





A game by Bruno Faidutti
Illustrations: Francisco Coda
Graphic Design: Elise Trédan



Find the latest versions
of all our rules by scanning
this QR code!



Publishing Technology & Solutions
1 Chemin de la Coume, 09300 LAVELANET
www.grailgames.games



FR
DONNEZ
OU
RECYCLEZ



ASSOCIATION

OU



MAGASIN

OU



DÉCHÈTERIE

Adresses sur quefairedemesdechets.fr

Welcome to Harvest Valley!

Who will have the biggest harvest?



Harvest Valley is a farming game in which players are trying to build up their farms as their neighbours encroach on their land. There are also wild boars and crows intent on eating crops! Whose farm will be the most successful?

On your turn, either place a card from the display into the valley, or build one of your farmhouses.

Grow your vegetables, tend your fruit trees... but watchout for the crows!

Game Contents

27 Regular Land cards:



**5 Special Land cards
(with a star):**



**6 Farmhouse
cards:**



8 wooden Farmhouse tokens:





Game Setup

1. Each player takes a number of Farmhouse cards and tokens and places them on the table in front of themselves...

- *In a 2 or 3 player game, each players takes 2 Farmhouse cards and 2 Farmhouse tokens in the colour of their choice.*
- *In a 4 or 5 player game, each player takes 1 Farmhouse card and 1 Farmhouse token in the colour of their choice.*

Any remaining Farmhouse cards and tokens are not used in the game.

2. Shuffle the 27 Regular Land cards and place them in a face down deck, next to the play area.

For your first game, remove all Special Land cards (with a star on them).

3. Reveal the first three Land cards from deck and place them in a row, or “river,” near the deck.
4. The youngest player goes first (or you can randomly select who goes first). Players will take turns clockwise.



A Player's Turn



On their turn, a player may either:

- Play a Farmhouse card (remember, players only have one of these in a 4 or 5 player game!) to the Valley, putting a Farmhouse token of their color on top of it, OR,
- Select one of the three face up Land cards from the river, place it in the Valley, and then replace the card they played with the top card from the deck. (When the deck is exhausted, no new Land card is added to the river.)



Playing a Card to the Valley



Cards (whether Land cards or Farmhouse cards) are played to the “Valley” (the area between the players). When played, a card must be placed in a free space orthogonally adjacent (not only diagonally adjacent) to at least one card already in the Valley. (The first card played is simply played to the centre of the table)

Important! When playing with 2 or 4 players: At the end of the game, the played cards must all fit within a 5x5 grid.



When playing with 3 or 5 players: At the end of the game, the played cards must all fit in a 5x6 or 6x5 grid.



It is therefore forbidden to play a card in a way that would make the height or width of the Valley grid exceed these limits.

1	2	3	4	5
2				
3				
4				
5				

2 or 4 player game: the Valley cannot grow beyond a 5x5 grid.

1	2	3	4	5
2				
3				
4				
5				
6				

3 or 5 player game: the Valley cannot grow beyond a 5x6 or 6x5 grid.

There are two exceptions to the placement rule:



The Weeds card is placed on a space in the Valley that is already occupied by a Land card (but **not** a Farmhouse). The card that was in the space now occupied by the Weeds is returned to the river, and no new card is drawn from the deck this turn.



Tractor cards are placed on a space in the Valley already occupied by a Land card (but **not** a Farmhouse and **not** the Meteorite). A Tractor pushes the card that was in the space it now occupies into an orthogonally adjacent (not diagonally adjacent), **empty** space. *Note: the Valley grid's maximum size also applies to the this movement of a card. If a movement will push the width or height of the Valley grid beyond its maximum, the Tractor cannot be played in the chosen space.*



The Meteorite does nothing, but cannot be moved by a Tractor or a Plow.



Game End and Scoring

The game ends when the Valley grid is full of cards (a 5x5 grid in a 2 or 4 player game and a 5x6 or 6x5 grid in a 3 or 5 player game). Then every player determines the total score of their Farmhouse(s) by looking at the Land cards around each Farmhouse, as follows:



First, the **Crow** cancels all orthogonally AND diagonally adjacent Fruit Tree cards. Cancelled cards are removed from the Valley!



