



han & ode.



Lukas Siegmon

Northgreen

Rulebook

The **GAME BUILDERS**



1-4



12+



30 min / ☺

Introduction

In Northgreen, you lead an exciting research project: ensure that forests can grow again on Iceland!

To do this, you've got to manage your own settlement effectively alongside the emerging forest: grow cabbages and tomatoes, and look after sheep and Icelandic horses. Invest in

research and launch promising projects. Find the best way to balance agriculture with the growth of the forest.

Northgreen is an experts game, where there are many paths to victory and the best strategy needs to be discovered anew in every game.

Game components

1 Main board



16 Single tiles »Landscape«

Settlement Level 1



34 Double tiles »Landscape«

Greenhouse+Forest Level 2,
back Greenhouse+Forest Level 3



36 Single tiles »Landscape«

Greenhouse Level 1, back Forest Level 1



14 Double tiles »Landscape«

Settlement+Greenhouse Level 2,
back Settlement+Forest Level 2



4 Player boards »Study Room«



16 Single tiles »Landscape«

Greenhouse Level 2, back Forest Level 2



14 Double tiles »Landscape«

Settlement+Greenhouse Level 3,
back Settlement+Forest Level 3



1 Game board »Forest Track«



12 Tiles »Delivery Actions«

4 tiles of Level I (Cardboard),
II (Wood) and III (Metal) each



64 Cards »Long-term Project«

(with 16 cards for your first game,
4 sets with 4 cards each)



56 Cards »Instant Project«

(with 8 cards for your first game,
4 sets with 2 cards each)



1 Round marker



6 Cards »Starting Landscape«



16 Cards »Start Resources«



approx.
30 tokens
»Horse«



approx.
30 tokens
»Sheep«



approx.
40 tokens
»Cabbage«



approx.
40 tokens
»Tomato«



approx.
40 tokens
»Soil«



24
tokens
»Pin«



Personal components

Number per player, some in different colours

1
Dietary Points
marker



1
Community Track
marker



1
Turn Order
marker



1 Forest Track
token



1
Action token



1
Field Research Progress
marker



1
Field Research Objecti-
ves marker



1
Food marker



1 Workforce
marker



1 Marker
50/100 Dietary
Points



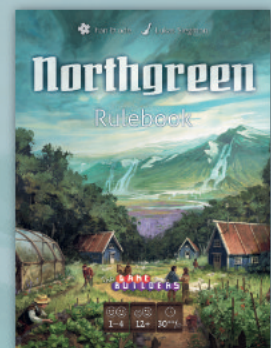
1 Marker
150/200 Dietary
Points



4 Player aids



1 Rulebook



Goal of the game

In Northgreen, there are many ways to earn victory points. Cultivate your landscape, boost your research, help the community, or become an expert on the forest. Develop the best

strategy by planting vegetables, raising sheep and horses, letting your settlement and the forest grow, and constantly tackling new projects.

General Setup

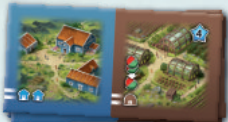
- 1 Place the **Main Board** in the centre of the play area.
- 2 Place the **Forest Track board** at the bottom of the main board.
- 3 Place the **Round marker** at the space for the first round.
- 4 Separate the **Landscape tiles** by type and place them next to the main board to form a general supply:
 - Single **Greenhouse** tiles from level 1, 2 and 3
 - Single **Forest** tiles from level 1, 2 and 3 (Forest is on the back of the greenhouse tiles)
 - Double **Forest+Greenhouse** tiles from level 2 and 3 (level 3 is on the back of the level 2 tiles)
 - Single **Settlement** tiles of level 1
 - Double **Settlement+Greenhouse** and **Settlement+Forest** tiles from level 2 and 3 (Forest is on the back of the greenhouse tiles)

***Note:** The landscape tiles are limited. In the very rare event that a particular type of tile is no longer available, you may no longer place that type in your landscape.*
- 5 Form a **General Supply** consisting of the **Horse, Sheep, Cabbage, Tomato, Pin** and **Soil** tokens.

***Note:** This supply is not considered to be limited, should you run out of any given component, use a suitable substitute.*
- 6 Sort the **Delivery Actions** tiles by level, shuffle them and place them in 3 stacks next to the main board. Draw 1 tile per level: I (cardboard), II (wood) and III (metal) and place them face up on their corresponding spaces on the main board.



