

Windmill Valley Duel



Rulebook

The sun rises over the tulip fields in the valley, where tall windmills stand against the horizon and ships wait to carry your blooms across the sea. In Windmill Valley Duel, two rival horticulturists compete for prestige, wealth, and victory by cultivating the finest tulips, investing in powerful enhancements, and claiming the most strategic ports in this vibrant and picturesque land.

In this valley, you are not alone. Your windmill's gears interlock with your opponent's, forcing every decision you make to send ripples through the land while setting your rival's plans in motion. Will you offer them an advantage to gain the edge you need, or will you wait for the perfect move?

Plant your tulips with care. Build your windmills with purpose. Navigate the seas for trade. In a world where beauty and timing reign supreme, only the best horticulturist blooms victorious!

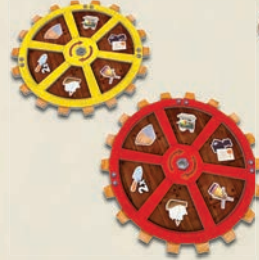
Game Components



1 Game board



1 Central Wheel



2 Personal Wheels
(1 per player color)



1 Wheel base tile

3 Plastic pins



11 Export tiles



5 Demand tiles



5 Port tiles



12 Market tiles



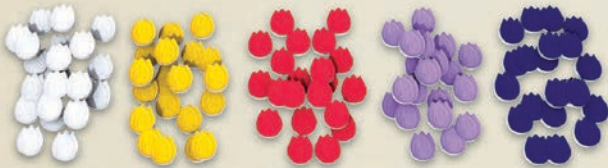
12 Wooden Wheel Enhancement tiles



12 Silver Wheel Enhancement tiles



20 Farm Enhancement cards



125 Tulip Bulbs (25 in each of 5 colors:
white, yellow, red, violet, and black)



20 Guilders



14 Tools



1 Calendar marker



18 Windmills
(9 per player color)



1 Boat



2 40/80 Victory Point tiles



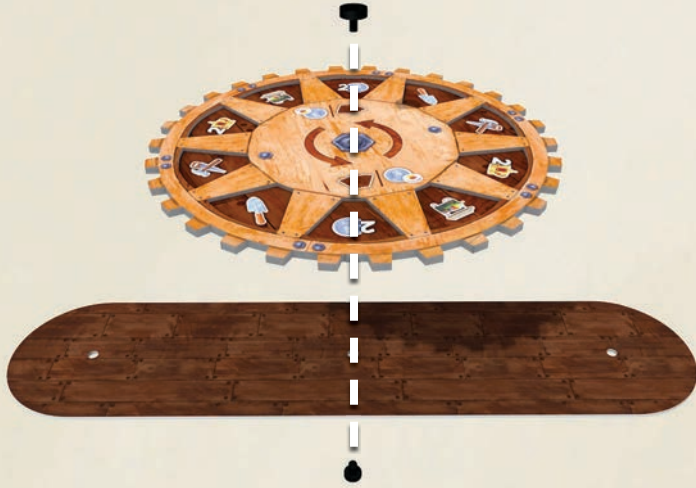
2 Victory Point markers
(1 per player color)

Tools, Guilders and Tulip Bulbs are not meant to be limited.
If at any point you run out of any of these components, use any suitable replacements to represent them.

Before your first game, carefully punch out all cardboard components and sort all other elements. Assemble the Action Wheels using the included plastic pins (see below).

Assembling the Action Wheels

- 1 Use a plastic pin to anchor the Central Wheel to the central hole of the Wheel base tile.



- 2 Use plastic pins to anchor the Personal Wheels to the other two holes of the Wheel base tile.



- 3 Align both small Wheels so that the same actions are shown in the same orientation on each Wheel (A). The Central Wheel's position doesn't matter, as long as the sections of all Wheels align (B).



