Village Green

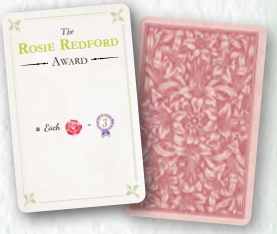
A Game by Peer Sylvester
Illustrated by Joanna Rosa

It's the first day of spring, and there's only one thing on everyone's mind – the Village Green of the Year competition! The judges of this prestigious contest will be visiting in just a few months, and the village council have finally put you in charge of the preparations. With your newfound authority, you can show those snobs from Lower Aynesmore just what a properly orchestrated floral display looks like!

Contents



60 Green Cards



30 Award Cards



5 Village Cards



1 start player Card

Set-Up

1. Place a village card face up in front of each player.
2. Shuffle the green cards and the award cards into two separate decks. Place them face down in the centre of the table.
3. If there are two to four players, return the following cards to the box without looking at them:

   Four players: five green cards.

   Three players: ten green cards and five award cards.

   Two players: fifteen green cards and ten award cards.
4. Deal three green cards to each player. Keep these cards in hand and do not show them to the other players.
5. Draw three green cards and place them face up next to the deck.
6. Deal three award cards to each player. Place them face up, to the right of each player's village card.
7. Draw three award cards and place them face up next to the deck.
8. Give the start player card to the player who last watered a plant.

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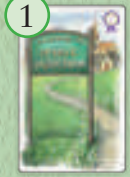
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How to Play

This section explains how to play the game with two or more players. If you're playing alone, read the solo rules on page 13 after you have read this section.

The player with the start player card takes the first turn. Play then moves clockwise until the game ends.

On your turn, take one of the following actions:

A) draw and play a green card
or
B) draw and play an award card

After you have taken an action, the player to your left takes their turn.

Village Card

Once per game, before taking an action, you may flip your village card face down. If you do this, take one of the following special actions:

1. Take either the three face-up green cards or the three face-up award cards in the centre of the table and place them in any order at the bottom of the matching deck. Next, reveal three new cards from that deck to replace those cards. Then take your action as normal.

2. Take the 'draw and play a green card' action. Place the played card on top of another Green Card, as long as it matches the flower type or colour of any adjacent green cards. You no longer count the covered Green Card when scoring.

A) Draw and Play a Green Card

Take one of the face-up green cards from the middle of the table and **add it to your hand**. Reveal a new green card from the deck to replace the card that you have taken.

Instead of taking one of the face-up cards, you may instead take the top card from the deck.

After taking a card, you **may** place one green card from your hand into your village. You may use the green card that you have just taken. The rules for placing cards in your village are shown overleaf.

If you don't place a green card in your village, you **must** instead place a green card from your hand at the bottom of the deck.

B) Draw and Play an Award Card

Take one of the face-up award cards from the middle of the table and **place it in your village**. Reveal a new award card from the deck to replace the card that you have taken.

Instead of taking one of the face-up cards, you may instead take the top card from the deck.

When you take an award card, you **must** always place it in your village. The rules for placing cards in your village are shown overleaf.


















Placing Cards in Your Village

On each turn, you will place either a green card or an award card in your village.

Your village consists of a 4x4 grid, with your village card in the top-left corner.

Award Cards

Award cards can only be placed in the top row or the leftmost column of your village.

You **may** place an award card on top of another award card.

You **cannot** place an award card on top of your village card.

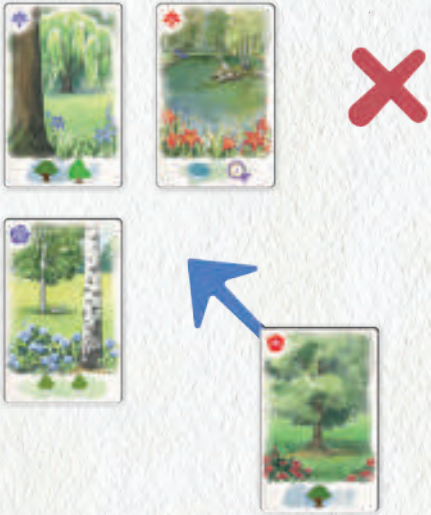
You **do not** have to place award cards next to other cards that you have placed.

At the end of the game, you score for each visible award card in your village. Do not score for award cards that you've covered with another card. For each award card in your top row, you work out the score based on the green cards in that column. For each award card in your leftmost column, you work out the score based on the green cards in that row.

Green Cards

Green cards cannot be placed in the top row or the leftmost column (the spaces for your award cards).

Most green cards have flowers on them: roses, petunias, or lilies. These can be red, blue, or yellow. When you place a green card, it **must** match each adjacent green card by flower type, flower colour, or both. Do not count cards that are diagonally adjacent. If a green card doesn't match the flower type or colour of **all** the adjacent cards, you cannot place it in that space.



I want to place this card with red petunias into my village. It doesn't match the card to the left in flower colour or flower type, so I can't place it there. I must either place it somewhere else in my village or choose another card.

