

Windmill Valley



Solo Mode

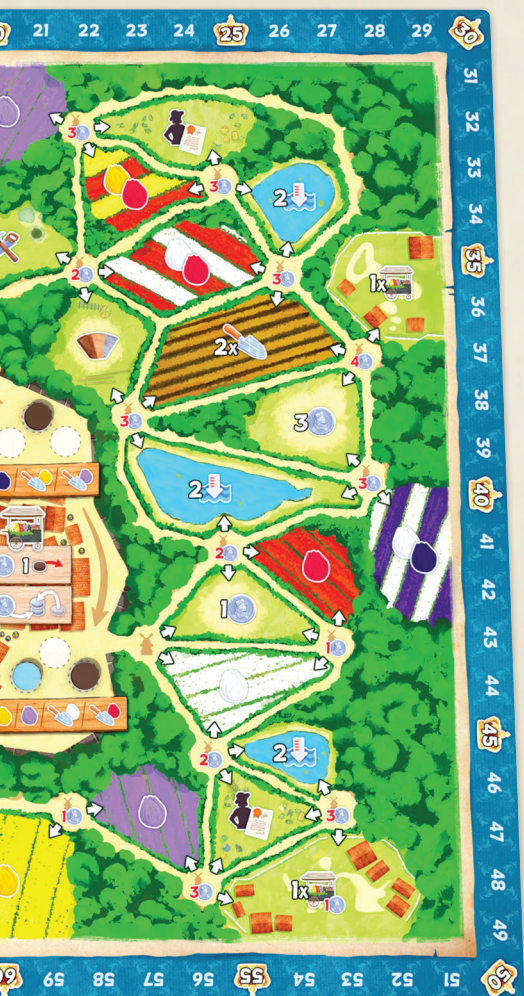
As the tulips bloom and fade, so does the Queen's favor. Each year, she holds a contest at the royal court for the best tulip farmer. The winner earns the privilege of tending to the royal garden until the next such event. But the competition is fierce, and you need to prepare well for the challenge, as the tulips you will present to the Queen must be truly ravishing to win her heart.

In the solo mode, you will play against the Queen's favorite gardener. In these rules, "the Gardener," "they," or "their" refers to the automated solo opponent, while "you" and "your" refers to the lone human player.

Perform the setup for a 2-player game and apply the following changes:

- 1 Take a random Windmill board and Farm board for the Gardener. Do not place a player marker on the Gardener's Guilder track.
- 2 Place an overlay tile on the Patches.
- 3 Place the Gardener's Windmill tokens on the Gardener's board.
- 4 Take a random Tulip Bulb (4A) and a Tools token (4B) for yourself. The Gardener starts the game with no Tulip Bulbs and no Tools token.
- 5 After you place your player marker on the Market, place the Gardener's player marker on the first Market area counterclockwise from your marker. Place Neutral markers as per regular rules.
- 6 Randomly draw two Starting Farm Enhancement cards, choose one to tuck under your Farm board, and flip the remaining one to be used as the Queen's Wish card (6A). Place Gardener's marker next to the Queen's Wish card (6B).
- 7 Shuffle the Gardener's cards to form a deck, and place it face down next to their Farm board.
- 8 Choose a difficulty: Easy, Medium, or Hard (note: this is mostly relevant during end-game scoring). If you choose the Hard difficulty, remove cards G1, G7, and G17 from their deck.
- 9 You are the first player.

You are ready to play!