LIVING RULES PLEDGE

We pledge to support every game well after its initial release. Despite rigorous play testing and multiple rounds of both internal and external proof reading and editing, occasionally the need for rules corrections or minor game play adjustments are discovered only several months or years after the game was manufactured. We promise to produce timely rules updates as necessary, along with expanded FAQ clarifications if needed, available for download from our website in digital PDF format.

Missing or damaged components:

Although we take a lot of care to make sure that your game is complete, manufacturing mistakes can still leave you with a missing or damaged component. If that happens, please contact us to receive replacements swiftly, and with our sincere apologies.

Customer support:





<https://boardanddice.com/customer-support/>


Game Setup

- 1 Place the Game board in the center of the play area.
- 2 Insert the Wheels in the middle of the Game board.

- 3 Players should sit directly across from each other. Your seating position next to one of the small Wheels determines your player color, which corresponds to the Wheel's color.
- 4 Randomly spin the Wheels and correct their final position, so the spokes of the Center and Personal Wheels align.
- 5 Toss the Calendar marker, then place it on the result side up on the leftmost space of the Calendar track.
- 6 Place the 40/80 VP tiles at the end of the Victory Point track.



- 7 Randomly place 1 Demand tile and 1 face-up Export tile on each Port space.
- 8 Keep the remaining Export tiles in a face down stack next to the Game board.
- 9 Place the Port tiles seal () side up on the bottom section of each Demand tile.
- 10 Flip the Port tile on the indicated Demand tile () to the ship () side and slide it to cover all rewards.
- 11 Place the Ship on the indicated space ().

- 12 Shuffle the Market tiles to form a face down stack and place it on the corresponding space (with ) of the Game board (12A). Then draw 2 Market tiles and place them face up next to the stack as indicated by the arrows (12B).





Face-down



Face-up



- 13 Prepare the Wheel Enhancement tiles:
 - a. Shuffle all Wheel Enhancement tiles together.
 - b. Draw 4 tiles and place them in the Wheel Enhancement offer.
 - c. Create a stack of 7 Wheel Enhancement tiles face down on the appropriate space of the Game board (with ).
 - d. Place the remaining Wheel Enhancement tiles face down in a stack next to the Game board.
- 14 Prepare the Farm Enhancement deck:
 - a. Shuffle the Farm Enhancement cards.
 - b. Place a deck of 9 cards face up on the indicated space of the Game board (with ).
 - c. Place the remaining cards face down in a deck near the Game board.
- 15 Place the Guilders, Tools, and Tulip Bulbs near the Game board within easy reach of all players.
- 16 Each player takes all components in their color and:
 - a. Places 3 Guilders, 1 white and 1 yellow Tulip Bulb in their Storage area.
 - b. Places their Victory Point marker on the 0 space of the Victory Point track.
 - c. Sets their Windmills onto the indicated spaces of the Windmill Building section.
 - d. Draws 2 Farm Enhancement cards from the cards set aside the Game board.
- 17 Each player places 1 Farm Enhancement card from their hand face down onto the first Helper space of their corresponding row. Then, place the remaining Farm Enhancement cards face up next to the deck on the Game board to create the Farm Enhancement offer.
- 18 Flip both Farm Enhancements card face up.
- 19 The player whose color matches the bigger flower on the Calendar marker becomes the first player.

You are now ready to begin the game!

Playing the Game

In *Windmill Valley Duel*, players continuously take turns until one player triggers the end of the game by advancing the Calendar marker to the rightmost space of the Calendar track (👤). When this happens, finish the current round so that both players have the same number of turns. Afterward, each player has one final turn. Then, proceed to the Final scoring. The player with the most Victory Points (shown from now on as 👑) wins the game and is named the best horticulturist of the valley!

Turn Structure

On your turn, you must take these steps in the following order:

1. Wheel rotation

Rotate your Personal Wheel by 1-2 spaces clockwise, or spend 1 Tool (🔨) to rotate it by 3 spaces.



2. Resolve the 1st action

Resolve the Action space of the Personal **or** Central Wheel, choosing from the interlocking spaces. You cannot choose an action that you cannot resolve.