You **cannot** place a green card on top of another green card (except for lawn cards – see overleaf).

You **do not** have to place green cards next to cards that you've already placed.



I decide instead to place this card with red roses into my village. It matches the flower type of the card to the left (they're both roses) and the flower colour of the card above it (they're both red) so I'm allowed to place it there. The card with blue lilies is on the diagonal, so I don't need to match it.

Each green card has a feature,
which may be associated with extra rules:

Trees



Each tree card features one or two trees. Trees may be oak, birch, or willow. Trees in your village may score you points, depending on your award cards.

Structures



When you play a structure card, you **must** immediately draw and play an award card. Follow the normal rules for doing so (see page 4).

Ponds



Each pond in your village is worth two points at the end of the game.

Lawns



Lawn cards have no flowers on them. You may place a lawn card next to any green card, and vice versa. You may also place green cards on top of a lawn card, as long as it matches the flower type or colour of any adjacent green cards.
If you place a card on top of a lawn card, you no longer count the lawn card when scoring.

Game End

The game continues until one of the following happens:

A) a player has nine visible green cards in their village (they've used every slot)
B) the green deck is empty
C) the award deck is empty

When the game end is triggered, the current player completes their turn. Play continues clockwise until the start player would normally take their turn. At that point, the game ends and each player adds up their points:

- You get one point if your village card is face up.
- You get two points for every pond in your village.
- You score for each award card in your village. You work out the score from the green cards in the same row or column.

The player with the most points wins!
If there is a tie, the player with the most visible green cards in their village wins.
If there is still a tie, the tied players share their victory.



Points are always shown inside this symbol – the number tells you how many points you are awarded for the card.

Scoring Example

It's the end of the game and I'm going to add up my points. My village card is face up, so I score **one point** for it. I also have two ponds in my village, which scores me an extra **four points**.

I then score for my award cards. First, I score for the cards in the **top row:**

For the award card on the **left**, I would score if I had all three flowers in that column. Because I don't, I score **no points**.

For the award card in the **middle**, I score three points for each yellow lily in that column, for a total of **six points**.

For the award card on the **right**, I have only one type of tree (birch), so I score **three points**.

Then I score for the cards in the **leftmost column:**

For the award card at the **top**, I have two structures in that row so I **subtract two points**.

For the award card at the **bottom**, I get six points for having three cards in that row, but I also lose two points for the two birch trees shown on the card on the right. As such, I score a total of **four points**.

Altogether, I score **sixteen points**!















Solo Game

In the solo game, you arrange your village by yourself to get the highest score possible. Play as normal, with the following exceptions:

Green Cards

In the solo game, you must always place a green card in your village when you take the 'draw and play a green card' action. If there are no spaces in which you can place a green card, you cannot take this action.

Award Cards

In the solo game, you cannot place award cards on top of other award cards. If there are no spaces in which you can place an award card, you cannot take the 'draw and play an award card' action.

The only exception is when you place a structure card in your village. In that case, you may place the award card you have drawn on top of another award card.

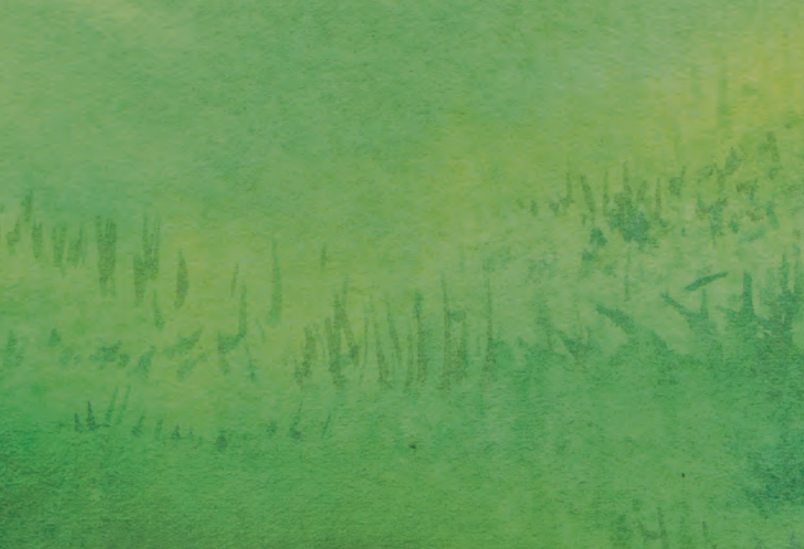
Game end

In the solo game, the game ends when you cannot or do not want to place any more cards in your village. If your village card is face up, you may use it at this point. If doing so lets you keep playing, you may keep doing so until you cannot place any more cards in your village.

Once the game has ended, add up your points and use the table below to see how you've done:

Less than 15	Last place
16 – 25	Honourable mention
26 – 35	Runner-up
More than 35	Village Green of the Year





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