4



5

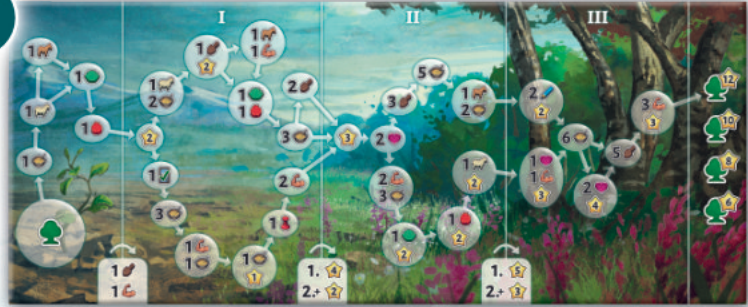
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3



6

2



Personal Setup

(starting game)

- 7** Each player takes **1 player board »Study Room«, 1 Food marker, 1 Workforce marker, 1 Field Research Progress marker, 1 Field Research Objectives marker, 3 Pins** and all the **player components of their chosen colour**.
- 8** Place your **Victory Points marker** on the 0 space of the **scoring track**.
- 9** Place your **Community Track marker** on the 0 space of the **Community Track**.
- 10** Place your **Forest Track token** on the start space of the **Forest Track**.
- 11** Place your **Field Research Progress** marker on the 0 space and the **Field Research Objectives marker** on the 6 space of the **Field Research Progress Track** on your player board.
- 12** Place the **3 Pins** on the marked spaces on your food and workforce tracks and also on the 4+ houses space.
- 13** Place the **Food marker** on the 0 space of the food track and the **Workforce marker** on the 0 space of the workforce track on your player board.
- 14** Have your **Action token** ready.
- 15** The player who was last in Iceland goes first. The **First Player** places their **Turn Order Maker** on the first space 1 of the turn order track. Then, in clockwise order, all the other players place their makers on the remaining spaces of the turn order track. In turn order gain the following victory points: 0/1/2/3.
- 16** Shuffle the **6 Cards Starting Landscape** and deal everyone 1 card. Afterwards build your **Landscape** next to your player board, following the instructions of the card. Each landscape starts with 2 level I forests, 2 level I greenhouses and 1 level I settlement. Then put all the »Starting Landscape« cards back in the box.
- 17** Give everyone a **First Game Deck** of project cards (as indicated by the moon, star, diamond and triangle symbols in the bottom right-hand corner). Each first game deck consists of 4 **Long-term Project** and 2 **Instant-Project** cards.
- 18** Shuffle all the remaining **Long-term Project** and **Instant Project** cards (including unused first game decks) and form two face-down piles next to the game board.
- 19** Shuffle the 16 cards **Start Resources** and then deal 4 to each player. Simultaneously choose 2 of the cards and take all the resources shown on them. If you gain sheep or horses, place them on a forest in your landscape. Always put tomatoes and cabbage in your storage. Then put all the »Start Resources« cards back in the box.

***Note:** 2 of the cards grant you steps on the forest track. If you choose the card with 1 step, place your token on space 1 of the forest track and gain 1 food. If you choose the card with 2 steps, place your token on the second space and receive 1 sheep. If you have chosen both cards, place your token on the cabbage space and gain 1 cabbage and 1 sheep.*

Your Storage: Cabbage, tomatoes, horses and sheep in your storage are placed to the left of your player board next to the corresponding icons. Place any soil you receive in the bottom-right corner, next to the relevant icon on the board.

Example:

For the two cards shown the start resources would be:

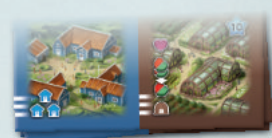
2 food, 1 workforce, 1 soil, 1 step on the community track, and either 1 horse or 1 sheep



Now you are ready to play!



