

# Fields of Green

## DISCLAIMER

*This rulebook is a work in progress. It is only meant to give you a basic understanding on how this expansion works. Rules and layout will undergo changes before the game gets printed.*

**Vangelis Bagiartakis**

# Grand Fair

## Contents

12 Field cards	8 Attraction mats	1 Scoring Pad
12 Livestock cards	4 Equipment tiles	1 Rulebook
12 Construction cards	15 Player markers (tractors) in 5 colors	
12 Building cards	Money & VP tokens	
5 Main Water Tower cards	Food tokens	
5 Main Silo cards	Water tokens	
12 Competition cards		
2 Player Aid card		



# Fields of Green

## 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 reveal 3 at random. Place them at the center of the table where all players can see them. For each of them, read the

Have each player choose a color and take the 3 corresponding tractor tokens. Then, place one token of each color beneath each Attraction.

Each Attraction works in a different way. You interact with it, using your tractor markers. In some cases those markers play a crucial role above 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**.



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## Competitions

Competitions is another module that you can add in your games of Field of Green. It consists of 12 cards that add goals for the players to achieve, and grant them additional Victory Points.



To use Competitions, shuffle their cards and reveal at random as many as the number of players. Read each Competition's goal out loud and then, place them somewhere where all players can have access to them.

At the end of the game, after applying all Game End abilities, check each Competition 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 Competitions work slightly different. Please see the corresponding section **Solo Game** for more details.



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## New Locations & Equipment

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



Similarly, to use the new Equipment tiles, just 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.



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!



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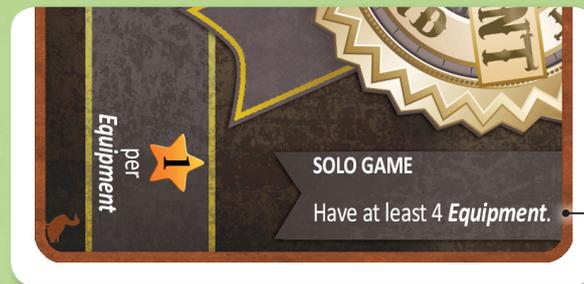
## Solo Mode

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 Competition cards. Draw 4 at random and place them on the table, rotated 90° clockwise.

### PLAYER GOALS

In the solo game, the Competitions work slightly different than normal. They do not award any points - instead, they list specific goals that the player needs to pursue.



Solo Mode Goal

Look at the goal in each Competition, 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, choose one of the 2 other cards and discard it.

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.



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

After 4 rounds, calculate your score as normal. To see if you've won, you must have reached all 3 goals from the Competitions and you must have gained a certain number of points based on the difficulty level, as shown in the table below:

SOLO MODE	Easy	Normal	Hard	Very Hard
	45 VP	60 VP	75 VP	90VP

## 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 Competitions where you draw 4 instead of 5.

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

## Calculating Score

When playing with Grand Fair there are additional ways to score points like the Competitions 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 Competitions until all players have calculated their scores from the previous rows.



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## Attractions List

### Agricultural Market

At the beginning of each round, draw a card of each type and place it next to this Attraction, in its corresponding space. During the draft, you may place your tractor on the Attraction, pay the cost of one of the locations there increased by 1 coin, and build it in your Farm. Then, place a card from your hand in its place on the Attraction (it doesn't have to be of the same type as the card taken). If two or more players want to use the ability on the same turn, use the turn order to determine who goes first. You may not use this Attraction twice in the same round.

In a 2-player game, after you pay the required cost and build a location from the Attraction, discard one of the face-up cards (instead of placing it on the Attraction).

At the end of each round, discard all cards from the Attraction and remove all tractors from it.



### Equipment Show

At the beginning of each round, draw 4 Equipment tiles and place them on the corresponding spaces on the Attraction. During the round, 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, place your Tractor on its space. You may not use this Attraction twice in the same round.

At the end of each round, place all Equipment tiles left on the Attraction at the bottom of the Equipment pile.



### Tractor Race

Place the players' tractors next to the bottom left corner of the Attraction. When you build your first Field, place your tractor on the first square on the bottom left. For the rest of the game, whenever you build a location of the type shown on the next square from where you are, you may move your tractor onto it.

At the end of the game, gain as many points as the number of the row you are on. If one or more players manage to get to the last square, they get additional points, based on the order they did it. The first player to reach the last square gets 3 additional VP, the second player gets 2 VP and the third player gets 1 VP. Players reaching the last square after that, do not get any additional points.



# Fields of Green

Grand Fair contains 8 Attractions. At the moment, some of them are still being playtested or their art may be pending which is why not all of them are included in this rulebook. The final rulebook will contain full rules and images for all the Attractions.

## Credits

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