

# Windmill Valley

## Blooming Sails

### Rulebook



#### 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/>

*As the demand for tulips steadily grows, so does your desire to expand. You begin to envision new markets, new homes for your prized bulbs. The decision to buy a ship and take to the seas feels not just natural, but necessary—a bold step toward securing your future as a key player in the burgeoning tulip trade. With sails raised and hopes high, you set off, determined that your tulips will one day be among the most sought-after in the world.*

*Windmill Valley: Blooming Sails is an expansion and requires a copy of Windmill Valley to play.*

### Components



1 Trade sideboard



1 Starting Farm Enhancement card



9 Demand tiles



26 Single Patch tiles



1 double-sided Calendar overlay tile



6 Farm Enhancement cards



13 Port tiles



25 Double Tulip tiles



1 Water Level overlay tile



4 Foreign Trade cards



4 Additional Contract tiles



4 Ship tokens  
(1 per player color)



1 Conduct Foreign Trade action overlay tile



12 Wheel Enhancement tiles



4 Column scoring tiles



32 Crate tiles  
(8 per player color)



4 Row scoring tiles



1 Bag

Before your first game, carefully punch out all cardboard components from the punchboards.



Before setting up, leave the following base game components in the box:



Then, add the new Farm Enhancement cards (including the Starting Enhancement card) and Wheel Enhancement tiles to their respective pools. When setting up the Foreign Trade cards, use only the new cards from this expansion.

In **step 1** of the base game setup, cover the Calendar track on the Main board with the Overlay tile. You may choose the regular side (with the unique rewards in the same order as in the base game) or the expert side (with the rewards inverted), depending on your group's playstyle (*details on page 5*).

After finishing the base game setup, do the following:

1. Place the Conduct Foreign Trade action tile and Water level overlay tile on the matching spaces of the Main board.
2. Place the Trade sideboard next to the Main board.
3. Gather all the Demand tiles. If playing with:
  - a. **2 players:** all tiles must show only 2 Crates.
  - b. **3 players:** 5 tiles must show 3 Crates, and 4 tiles must show 2 Crates.
  - c. **4 players:** all tiles must show 3 Crates.

Shuffle them and place one in each indicated space on the sidebar. Return unused tiles to the box.

4. Randomly draw 8 Port tiles. Add them to each Demand tile on the sidebar, top to bottom in **ascending** order. Return unused tiles to the box.
5. Each player takes the Crates and Ship token in their chosen color. Then, place the Ships on the starting space on top of the sidebar.



- Place all Single Patch tiles in a bag. One by one, draw tiles and place them on each space of the Main board that depicts a single Tulip so there is one tile in every such space.
- Place the bag with the rest of the Single Patch tiles next to the sidebar.
- Place in general supply Double Tulip tiles, additional Contract tiles, Column scoring tiles and/or Row scoring tiles depending on what is available on the Port tiles in play (*more details in the Appendix on page 6*).

*A setup example for 3 players*



SETUP

3

## Gameplay changes

*Windmill Valley: Blooming Sails* significantly changes how the Conduct Foreign Trade action works. Players now sail with their Ship between ports and may spend their Tulip Bulbs for various rewards. Moreover, the position of their Ship now determines the benefits they may gain when advancing on the Calendar. The Calendar is also updated and allows players to choose if they want to use the regular or expert variant.



### Conduct Foreign Trade

Whenever you resolve a **Conduct a Foreign Trade** action, you have the following options:

1. Deliver the Tulip Bulbs - you resolve the following steps in order:
  - a. Place a Tulip Bulb on the Foreign Trade card as per the base game rules.
  - b. If you resolved a) you may also spend a Tulip Bulb in the color matching the one on the Demand tile in a Port next to your Ship to place a Crate and gain the reward from the Port tile. The Crate space must be free, and you cannot have another Crate in your color on that Demand tile.

**OR**

2. Remove all Tulip Bulbs from the card as per the base game rules, **and** gain 1 additional Tulip in a color that was not present. If you choose this option, you **may not** send a Crate to the Port next to your Ship.



**Example:** Orange performs the Conduct a Foreign Trade action. They send a yellow Tulip Bulb from their Storage to the Foreign Trade

card to gain 1 Tool token and 1 Planting action. They Plant a white Tulip Bulb in the last row on a Single Patch tile. That allows them to move their Ship up to 2 spaces.

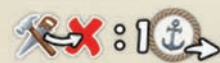


Then, Orange spends a violet Tulip Bulb from their Storage to send a Crate to the new Port and gains a reward of 2 Single Patch tiles.