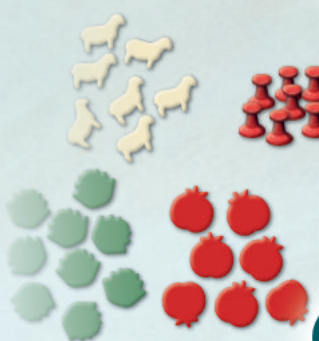
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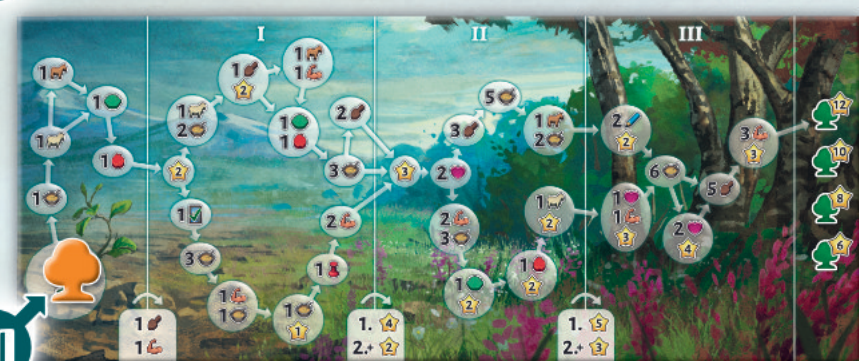
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18



10

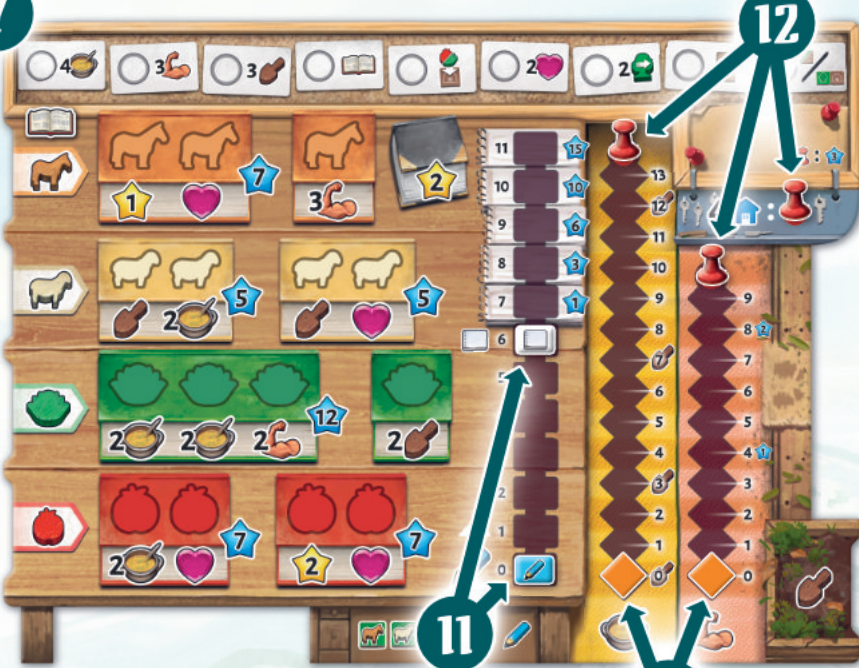


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7



16



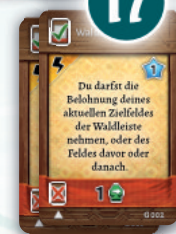
12

11

13



17



Your cabbage, tomatoes, horse and sheep storage.

Your soil storage.

Advanced Games Setup

First, carry out steps 1 to 16 as described in the general and personal starting game setup. Then proceed as follows:

Shuffle all **Long-term Project** and **Instant Project** cards (including the first game cards) into 2 face-down stacks next to the main board. Deal 4 long-term project and 2 instant project cards to each player.

Instead of just dealing cards to each player, you can choose to draft the cards as follows: The last player in the turn order takes a number of long-term project cards equal to twice the number of players plus one (e.g. 9 cards for 4 players), selects 1 card, passes the selection to the next player in rever-

se turn order, and so on, until everyone has selected 2 long-term project cards. Return the remaining card to the box. Repeat the procedure in turn-order to draft 2 more **Long-term Project** cards. Finally, again in reverse turn order, draft two **Instant Project** cards in the same way. If you choose the draft variant, all players start with 0 victory points.

Now deal every player 4 cards **Start Resources** and proceed as described in step 19.

Gameplay

A game of Northgreen is played over a total of **9 rounds**. After that, everyone has one final action, and then you'll move on to the final scoring.

Each round is played over these phases:

- a) **Main Action:** Players take turns following the turn order, moving their action token (placing in the first round), executing the main action and using the action bonus.
- b) **Delivery** (only in rounds with ): In turn order, players move their action token to a delivery Action tile and execute it. Then re-determine the turn order.
- c) **Yield** (only in rounds with ): **Breed Animals**, determine **Field Research Successes**, use **1 Pin** (if applicable).