Gardener's area



1



3



7



General Concepts

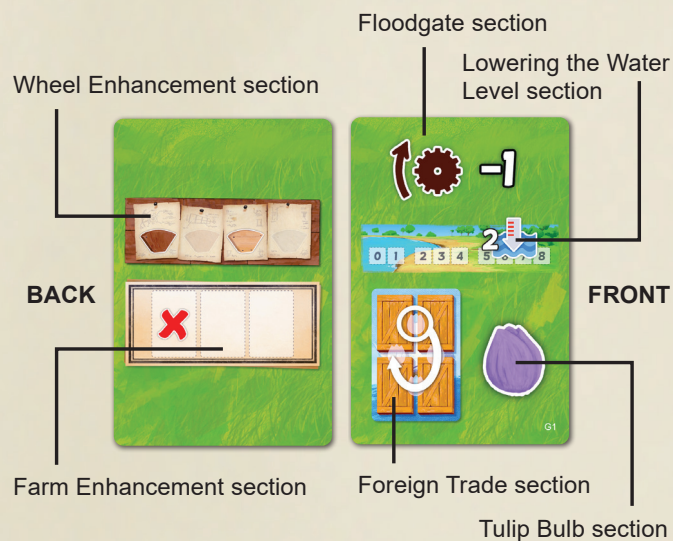
Important Changes

You play your turns the same way as with other players, while the Gardener's actions will be determined by the deck of cards and its Large Wheel. The Gardener may influence the Floodgate and Water Level, and collect Victory Points during the game same as the solo player. The Gardener will never spend Guilder; all their actions that cost Guilder are considered free.

The Gardener will never receive or spend Tools nor place a Tulip Bulb into their Storage for any reason. (See "Rewards" below.)

The Gardener's Cards

On the Gardener's turn, draw the top Gardener's card, and place it face up beside the deck. The revealed card's face and the back of the card on top of the deck will determine the Gardener's actions for their turn. If at any point the Gardener's deck would run out, place the currently drawn card to the side and reshuffle the rest of the discarded cards to create new deck.



Rewards

Whenever the Gardener receives a reward for performing an action, use the table below for how to apply it.

Icon	Effect
	Gain the amount of VP shown.
	Plant the Tulip Bulb of the shown color in a Patch.
	Plant the Tulip Bulb of the color shown in the bottom right corner of the Gardener's card in a Patch.
	Convert any Guilders or Tools gained into 1 VP each.

The Gardener's Turn Overview

The Gardener's turn is performed similarly to yours:

1. Reveal new card.
2. Adjust the Floodgate and Water Level according to the current Gardener's card.
3. Move the Action Wheels number steps equal to the current water speed, as indicated by the position of the Floodgate marker.
 - a) If the Gardener's Large Action Wheel has completed a full rotation, advance their player marker one step to the right on the Calendar track, and advance the Queen's Wish marker (see page 5).
 - b) Check if a Lower the Water Level action must be performed.
4. Perform the action on the **Large** Action Wheel.

Floodgate Adjustment

According to the value at the top of the drawn card, the Gardener will:

- a) Leave the Floodgate marker on its current level if the number is "+0";
- b) Move the Floodgate marker one or two steps down (if possible) if the number is "-1" or "-2," respectively; or
- c) Move the Floodgate marker one or two steps up (if possible) if the number is "+1" or "+2," respectively.

The Gardener **receives the usual Victory Points** for the action's strength.

Then, adjust the Water Level marker, if required, and move the Gardener's Action Wheels as many steps as the current water speed.

Opening or Closing the Floodgate

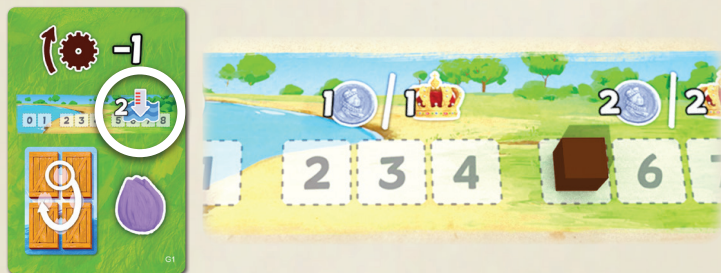
If the Gardener cannot move the Floodgate marker the required number of steps, simply move it the number of steps possible. For instance, if the current speed is two and the card requires the Gardener to increase it by two, they would increase it only one step and receive 3 Victory Points for the increase. Just like you, the Gardener cannot increase the speed if it would cause the Water Level marker to advance beyond the rightmost spot.

Lower the Water Level

Compare the section where the Water Level marker is with the Water Level icons on the Gardener's card. If the card shows a Lower the Water Level action on the section matching the marker's current position, the Gardener performs the action with a strength of 2, and gains Victory Points accordingly.