Orange places the new Single Patch tiles on their Farm board.

### New Mechanisms



**At any time** during your turn, you may spend Tools to move your Ship by one space along the indicated routes (in any direction). There are no limits for how many Tools you may spend this way. You can find a reminder for that rule on the top of the Trade sideboard.





When you resolve a **Build a Windmill** action and you place a Windmill next to a space with the **Single Patch tile**, you may take that tile **instead** of a printed Tulip (**do not refill** the space with a new tile!). Place that tile on your Farm board on any empty patch. You do not gain a covered reward (if any), but you instead permanently change the reward you will get when Planting a Tulip Bulb in that space.



When you gain a **Double Tulip tile**, you may choose any of the available tiles of that kind. Then, you must place it on your Farm board obeying the same rules you would when Planting a Tulip Bulb (i.e. covering the leftmost spaces in a chosen row). Gain all covered rewards in any order. If you cover a Single Patch tile that way, simply remove it from the game after gaining the reward (but you do not gain the reward that was **underneath** the Single Patch tile).



When advancing on the **Calendar** track as a common reward you gain the benefit from the sideboard section that your Ship has sailed to. The first section allows you to gain 1 Tulip Bulb **or** Plant 2 Tulips Bulbs, the second section increases both options by 1, and the third section increases the benefit even more.

## Final Scoring

Proceed with the final scoring as described in the base game rules. Then, each player gains VP for their delivered Crates:

|   |   |   |   |    |    |    |    |
|---|---|---|---|----|----|----|----|
| 1 | 2 | 3 | 4 | 5  | 6  | 7  | 8  |
| 0 | 2 | 4 | 7 | 10 | 13 | 18 | 24 |

## Expert Variant

Place the Calendar overlay tile on the side that shows increasing rewards from top to bottom. Each player that advanced on the Calendar track gains the common reward (depending on the position of their Ship on the side board) and the **topmost** available unique reward, covering it with the "X" tile.

## Solo mode

*If you believed your overseas endeavors would go unnoticed, you might want to reconsider. Being a Queen's gardener offers a multitude of advantages, including a royal fleet dedicated to showcasing the Queen's exquisite tulips around the world. Will your ship generate enough profit and prestige to earn you the first place in next year's contest?*

### Setup

Set up the game according to the core and expansion rules. Place the Gardener's Ship on the starting space of the sideboard and give them the Crates in their color.

You can use either side of the Calendar tile, however the side with the same rewards distribution as in the base game is the default for the solo mode.

### Gameplay

You play according to the normal rules.

When it is the Gardener's turn, and the drawn card increases the speed of the Wheels (moving the Floodgate marker up), the Gardener places their Crate in the Port where their Ship is. It does not matter if the Floodgate marker actually increases, it's enough that the card indicates it. If the Gardener must choose the space on the Demand tile to place a Crate, check the number of the current Gardener card:

1. Odd number - place a Crate on the left space.
2. Even number - place a Crate on the right space.

Then, the Gardener moves their Ship to the next Port (according to the numbers on the Port tiles).

**The Gardener never gains any rewards from the Port tiles.**

When the Gardener claims the rewards from the Calendar, if their Ship is in the 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup> tier on the sideboard, they Plant 1/2/3 Tulip Bulbs (in the color shown on the drawn card).

### Final Scoring

You score according to the normal rules. The Gardener scores for the placed Crates in addition to the scoring described in the solo rules for the base game.



## General



Move your Ship.



Spend a Tulip Bulb to place a Crate in the Port next to your Ship.

## Enhancements



Perform a Conduct Foreign Trade action. You may move your Ship up to 2 spaces.



Perform a Lower the Water Level action. Receive two rewards with full action strength.



Gain a Double Tulip tile.



You may move your Ship up to 3 spaces. You may also perform the action of the other Wheel, unless it has already been resolved.

## Enhancements



Spend a Tulip Bulb to place a Crate in the Port next to your Ship (normal rules apply). You may also perform the action of the other Wheel, unless it has already been resolved.

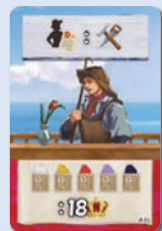


Perform a Lower the Water Level action. Receive two rewards with full action strength. You may also perform the action of the other Wheel, unless it has already been resolved.



Lose 2 VP to gain a Double Tulip tile. You may also perform the action of the other Wheel, unless it has already been resolved.