Below, we explain the following in this order:

- how to place the **Action token** to perform a **Main Action** and use an **Action Bonus** (see page 9)
- what **Main Actions** are available and how they work (see page 10)
- how to use **Action Bonuses** and play your **Long-Term** and **Instant project cards** (see page 20)
- how to carry out **Deliveries** (see page 22)
- what you do during the **Yield Phase** (see page 23)
- how the **Final Action** and **Final Scoring** work (see page 26)

Example:

After the main action phase in these rounds, you carry out either a delivery or yield phase. You can recognise this by the corresponding symbols.

In the final round of the game, after the main actions, you first perform a delivery phase, followed by a yield phase.



–Placing your Action token–

As soon as it is your turn during the main action phase, place your action token on one of the action spaces  on the game board.

The following rules apply when placing a token:

- You may *not* place a token on a space that is already occupied.

Exception: The Village Shop action . Any number of action tokens may be placed on this action space.

- You may not place your token on the action space where your action token is currently placed.

Note: You will only place an action token on an action space from 'outside' at the start of the game. Otherwise, your action token is already on an action space, either in the main actions area or the delivery actions area, and you are moving it.

Example:

It is **Eva's** turn to place her action token for her main action. She may not place it on the space, where **Frank's** action token is, nor on the space, where **Eva** herself is standing with her action token. She therefore places her token on a space where there is no token.



Performing the Main Action and using the Action Bonus

After placing your action token on the action space of a main action, you carry out the main action.

Most main actions have two placement spaces and consist of three sections: a **Blue Main Section** in the middle and a left and right **Red Additional Section**. Both placement spaces are always assigned to the main section, whilst only one placement space is assigned to each of the two additional sections. After placing your action token, you may therefore:

- carry out the blue main section and
- carry out the red additional section associated with your placement space (right or left).

The order is up to you. You may carry out the main section first and then the additional section, or vice versa.

Most main actions also have a specific **Type Symbol**, . This type symbol is important for executing many long-term project cards (see the section on »Project cards«, page 20).

Exceptions: The main actions Village Shop and Imitation both have only one main area. No type symbol is assigned to them.



Action bonus: *Before* or *after* (your choice) carrying out the main action (main section+additional section), you may use the action bonus assigned to your placement space (see section on Action Bonuses, page 20). The main action Imitation has no action bonus.

Example:

Eva has placed her Action token. She may now first carry out the **blue Main Section** and then the **red Additional Section** assigned to her placement space, or vice versa. In addition, she may use the associated **Action Bonus** either before or after.



–The Main Actions– Growth

Main Section (blue)

You may **expand** your **Landscape** by placing exactly 1 single tile of **Forest** or **Greenhouse** or 1 double tile of **Forest+Greenhouse** (see the chapter »Expanding your Landscape« on page 10).

Before expanding, you may convert food into soil (see the side note »Expanding your Landscape«, subsection »Immediate Soil Conversion« on page 12).

Note: You may **not** use the »Growth« action to expand your landscape with a settlement tile. You expand your landscape using settlement tiles via the **Main Action »Build«** (see page 18).

Additional section on the left (red)

You may **take** a number of **Food and Workforce** equal to the number of visible houses (visible house symbols) 🏠 on your settlement tiles in your landscape (see the side note »Gaining and spending Food and Workforce« on page 12).

Additional section on the right (red)

You may take a number of **Soil** from the general supply equal to the number of visible houses 🏠 on your settlement tiles in your landscape.



Example:

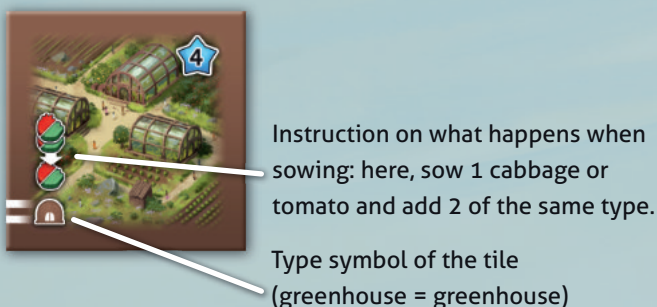
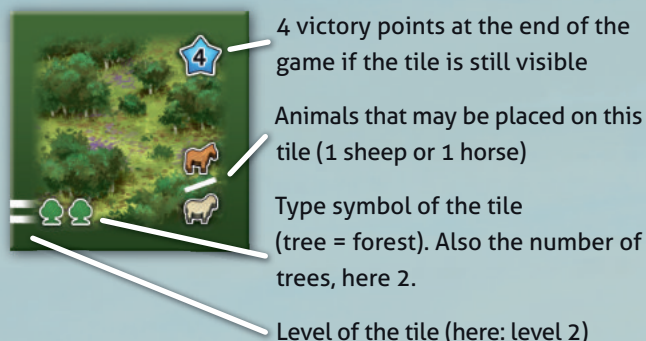
Eva has 3 houses visible in her landscape. She therefore gains 3 soil from the general supply.



