

🌈 Welcome to Emerald Valley — A Cozy 2-Player Homestead Duel

High where rainbow mist meets sunlit peaks lies **Emerald Valley**, fed by crystal springs of morning Dew. Golden sunflowers sway beside giant carriage pumpkins, while cloud-soft alpacas and royal honeybees thrive together across eight changing solar seasons.

From Early Spring's first thaw to Winter Solstice snow, rival homesteaders of Northbrook and Southvale dig stone canals, rotate thriving crops clockwise, and weave orthogonal synergies to build the valley's most celebrated farmstead!

🪵 Woodland Seasons: Emerald Valley — Rulebook

⏳ Play 8 Fixed Seasons (Spring → Solstice) · Most 🏆 Wins!

1. Components Overview (4 Print-and-Play Sheets)

1. **Main Board & Compendium (Sheets 2 & 3 — No Cutting!)**: Lay Sheet 2 (Valley Board) and Sheet 3 (12-Species Compendium) flat in the center of the table.
2. **4-Way Rotating Level Tiles (Sheet 4, 24 Tiles)**: 2 copies each of 12 species/mills (**20×20mm**). **Limit 1 copy of each ID (NO.01–12) in your field at a time.** Align the active level with the plot's top **▲ Active Lv** arrow; **rotate 90° clockwise (↻) per +1 Lv!**
3. **3D Gardener Standees (Sheet 4, 4 Standees)**: 2 Ruby (P1 Southvale) & 2 Sapphire (P2 Northbrook). Fold backward along the 3 dotted lines into a **Δ prism** and glue tab ④ inside panel ①.
4. **Dew Coins (Sheet 4, 10 Coins / 22 💧 Value)**: **1** 💧×4, **2** 💧×4, **5** 💧×2. Dew is unlimited; make change freely (use substitutes if ever needed).
5. **Stone Canals & Water Tokens (Sheet 4, 12 Pcs)**: **6×🪨Stone Canals** (pay 1 💧 at Action ① to place on an empty plot; waters any Canal connected to Plot #1 & its orthogonal neighbors; return Canal to supply if you later plant over it) + **6×💦Water Tokens** (mark neighbor plots watered by NO.12 Waterwheel).
6. **Fold-Over Δ Track Standees & Markers (Sheet 4, 8 Pcs)**: **⏳Season**, **🚩1st Player**, plus 6 **9.2mm Δ Track Standees** (fold in half & glue gray tabs; above 59 🏆 flip Tens to **+50** back; above 109 🏆 lay back flat for **+100**; above 159 🏆 lay front flat for **+150**, up to **209** 🏆).

2. Setup

1. **Farmers' Market & Supply**: Shuffle all **24 Rotating Tiles** face-down (or put in a bag) and reveal **3 tiles** onto the central 🏛️ **Farmers' Market**. **Refill to 3 immediately whenever a tile is bought. Before buying, you may pay 1 💧 anytime to shuffle all 3 Market tiles back and reveal 3 new ones.**
2. **Starting Resources**: Both homesteads start empty. Each player takes 2 Gardener standees and sets VP & Barn markers on **0**. Round 1 First Player (P1) takes **🚩1st Player** + **1** 💧 **+ 1** 🏆; P2 takes **2** 💧. Place **⏳Season** on **R1 · Early Spring**.

> 🌱 **Optional First-Game Quick Variant (Learn in 3 Minutes)**
> For your first teaching game, you may **ignore terrain bonuses on Plots #2–#8** (keep Plot #1 Spring always watered & entering at Lv2) to focus purely on canals, 90° clockwise upgrades, orthogonal synergies, and Lv5 harvests!

🔄 4-Way Clockwise Rotation (↻ 90°) Leveling Guide

① Plant Tile	② Turn ↻ 90°	③ Turn ↻ 90°	④ Turn ↻ 90°
▲ Lv1 Top (#1/3/8 → Lv2)	▲ Lv2 Top (Left edge up)	▲ Lv3 Top (Bottom up)	▲ Lv4 Top (Next = Lv5!)