3. (Optional) Resolve the 2nd action

Spend 2 Tools (🔨) to resolve the second of the interlocking Action spaces.

4. Opponent's follow-up

Your opponent resolves the Follow-up action on the Central Wheel space interlocked with their Personal Wheel.

Important: The Follow-up Action does not trigger any Helpers!



Actions

Action: Gain Resources

These actions allow you to add the indicated resources to your storage.

- 1 🪙 Gain a Guilder.
- 1 🌷 Gain any Tulip Bulb.
- 1 🌷 Gain a Tulip Bulb of the indicated color (i.e., white).
- 1 🔨 Gain a Tool.

Important: When any game effect requires you to spend a resource, you must take it from your storage and return it to the general supply.

- 1 👑 Gain a 👑 (move your Victory Point marker on the Victory Point track).

When you reach 40 👑, take the 40 👑 tile, place your Victory Point marker back on the "0" space of the Victory Point track, and advance the Calendar marker by 1 🗓️. When you reach 80 👑, flip the 40 👑 tile to the 80 👑 side.

Action: Enhance the Wheel



This action allows you to improve and change the actions available on the Wheels.

To resolve it, choose one of the Wheel Enhancement tiles from the offer and add it to the Central or your Personal Wheel. You must pay the cost or gain a reward depending on the Wheel you enhance:

- The Central Wheel: resolve the printed Action that you cover with a tile.
- Your Personal Wheel: spend 1/2 Guilders for a Wooden/Silver Enhancement.

The Action space you Enhance must meet the following requirements:

- It is not interlocked with another Wheel.
- It doesn't already have a Wheel Enhancement tile.

Then, refill the Enhancement offer with a new tile drawn from the Enhancement stack on the Game board. Once the stack is depleted, advance the Calendar marker by 1. Then, place the remaining Wheel Enhancement tiles (that were set aside during the setup) face down in a stack on the Game board.

Note: If the Action space has 2 effects, you may resolve them in any order.



Example: The red player resolves the Enhance the Wheel action (A). They choose to place a Wheel Enhancement tile (B) onto the Central Wheel (C). Since they placed the tile onto the Central Wheel, they resolve the covered action, gaining 2 (C).

Action: Gain a Farm Enhancement




This action allows you to gain either a Helper that provides a special ability, or a Contract that provides a scoring opportunity.

Important: Cards are oriented in a way that your Helper is your opponent's Contract and vice versa. You need to consider what you gain as well as what you give to your opponent.

Choose one of the Farm Enhancement cards in the offer and place it either:

- As a Helper on the row closer to you.
- As a Contract on the row farther from you.


Slide other cards in that row to make space for the new card.

If this pushes a card out of the row, the owner of the Contract on that card may spend 1 Guilder to immediately score it. After awarding the , it's placed in front of that player (next to the Game board). Otherwise, return the card to the box.

Refill the Farm Enhancement offer with a card from the top of the deck on the Game board. Once the deck is depleted, advance the Calendar marker by 1, and place the remaining Farm Enhancement cards (set aside during setup) as a face-up deck on the Game board. If the deck depletes the second time, only cards remaining on the offer are available to play.

The Contract side scores when it is paid for, when it is pushed out of the offer, or at the end of the game if it remains on the player's Contract row.

The Helper side of a Farm Enhancement card offers you a special ability that you may resolve **once per turn** and **only on your turn** (not during a Follow-up action) as long as the card is on the Game board. The ability is available as soon as you resolve the action indicated on a card (including the actions from the Wheel as well as from other places) and may be resolved before or after taking the action.

Note: Helpers that are triggered by the  action do not trigger themselves when taken!



Example: The red player resolves the Gain a Farm Enhancement action. They choose Farm Enhancement card #20 to be placed as their Helper (A). They slide the cards to make space for a new card, thus pushing out the Contract card for the yellow player (B). The yellow player decides not to pay 1 (C), so the card is removed without scoring. Red only triggers Helper #18 (C), gaining 1 (C) since a newly placed Helper does not trigger itself.