Example: The Gardener reveals a card. They move the Floodgate marker down by one and move their Action Wheels by as many steps as the current water speed.



The Water Level marker is in the right section **and** the card indicates the rightmost section, so they will lower it. Gardener gains 4 VP and moves the marker 2 spaces to the left. Finally, they perform the action on the Large Action Wheel.

Calendar

When the Gardener's Large Action Wheel has completed a full rotation, advance their player marker once on the Calendar track. The Gardener **immediately** gains both the common reward, as well as the topmost available unique reward. (If there is a choice between two Tulip Bulbs, Gardener takes the Tulip of any color that matches the row closest to being complete instead.)

This will also advance the Gardener's progress toward fulfilling the Queen's Wish. After each rotation, move Gardener's player marker to the next available Victory Point reward on the Queen's Wish card (from lowest to highest). Both, you and the Gardener should score Queen's Wish at the end of the game.

Note: This means you may score the most Victory Points if you fulfill the Queen's Wish before the Gardener's Large Action Wheel completes its third rotation—you may only score the second reward after this point.

Action: Enhance the Wheels



The Gardener takes one of the Common Enhancement tiles and either the Uncommon or Unique Enhancement tile from the offer, placing both next to their Windmill board, not on the Action Wheels.

They take Enhancements matching the icons on the top card on the Gardener's deck, selecting the fully highlighted ones. Refill the Enhancements on the board as usual once the action has been performed. In a rare situation, that one of the Enhancement supplies runs out, and the space is refilled with the common one, Gardener still takes 2 Enhancements, from the marked spaces.

The Gardener ignores these Enhancements, only using them to score Victory Points at the end of the game.



Example: The Gardener performs an Enhance the Wheels action. They take the leftmost Common Enhancement and one Unique Enhancement, as these icons are the ones highlighted on the card on top of their deck.

Action: Farm Enhancement



The Gardener takes a card based on their preference order on the top card of their deck and places it in a stack near their Farm board (not onto any of the board spaces). There is no limit to the number of Farm Enhancement cards the Gardener can have. Refill the offer, following the usual rules.

The Gardener will ignore the effects on these cards, only using them to score Victory Points at the end of the game.



Example: The Gardener takes the rightmost Farm Enhancement card, as indicated by their preference order on the card on top of their deck and places it next to their Farm board. Then, the offer is refilled.

Action: Build a Windmill



The Gardener takes one of their Windmills (it does not matter which) and places it on the Main board, selecting the most expensive space that is connected to the Market.

If there are two or more equally expensive spaces to choose from, they prefer the space adjacent to a reward in the following priority order:

1. Plant Tulip Bulbs action,
2. Enhance the Wheels action,
3. Gain a Farm Enhancement action,
4. Receive 2 Tulip Bulbs,
5. Receive 1 Tulip Bulb,
6. Visit the Market action,
7. Lower the Water Level action,
8. Receive Guilder/Tool.

If this would be the first Windmill on the Main board, the Gardener puts it on the available space closest to their player marker on the Market.

Once the Windmill has been placed, the Gardener receives all the rewards from the Fields adjacent to that Windmill in the above order. As usual, both you and the Gardener gain Victory Points for Windmills used to trace a path to the Market.



Example: The Gardener (as blue) wants to place a Windmill, and there are two equally expensive spaces on the Main board. Following the Gardener's priority list, they choose the space next to the Field where they would receive a Gain a Farm Enhancement action. Then, you (as red) gain 1 Victory Point as usual.

Action: Visit the Market



Move the Gardener's player marker 2 steps clockwise as the action on the Wheel indicates, skipping any completely filled areas. The Gardener does not check the strength, nor they take the usual rewards. Instead, for each step taken, the Gardener places a Tulip Bulb of the color indicated on the current Gardener's card in their Patches (as explained in "Plant Tulip Bulbs" section). If you place your marker on the Gardener's, you pay one Guilder, but they gain 1 VP instead.