3. Round Structure (3 Phases per Round)

1. **Phase 1 · Start of Round**: Advance **⏳Season**. Trigger field tiles' *[Round Start]* abilities first; on odd rounds (**R1, R3, R5, R7**), also resolve that season's bonus for both players.
2. **Phase 2 · 4 Alternating Worker Turns (2 Gardeners Each)**:
   - **Trailing Player First**: In R2–R8, whoever has fewer 🏆 VP takes **🚩1st Player** (if tied, last round's 2nd player goes first).
   - **Alternating Placement**: Alternate **1st → 2nd → 1st → 2nd**, placing 1 Gardener onto any of the 5 Village Spaces and resolving it. At **Spaces ② & ④**, spend 2 pts freely between buying & upgrading, **max +1 direct Lv per tile, and newly bought tiles cannot be upgraded with that action's points.**
   - **Friendly Bumping**: You may place onto a space occupied by a **rival Gardener** (max **1 visit per space per player each round**)! Return the rival Gardener to their supply, and your rival immediately gains **1** 💧 from the bank.
3. **Phase 3 · End of Round**: Recall all Gardeners. On even rounds, resolve the seasonal contest (tied players both win full reward: **R2** most field tiles → 2 🏆+1 💧; **R4** most watered plots → upgrade ≤2 watered tiles +1 Lv; **R6** most orthogonal Synergy tiles [incl. Lv4 Mills] → +4 🏆; **R8** Endgame scoring).

4. Homestead Rules, Timing & Endgame

1. **Planting & Stacking**: Place a bought tile on an empty plot at **Lv1** and gain its 🌱 *Bonus*. On **#1 Spring, #3 Loam (🎃Crop only), or #8 Base (⚙️Mill only)**, place directly at **Lv2** (entering at Lv2 is not an "upgrade", though entry-bonus upgrades trigger normally). **Plot bonuses & tile abilities stack; multi-level jumps trigger *[On Upgrade]* per level.**
2. **Watered Plots**: **#1 Spring** & **NO.12 Wheel** are naturally watered. Any 🪨 **Canal orthogonally connected to #1 plus its orthogonal neighbors**, and up to **Lv–1** orthogonal neighbors chosen by **NO.12 Wheel** (marked with 💦; choose 1 immediately if entering at Lv2), count as **Watered**.
3. **Synergy Timing**: At ⑤ **Fair** or **R5**, pick eligible **non-max tiles** (Plants/Critters Lv1–4, Mills Lv1–3) meeting orthogonal **↔Synergy**: **① score all Synergy rewards & bonus upgrades first → ② rotate picked tiles +1 Lv & harvest in your chosen order** (if a tile harvests early or hits Lv4 in ①, keep its points and skip its ② upgrade).
4. **Lv5 Harvest & Permanent Mills**: **Plants/Critters (NO.01–10)** reaching **Lv5** harvest immediately (excess levels ignored) — gain Harvest reward, advance **+1🏠 Barn** (+2 🏆 directly if already at 10🏠), and shuffle the tile back into supply. **⚙️Mills (NO.11–12)** stay permanently at **Lv4** (Windmill scores 4 🏆; Wheel scores 4 🏆 + 1 adj. Plant/Critter +1 Lv; **Lv4 Mills cannot be chosen for upgrades at ②–⑤ or R4**, gaining **+1** 🏆 instead only from neighbor/R3 ripple upgrades).
5. **Winter Solstice Endgame (End of R8, sum all 3)**: **①** **+2** 🏆 **per** 🏠 **Barn**; **+ ② [Current Lv (1–4)]** 🏆 per ⚙️Mill in field; **+ ③ +1** 🏆 **/ +2** 🏆 per unharvested **Lv3 / Lv4** Plant or Critter. Most 🏆 wins (ties: Barn count, then leftover 💧 Dew, else shared win).

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