Action: Plant Tulip Bulbs



This action allows you to plant 1 Tulip Bulb onto any Patch on the Game board. Planting is rewarded by immediate effects (👑, Tools, Guilders, and actions). The planted Tulips also provide a lot of 👑 during Final scoring (see page 10). Planted Tulips are no longer considered Bulbs.

To resolve this action:

1. Select a Tulip Bulb in your Storage.
2. Plant it on the first empty space from either end of any Patch. The first Tulip Bulb on either end of a Patch may be of any color. After that, you must plant Tulip Bulbs of the color matching the adjacent Tulip.
3. Immediately receive any printed rewards you just covered.



Example: The yellow player resolves the Plant 2 Tulip Bulbs action. They take the first violet Bulb from their supply and plant it next to an already planted violet Bulb, gaining 3 (A). With the second violet Bulb, they plant it on the empty edge of another Patch, gaining 1 (B).

Action: Build a Windmill

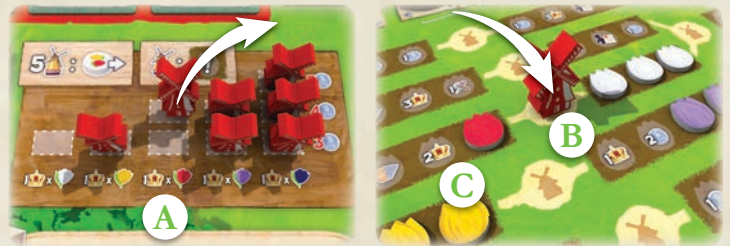


This action allows you to build Windmills. Windmills are vital during Final scoring (see page 10), and they may provide a reward from an adjacent Patch when built.

You must build your Windmills from the bottom up. You may build from any column you want. To resolve this action, spend the number of Guilders indicated at the end of the row you take the Windmill from. Place that Windmill onto any empty Windmill space adjacent to Patches. Resolve the closest uncovered action on **one** of the adjacent Patches.

Note: If there are no uncovered actions on any adjacent Patch, you do not gain any other compensation, but you may still place a Windmill.

If you have built your 5th Windmill, advance the Calendar marker by 1 space.



Example: The red player resolves the Build a Windmill action. They choose the 2nd Windmill that scores red Tulips (A), spending 4 (B). They place it onto an empty space (B). They resolve the first uncovered action next to this Windmill, gaining 2 (C).

Action: Visit the Market

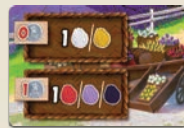


This action allows you to gain new Tulip Bulbs.

To resolve this action, you may either:



- Choose a face-up Market tile from the offer and take either the top or bottom deal. Pay the cost in Guilders indicated on the left to gain the number of Tulip Bulbs shown on the right. Discard the tile next to the Game board. Then, slide the remaining tiles (if necessary), and refill the offer with a face-up Market tile drawn from the top of the stack, **OR**



- Take either the top or bottom deal from the face-down tile on the top of the stack. Each face-down side has the same options. Spend the cost in Guilders indicated on the left to gain the number of Tulip Bulbs shown on the right. Then, discard the Market tile farthest from the stack, slide the remaining tile, and refill the offer with a face-up Market tile drawn from the top of the stack.

Once the stack is depleted, advance the Calendar marker by 1. Then, reshuffle the discarded Market tiles and place them face down in a stack on the Game board.



Example: The yellow player resolves the Visit the Market action. They pick the option from the middle Market tile, spending 3 (A) to gain 3 (B).

black Tulip Bulbs (A). Then, they discard that Market tile (B), and refill the offer by flipping the top Market tile face up and placing it onto the empty space (C).

Action: Conduct Foreign Trade



This action allows you to spend Tulip Bulbs to gain and resolve the action from the corresponding Export tile.