Second, the **Wild Boar** cancels all orthogonally adjacent Vegetable cards. Remove these cards from the Valley, too.



Then each Farmhouse scores 1 point for **every Vegetable** on orthogonally adjacent Land cards, and 1 point for **every Fruit Tree** on orthogonally OR diagonally adjacent Land cards. *Count the number of Vegetables or Fruit Trees on a card to determine its value.*



All Vegetable and Fruit Tree cards orthogonally adjacent to a **Pond** have their value increased by 1 point. *A card adjacent to both ponds has its value increased by 2.*



Each Farmhouse also scores for any **Wheat fields** orthogonally adjacent to it. A Wheat field is made of one or more orthogonally adjacent **Wheat cards**, and it scores the square value of its number of cards. For example, a Wheat Field made up of one card, scores 1 point, two cards will score 4 points, three cards scores 9 points and four cards scores 16 points.

A Farmhouse only has to be orthogonally adjacent to one or more of the cards making up a Wheat Field to score that field.

Important note: a Land card may score for more than one Farmhouse if it is adjacent to them!

Finally, with **2 or 3 players**, each player must add both their Farmhouse's scores together to determine their total score.

With **4 or 5 players**, each player adds the score of their Farmhouse to the score of the Farmhouse belonging to the player sitting to their left to determine their total score. *Every farmer wants to marry their child to the son or daughter of the neighboring farmer!*

The player with the highest score is the winner!

In the case of a tie, the tied player who scored the most from Fruit Trees, wins.



Here is a detailed example of the final scoring of a 2 player game:



After removing the Fruit Tree card destroyed by the Crow,
and the Vegetable cards eaten by the Boar, the players score as follows...

Red (A):

Fruit Trees = 1

Pond = +1

Wheat = 9

Red (B):

Fruit Trees = 2

Wheat = 9

Yellow (A):

Vegetables = 9

Pond = +2

Yellow (B):

Vegetables = 7

Fruit Trees = 2

Wheat = 1

Total Score = 11 Total Score = 11 Total Score = 11 Total Score = 10

Red's Grand Total = 22

Yellow's Grand Total = 21

Red had the best harvest and wins.

Here is a detailed example of the final scoring of a 5 player game.
(Players are sitting in order, clockwise: Red, Green, Blue, Yellow, Purple):



After removing the Fruit Tree card destroyed by the Crow,
and the Vegetable cards eaten by the Boar, the players score as follows...

Red:	Green:	Blue:	Yellow:	Purple:
Vegetables = 3	Vegetables = 2	Vegetables = 1	Wheat = 5	Fruits = 1
Fruits = 2	Pond = +2	Fruits = 1		Wheat = 4
Wheat = 4	Fruits = 2	Wheat = 4		
	Wheat = 4			
Score = 9	Score = 10 +	Score = 6	Score = 5	Score = 5
+ Green (10)	Blue (6)	+ Yellow (5)	+ Purple (5)	+ Red (9)
= 19 points	= 16 points	= 11 points	= 10 points	= 14 points

Red had the best harvest and wins.

Using the Special Land cards



Once you know the game, you can use these special variant cards to replace similar cards, or simply add some of them to the deck, to provide a slightly different game each time you play.



Sprinkler: Simply add it to the deck, or replace a Pond with it. The Sprinkler works like the Pond, but diagonally. All Vegetable and Fruit Trees diagonally adjacent to it have their value increased by 1.



Well: Add it to the deck. The Well scores 2 points for every orthogonally OR diagonally adjacent animal (Boar, Crow, Locust and Rabbit).



Locust: Add it to the deck. The Locust cancels all orthogonally adjacent Wheat cards. Cancelled cards are removed from the Valley.



Rabbit: Add it to the deck. A Farmhouse orthogonally adjacent to the Rabbit scores -2 points!



Plow: Simply add it to the deck, or replace a Tractor with it. It works like a Tractor, but can push a series of adjacent cards in the same row or column. Like with the Tractor, it's not possible to push a Farmhouse or the Meteorite, or to push cards out of the grid.