you perform a Lower the Water Level action, you may receive 1 white or violet Tulip Bulb into your Storage.

Contract: Receive 4 Victory Points for each full row in your Patches.



Helper: When you perform a Visit the Market action, you may take 1 Tool.
Contract: Receive 3 Victory Points for each full column in your Patches.



Helper: When you perform a Visit the Market action, you may receive 1 reward from a Market area adjacent to your marker.

Contract: Receive 2 Victory Points for each red Tulip Bulb in your Patches.



Helper: When you perform a Plant Tulip Bulbs action, you may receive 2 Victory Points.

Contract: Receive 12 Victory Points for each full row of violet Tulip Bulbs in your Patches.



Helper: When you perform a Conduct Foreign Trade action, you may perform a Lower the Water Level action with a strength of 1.

Contract: Receive 10 Victory Points for each full row of yellow Tulip Bulbs in your Patches.



Helper: When you perform a Gain a Farm Enhancement action, you may receive 1 Tulip Bulb of any color into your Storage.

Contract: Receive 2 Victory Points for each white Tulip Bulb in your Patches.

Farm Enhancements Cards



Helper: When you perform a Visit the Market action, you may perform a Lower the Water Level action with a strength of 1.

Contract: Receive 14 Victory Points for each full row of black Tulip Bulbs in your Patches.



Helper: When you perform a Build a Windmill action, you may receive 1 reward from a Market area adjacent to your marker.

Contract: Receive 2 Victory Points for each black Tulip Bulb in your Patches.



Helper: When you perform a Build a Windmill action, you may perform a Lower the Water Level action with a strength of 1.

Contract: Receive 10 Victory Points for each full row of white Tulip Bulbs in your Patches.



Helper: When you perform a Conduct Foreign Trade action, you may also plant 1 Tulip Bulb.

Contract: Receive 2 Victory Points for each violet Tulip Bulb in your Patches.



Helper: When you perform a Plant Tulip Bulbs action, you may perform a Lower the Water Level action with a strength of 1.

Contract: Receive 10 Victory Points for each full row of red Tulip Bulbs in your Patches.



Helper: When you perform a Plant Tulip Bulbs action, you may receive 1 Tulip Bulb of any color into your Storage.

Contract: Receive 2 Victory Points for each yellow Tulip Bulb in your Patches.

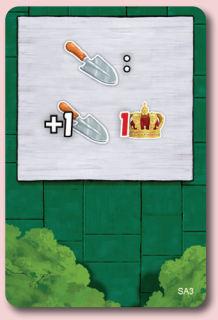
Starting Farm Enhancement / Queen's Wishes



When you perform a Conduct Foreign Trade action, you may select any two rewards (they do not have to be adjacent to your placed Tulip Bulb) and place a Tulip Bulb from the supply instead of your Storage.



When you perform a Gain a Farm Enhancement, you may draw 3 extra cards from the deck. Without showing them to other players, return any cards you drew, but did not buy, either to the top of the deck (refill the offer earlier if needed) **or** discard them.



When you perform a Plant Tulip Bulbs action, you may pay 1 Victory point to plant 1 extra Tulip Bulb.



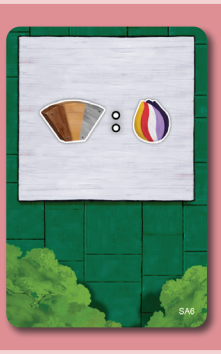
When you perform a Build a Windmill action, you may receive 1 Victory Point and 1 Guilder.

Starting Farm Enhancement / Queen's Wishes



When you perform a Visit the Market action, in each Market area you may divide the strength between multiple rewards. You also don't pay for moving a neutral marker or placing your marker on top of another player's (the player still receives the Guilder on their track).

Important: "Choose any of the rewards" part of this Enhancement can be used always (not only once per turn).



When you perform a Enhance the Wheels action, you may receive 1 Tulip Bulb of any color.



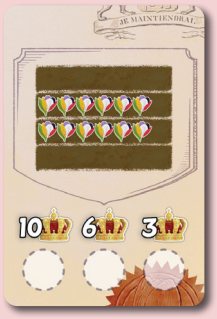
Score when you have 6 Tool tokens in your player area. You can score this only once.



Score when you have a Contract card from each of the 3 groups (red, yellow, and blue border). You can score this only once.

Starting Farm Enhancement / Queen's Wishes





Score when you have planted Tulip Bulbs on all the depicted Patches.
You can score this only once.



Score when you have 4 Windmills on the Main board that are **connected** via uninterrupted path of Windmills.
You can score this only once.



Score when you have at least 6 Wheel Enhancements, including at least 2 Uncommon and at least 2 Unique Enhancements.
You can score this only once.

Credits

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A word from the designer:

"I want to thank all the friends and testers who helped me create this game with their time and feedback. You have made all the gears in this machine fit."