Before you resolve this action, you may spend Tools to move the Ship. For each you spend, move the Ship to an adjacent Port, skipping the inaccessible one

To resolve this action:

1. Spend 1 Tulip Bulb shown on the Demand tile next to the Ship and gain the indicated VP. Place the spent Tulip Bulb on the leftmost empty space of your Foreign Trade section (under your Windmills).
2. Resolve the corresponding Export tile's action.
3. If the Port tile on the active Demand tile covers the lower section, move it to cover the upper section. Otherwise:
 - a. Flip the Port tile on the active Demand tile to the inaccessible side.
 - b. Flip the second inaccessible Port tile back to the seal side (), and place it so it covers the bottom section.
 - c. Return the Export tile from the activated Demand tile to the box and refill the space with a new Export tile from the stack.
 - d. Move the Ship clockwise to the next Port.

If it is your 6th Foreign Trade action (6th Tulip Bulb delivered), advance the Calendar marker by 1 space.



Example: The yellow player resolves the Conduct Foreign Trade action. They spend 1 yellow Bulb, placing it onto the leftmost empty space of their Foreign Trade section (A). They gain 2 for spending the yellow Bulb (B) and 3 from the attached Export tile (C).



Then, they must flip the Port tile to the inaccessible side (D). Flip the previously inaccessible Port tile back to the seal side, and cover the bottom section of the Demand tile with it (E). Remove the Export tile (F), and place the new one in its place (G). Move the Ship to the next space in the clockwise order (H).

Calendar



You may always forfeit resolving the Action space **from the Central Wheel** to gain Guilders instead. You gain Guilders equal to the value next to the Calendar marker. You may also resolve this during your Follow-up action.



Example: The red player resolves the Follow-up action. They do not want to resolve the Visit the Market action, so they instead gain 2 , as indicated by the Calendar marker.

Game End and Scoring

As soon as the Calendar marker reaches the last space of the Calendar track, the end of the game is triggered. Finish the current round so that both players have the same number of turns, then resolve one final round. Then, proceed to the Final scoring.

Final Scoring

Scoring Contracts

Slide all Contracts remaining in the Farm Enhancement rows and, **without spending any Guilders**, resolve their scoring one by one.



Example: The yellow player scores the rightmost Contract, gaining 5 🏰 (and places it in front of them) (A). They complete the next Contract, gaining 8 🏰 (2 🏰 for each completed Contract, including itself) (B). For the last Contract, they gain 9 🏰 (3 🏰 for each 🍷 in their Foreign Trade section) (C).

Planted Tulips

1. Determine your 🏰 value for each Tulip color: the number of empty spaces in each column of your Windmill section indicates how many VP you gain for the color shown below (1/2/3 🏰).

- To score the Tulip, you must have a Windmill next to the Patch. If you have 2 Windmills next to it, score the Tulips in that Patch twice.
- Count the Tulips that meet the above condition and multiply that number by the 🏰 value.



Example: The red player scores 24 🏰 for the Tulips:

- They gain no 🏰 for white, red, and violet Tulips.
- They gain 6 🏰 for the yellow Tulips (1 🏰 x 6).
- They gain 18 🏰 for the black Tulips (3 🏰 x 6).

The player with the most 🏰 wins the game. In case of a tie, use these tiebreakers in order:

- The player with the most Guilders.
- The player with the most Tools.

If there is still a tie, both players share the victory.

Credits

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Marcin Cieślowski, Krzysztof "Aoqi" Świerczyński, Jan "SoAmazinglyBad" Mikołajczak, Kryspin "Rayos" Kras, Patryk Olbert, Marysia Podzorska, Filip Loba, Patryk Galka, Filip Podzorski, Wiktoria Matyja, Aleksandra Kijanka, Weronika Spyra, Michał Milczarek, Daniel Dubel, Krzysztof Widera.

Appendix

Wheel Enhancements



Enhance the Central Wheel and Enhance your Personal Wheel.