Side note: Expanding your Landscape

During the course of a game, you will repeatedly expand your landscape by placing single and double tiles. You can expand your landscape both horizontally and vertically (up to level 3). This gives you more options during the game

and many victory points at the end (especially when expanding vertically, as you are, in a sense, cultivating your landscape). However, expanding vertically **always** costs you soil or food.



As a general rule: A Forest on a single tile or on half of a double tile counts as **1 Forest** and corresponds to **1 Space**, regardless of which level the forest is on. Forests that are adjacent to one another are considered contiguous, regardless of their levels. The same applies to greenhouses and settlements.



This landscape has a total size of 6 spaces

There are 3 greenhouses in this landscape, which are also connected. The landscape therefore has 1 more greenhouse than forests (2).

Only when expanding your landscape **horizontally** (i.e. placing a single tile on Level 1) does **the landscape increase by 1 Space**. This is important for fulfilling certain conditions on the project cards.

When expanding your landscape, do the following:

- You place a **single Level 1 Landscape tile** adjacent to your existing landscape. You do not have to place forest next to forest, etc. You may also place tiles adjacent to more than one other tile and to tiles that are already on a higher level.
- **Or:** You place one **single Level 2 Landscape tile** on one Level 1 space.
- **Or:** You place one **single Level 3 Landscape tile** on one Level 2 space.
- **Or:** You place one **double Level 2 Landscape tile** on two Level 1 spaces.
- **Or:** You place one **double Level 3 Landscape tile** on two Level 2 spaces.

Note: There are no single settlement tiles for levels 2 and 3.

When **stacking tiles vertically**, you must follow these rules:

- You must stack **Level by Level** (so, for example, do not place a level 3 tile on top of a level 1 space).
- You have to stack **Forest** upon **Forest**, **Greenhouse** upon **Greenhouse** and **Settlement** upon **Settlement**.
- You may place single tiles on top of double tiles and double tiles on top of single tiles (it is not necessary to place single tiles on top of single tiles and double tiles on top of double tiles).

As a general rule: any **tokens** (Horse, Sheep, Cabbage, Tomato) that are on spaces onto which you place another tile are simply taken along and placed in the same spot on the new tile. For example, if you have 2 cabbage on a level 1 greenhouse and place 1 level 2 greenhouse on top of it, you place the 2 cabbage on this level 2 greenhouse.

Exception: You may only take as many sheep with you as allowed by the forest on the new level. Place any surplus sheep in your storage or relocate them within your landscape beforehand (*see the side note on »Animal Husbandry«, page 24*).

Expanding costs

To expand your landscape, you often have to pay either soil or food as a cost. You can find the respective costs in this overview:

Single tiles

- Forest, Greenhouse Level 1: **no costs**
- Settlement Level 1: **2 Food**
- Forest, Greenhouse Level 2: **2 Soil**
- Forest, Greenhouse Level 3: **3 Soil**

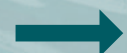
Double tiles

- Forest+Greenhouse Level 2: **3 Soil**
- Settlement+Forest/Greenhouse Level 2: **3 Food**
- Forest+Greenhouse Level 3: **5 Soil**
- Settlement+Forest/Greenhouse Level 3: **5 Food**



Make use of the **player aid**, which shows you the cost of expanding your landscape with tiles that do not contain settlements (only forest and/or greenhouse) and reminds you of the option to convert food into soil.

Read more



Immediate Soil Conversion

Whenever you are allowed to expand your landscape with tiles without a settlement (only forest and/or greenhouse), you may **immediately convert Food into Soil** once **before-hand**. To do this, move your marker on the food track **downwards** to one of the spaces with a spade. You then receive 1 soil and 1 additional soil for each spade space you **pass** as you move downwards.