## Farm Enhancements Cards



**Helper:** When you perform a Gain a Farm Enhancement action, receive 1 Tool.

**Contract:** Receive 18 Victory Points if you delivered Crates with every Tulip Bulb color.

## Farm Enhancements Cards



**Helper:** When you perform a Plant Tulip Bulbs action, you may also move your Ship up to 2 spaces.

**Contract:** Receive 3 Victory Points for each of your delivered Crates with a white Tulip Bulb.



**Helper:** When you perform a Build a Windmill action, you may also move your Ship up to 2 spaces.

**Contract:** Receive 3 Victory Points for each of your delivered Crates with a yellow Tulip Bulb.



**Helper:** When you move the Floodgate marker up, receive 1 Tool token.

**Contract:** Receive 4 Victory Points for each of your delivered Crates with a red Tulip Bulb.



**Helper:** When you perform an Enhance the Wheels action, you may also move your Ship up to 2 spaces.

**Contract:** Receive 4 Victory Points for each of your delivered Crates with a violet Tulip Bulb.

## Farm Enhancements Cards



**Helper:** When you move your Ship by 2 or more spaces, you may Plant 1 Tulip.

**Contract:** Receive 5 Victory Points for each of your delivered Crates with a black Tulip Bulb.

## Starting Farm Enhancement / Queen's Wishes



When you deliver a Crate, you may receive 2 Guilders **or** 2 Victory Points **or** move your Ship up to 2 spaces.



Score when you deliver your 5<sup>th</sup> Crate. You may only score this once.

## Port Tiles



Gain a random Single Patch tile.



Gain 2 random Single Patch tiles.



Gain a Double Tulip tile  
of your choice.



Gain a Row scoring tile (it replaces  
scoring on your Farm board).



Gain a Column scoring tile (it replaces  
scoring on your Farm board).



Gain an Additional Contract tile  
(it allows you to have 4 Contracts).

## Credits

**Game Design:** Dani Garcia

**Game Development:** Joanna Kijanka,  
Kacper Frydrykiewicz, Maciej Górkowski

**Solo Design:** Dani Garcia

**Solo Development:** Kacper Frydrykiewicz

**Illustrations:** Pedro Codeço,

Katarzyna Witos, Zbigniew Umgelter

**Graphic Design:** Zbigniew Umgelter

**Rulebook:** Kacper Frydrykiewicz

**Rulebook editing:** Tyler Brown

**Rulebook DTP:** Zbigniew Umgelter

The designers and Board&Dice would like to thank the  
following people for playtesting, advice, and feedback:

Lukasz "LukSky" Stadnik, Pawel "Wppxis" Gajda,  
Yuriy Ivanov, Wiktoria Matyja, Jakub Kisala,  
Anita Sokolowska, Patryk Galka, Adam Kamiński,  
Damian "Erefor" Adamczak, Patryk Olbert,  
Richard van Gerrevink, Przemysław Kapica,  
Daniel "Gun3R" Sobolewski, Bartek Bajda, Charlie Adams,  
Dario Ghidini, Miłosz Murawski, Emil Pacholczyk,  
Agnieszka Matejko, Maciej „mat\_eyo” Matejko,  
Anna Polkowska, Jan Skornowicz, Iwona Jaworowska,  
Małgorzata Sztokfisz, Jan "SoAmazinglyBad" Mikołajczak,  
Ariel Kowalski, Krzysztof Wójcikiewicz,  
Klaudyna Mikołajczyk, Julia Gauza, Ania Oksanen,  
Dave Haenze, Michał Mazurek, Dominik "Vykk" Pańczyk,  
Rafał Romaniuk, Jacob Coon, Marta Szpaderska,  
Jan-Fredrik "JF" Wahlén, Andrew Cleverley, Akwa Timba,  
Jarosław "Yaro" Pawelczyk, Marcin Lenkiewicz,  
Jan "Archytaz" D'Huyvetter, Tjark Schönfeld, Jordan Thomas,  
jnorndmoe, Damian Głuszczyk, Mateusz Myrcha, Kaśka Siejka,  
Maria Józwick, Krzysztof "Aoqi" Świerczyński, Filip Loba,  
Boris Denković, Giacomo Mallamaci, Jochen De Vriese,  
Lori Anné, Frikkie Borman, Dan Hinkin, Ernie Penner,  
Marc Gerstein, Trevor Vincent, Michał Stachowiak,  
Michał "Milka" Milczarek, Krzysztof "Lidder" Widera,  
Krzysztof Wierzbicki, Chuck Case, "The Chinese Menace"  
Zhi Liao, Rob Frasca, Ricardo Sotomayor.