Conduct a Foreign Trade. You may deliver 1 Tulip Bulb of each color (1-3 Tulip Bulbs), gaining the corresponding . Place only one of the delivered Tulip Bulbs onto your Foreign Trade section.

(However, resolve the Export tile action only **once**.)



Gain a Farm Enhancement and swap the position of 2 Enhancement cards in the same row (the row where you want to place the new card).



Build a Windmill and resolve the action on the closest uncovered space from **both** adjacent Patches.



Enhance the Wheel, and resolve the preprinted action. In case of the Central Wheel you effectively resolve this action twice.



Resolve the indicated action twice (i.e. Visit the Market).

Export Tiles



Resolve Plant Tulip Bulbs action twice, using the same color of Tulip Bulbs.



Resolve Plant Tulip Bulbs action twice, using different color of Tulip Bulbs.

Contracts



Gain indicated VP for each of **your** Windmills that have at least 1 white Tulip on the adjacent Patches.



Gain indicated VP for each Patch fully filled with Tulips of any type(s).



Gain indicated VP for each pair of Tulip Bulbs in your Foreign Trade area.



Gain indicated VP for each Wheel Enhancement on your Personal Wheel.



Gain indicated VP for Patches with at least 1 indicated and 1 other color of Tulips (i.e., violet and 1 other color).



Gain indicated VP for each indicated Tulip Bulb in your Foreign Trade area (i.e., red or violet).





Gain indicated VP for each Tulip Bulb of a different color in your Foreign Trade area.




Gain indicated VP for each Contract you have scored (including this one).







Turn structure

1. Rotate the Wheel by 1-2 spaces (or 3 if you spend 1 .
2. Resolve 1 of the interlocked actions.
3. (Optional) Spend 2  to resolve the 2nd of the interlocked actions.
4. Opponent's Follow-up action: interlocked action on the Central Wheel.






Important:

- During the Follow-up, do not trigger any of your Helpers.
- You may forfeit the action from the Central Wheel to gain as many Guilders as indicated by the Calendar marker (.

Actions

	Gain 1 Tool
	Gain 1 Victory Point
	Gain 1 Guilder
	Gain any 1 Tulip Bulb
	Place a Wheel Enhancement tile from the offer onto an empty not-interlocked Action space: <ul style="list-style-type: none"> • Central Wheel: resolve covered action or <ul style="list-style-type: none"> • Personal Wheel: spend 1/2 Guilders for Wooden/Silver tile. Refill the offer.
	Choose a Farm Enhancement card as a Helper or Contract. Slide the cards in the corresponding row. If a card is pushed off, the Contract's owner may spend 1 Guilder to score the Contract. Refill the offer.
	Place a Tulip Bulb from your Storage onto the 1 st empty space from any end of any Patch. Resolve the covered action. <ul style="list-style-type: none"> • The first Tulip Bulb on either end of a Patch may be of any color. After that, you must plant Tulip Bulbs of the color matching the adjacent Tulip Bulb.

Actions

	Take the lowest Windmill from any column. Pay the indicated cost and place it onto an available space next to the Patches. Resolve the closest visible action on one of the adjacent Patches.
	Either <ul style="list-style-type: none"> • Resolve a face-up tile: Spend Guilders → gain the Tulip Bulbs → discard tile → slide and refill. or <ul style="list-style-type: none"> • Resolve the face-down tile: Spend Guilders → gain a Tulip Bulb → discard the farthest tile → slide and refill.
	Place a Tulip Bulb matching one indicated by the Demand tile in your Foreign Trade section. Gain the corresponding  and resolve the Export tile action. Then: <ul style="list-style-type: none"> • Slide the Port tile up, or • Flip the Port tile, discard the Export tile, and refill from the stack; flip the other inaccessible Port tile, and move the Ship clockwise. Before the action, you may spend any number of  to move the Ship adjacent space (skipping the inaccessible one) by 1 for each spent.