In this way, you can, for example, convert food into 3 soil, even though you only need to spend 2 soil. Furthermore, if you wish, you can always convert food, even if you actually have enough soil to cover the cost.

Example:

Frank wants to expand his landscape by adding a double Forest+Greenhouse tile of level 2. This costs him 3 soil. As **Frank** lacks the soil to pay the cost, he first converts food into soil. His food marker is on space 7. **Frank** moves it to a space with a spade, space 0. He has also passed a space with a spade (space 3) and therefore receives 2 soil. **Note:** **Frank** receives no soil for the space from which he moves downwards, even though a spade is shown there. **Frank** then places the double tile – forest on forest, greenhouse on greenhouse – on tiles on Level 1.



Side note: Gaining and spending Food and Workforce

You track **Food** 🍲 and **Workforce** 💪 on the two corresponding **Tracks** on your personal board. When you gain food or workforce, move the food or workforce marker up by the corresponding number of spaces. When you spend food or workforce, move it down.

You may only spend as much food or workforce as you have (there is no negative range). However, you may also gain and store up to the maximum amount of food or workforce indicated by the highest number on the respective track (13 for food, 9 for workforce). If you receive more food or workforce than this, it is forfeited.

However: The **first time** your markers **reach** 13 food or 9 workforce on the **top tracks**, you take the Pin located there and place it in the **»Available Pins«** section of your personal board. If you reach the top again later, you will not receive any more pins.

Example:

Maria has 9 food, as shown on the food track. She gains a further 6 food and moves her marker up the track by the corresponding number of spaces. After 4 spaces, she reaches the top at 13. 2 Food are lost. However, as this is the first time **Maria** has reached the top, she may immediately take the pin located there and place it in the **»Available Pins«** section of her board.



Planting

Main section (blue)

You may sow 1 **Cabbage** or 1 **Tomato** from your **Storage** on an **empty** greenhouse.

Additional section on the left (red)

You may carry out the action described in the main section  (Sow 1 cabbage or 1 tomato). Before or after this, you may expand your landscape by placing exactly **1 single Greenhouse** tile.

You may immediately convert food into soil once beforehand (*see Immediate Soil Conversion, page 12*).

Note: Placing the greenhouse tile follows the rules described in the side note »Expanding your Landscape« (*see page 10*). You may therefore also place 1 greenhouse of level 2 or 3, provided you meet the requirements for placing it and can pay the cost in soil.

Additional section on the right (red)

You may move your **Community Track marker**  forward by 2/3/4 spaces on the **Community Track**, provided you have at least 1/3/6 houses  visible on settlement tiles in your landscape.



Side note: Sowing Cabbage and Tomatoes

If you wish to sow 1 cabbage or 1 tomato, do the following:

- Take the corresponding cabbage or tomato token from your **Storage**.
- Then place the token on an **empty Greenhouse** (one with no other token on it).
- Finally, add 1 more token of the same type (i.e. cabbage to cabbage, tomato to tomato) from the **General Supply** (for Level 1). For level 2 and 3 greenhouses, add 2 more tokens from the general supply. Furthermore, when sowing on a level 3 greenhouse, you also gain 1 step on the community track.

Example:

Robert wants to sow 1 cabbage. He takes 1 cabbage token from his storage and places it on the empty Level 3 greenhouse. **Robert** then adds 2 more cabbage from the general supply to the greenhouse. He also moves 1 step forward on the community track (not shown here).



Side note: Cabbage, Tomatoes, Sheep and Horses in the Storage, the Landscape and the Books

Your cabbage, tomato, sheep and horse **tokens** can be

- in your storage,
- in your landscape (on forest or greenhouse tiles) or
- in the books on your player board.

The following rules apply when moving between sections and from the general supply:

- You may place tokens from your **Landscape** into your storage **at any time**.
- You may use the »Sow« action to place **Cabbage and Tomatoes** from your **Storage** onto greenhouses in your landscape
- Cabbage and tomatoes that you receive from the **General Supply** (e.g. through delivery actions) must be placed **in your Storage**.
- You may **never** place **Horses and Sheep** from your **Storage** onto your landscape.
- Horses and sheep that you gain **from the General Supply** (e.g. through delivery actions) may be placed either **in your Storage** or on a forest **in your Landscape** (*in accordance with the husbandry rules; see the section on animal husbandry, page 24*).
- Tokens that you may place on **Books** by issuing research papers may be taken from your storage or your landscape (not from the general supply) (*see section Publishing Research Paper, page 17*).
- Tokens placed on books remain there until the end of the game. You may not move them back to your storage and/or landscape.
- Your storage has unlimited space.