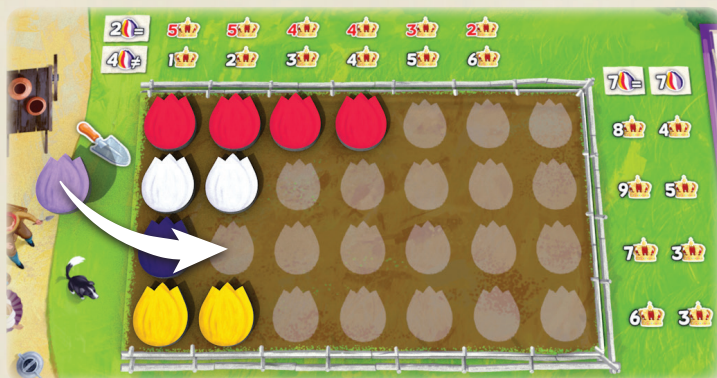
Action: Plant Tulip Bulbs



The Gardener places on their Tulip Patches as many Tulip Bulbs in the color indicated on the current Gardener's card.

When planting a Tulip Bulb for any reason:

- If the Tulip Bulb does not match any of the planted Tulips or the row with the matching color of Tulips is full, the Gardener plants the Bulb in the leftmost, topmost available Patch.
- If the Tulip Bulb matches the color of Tulips already planted in the Patches, the Gardener plants it in the row with matching Tulips in the leftmost available Patch.
- If the Gardener's Patches are full, they gain 1 Victory Point for each excess Tulip Bulb they would gain.



Example: The Gardener tries to plant a violet Tulip Bulb, but there is no row that already has Bulbs of the same color in the first column, so they look for the leftmost free Patch and place it in the row with the black Tulip Bulb.

Action: Conduct Foreign Trade



The Gardener tries to place a Tulip Bulb of the color indicated on the current Gardener's card, **taking it from the supply**, on one of the spaces on the Foreign Trade card. First, they try to place it on the space marked on their current card, and if the space is already occupied, the Gardener places the Tulip Bulb on the next available space clockwise. If a Tulip Bulb is placed this way, the Gardener gains the adjacent rewards in any order.

If the color of Tulip Bulb indicated by the Gardener's card matches the color of at least one of the Tulip Bulbs on the Foreign Trade card, instead of placing a new Tulip Bulb, the Gardener takes all the Tulip Bulbs from the card and plants them in their Patches as explained earlier. The Gardener removes them from the Foreign Trade card and plants them in the order indicated on their card.



Example: According to the Gardener's card, they want to place a white Tulip Bulb on the marked space of the Foreign Trade card. There is no white Tulip Bulb on the Foreign Trade card, so the Gardener is able to place a Tulip Bulb of that color. However, the space they want to place the Tulip Bulb on is already occupied. The Gardener instead places the white Tulip Bulb from the supply onto the next empty space clockwise and receives the rewards: a "Gain a Farm Enhancement" action and a "Gain 2 Tulip Bulbs of any color" action.



Game End and Scoring

The end of the game is triggered in the same way as in a multiplayer game. However, on medium and hard difficulty levels there is no additional round, the game ends with the current round. (If you trigger the end of the game, the Gardener gets one final turn.) Afterward, you score Victory Points as usual, but the Gardener scores for different criteria, depending on the difficulty chosen at the start of the game.



	Easy	Medium	Hard
Queen's Wish	Printed value of VP depending on Gardener's marker position		
For each Wheel Enhancement	2 VP	3 VP	4 VP
For each Farm Enhancement card	2 VP	3 VP	4 VP
For completed row or column on their Tulip Patches	Regular rules	Score VP for filled columns, even if the colors do not meet the criteria (Gardener never gets negative VP); score rows as per regular rules	Score highest VP on each complete column and row, no matter what colors the Tulips have in Gardener's Patches
For Tulip Bulbs on their Tulip Patches	1 VP	1 VP	3 VP per 2 bulbs



Example: On Medium difficulty, the Gardener has received 55 VP throughout the game. Then, they receive 10 VP for fulfilling the Queen's Wish, 12 VP for Farm Enhancements, 24 VP for Wheel Enhancements, 15 VP for complete columns in their Patches, 17 VP for complete rows, and 24 VP for Tulips in the Patches. Overall, the Gardener scores 157 VP.

After calculating final scores, if you have more Victory Points than the Gardener, you win the game.