Side Note: The Community Track

The community track shows how well your team works together. The further you progress on the community track, the more **Victory Points** you receive at the end of the game, up to a maximum of 25. You will also receive valuable **Pins** as you advance.

Steps you are allowed to make on the **Community Track** are indicated by the ♥ symbol. You move your **Community Track marker** forward by the corresponding number of spaces. You may enter spaces occupied by other players' markers and count these as normal when moving your marker forward. For every step you take beyond the end space of the track, you immediately take 1 victory point.

Some spaces on the community track are marked with the 📌 symbol. If you reach or move past such a space on the track, you immediately take a Pin from the general supply and place it in the »Available Pins« section of your player board.

Example:

Eva gains 3 steps on the community track and moves her community marker forward by the corresponding number of spaces. She first passes **Franks** marker and then a space marked with the 📌 symbol. **Eva** immediately takes 1 pin from the general supply and places it in the »Available Pins« section of her personal board. Finally, her marker ends up on the space on the community track where **Marias** marker is already located. If the game were to end now, **Maria** and **Eva** would each score 15 victory points and **Frank** 11 victory points.



Forest Research

Main Section (blue)

You may expand your landscape by placing exactly **1 single Forest tile** and then carry out a **Forest Research** starting from this tile.

Before expanding, you may convert food into soil once (*see Immediate Soil Conversion, page 12*).

Forest Research

- For the **Forest Research**, count all  symbols visible on the tile you have just placed (these correspond to the level) as well as on all forests that are **orthogonally adjacent** to the placed tile. These are the **steps** you have gained **on the Forest Track**  through the forest research.
- Finally, you may **move** your **Forest Track token** along the **Forest Track** by a maximum of as many spaces as the number of steps you have gained.



Additional section on the left (red)

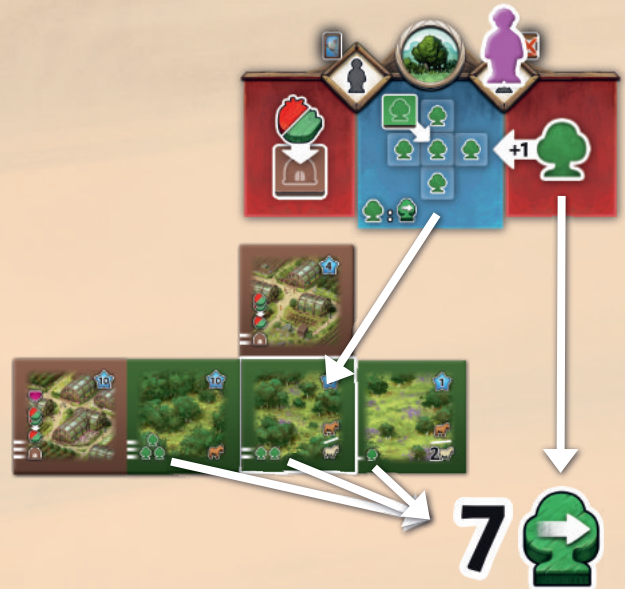
You may sow 1 **Cabbage** or 1 **Tomato** from your **Storage** on an **empty** greenhouse.

Additional section on the right (red)

When carrying out forest research (main section), you receive a **Bonus of +1**. (You add 1  to the visible  symbols).

Example:

Robert has used the »Forest Research« action on the right. He first expands his landscape by adding a single level 2 forest tile. Orthogonally adjacent to the placed tile are a level 2 greenhouse, a level 1 forest and a level 3 forest (on the double tile). **Robert** therefore counts 2  symbols on the placed forest tile, 1  symbol on the adjacent level 1 forest and 3  symbols on the adjacent level 3 forest; there are no  symbols on the adjacent level 2 greenhouse. In total, **Robert** counts 6  symbols and therefore moves 6 spaces along the forest track. As the additional section on the right gives him a bonus of 1 to his forest research, **Robert** may now move his forest track token up to 7 spaces along the forest track.

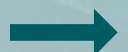


Side note: The Forest Track

The forest track shows how well your forest is thriving. The further you advance your **Forest Track token** along the forest track, the more valuable the rewards you will generally receive. If you reach the end of the forest track, place your marker on one of the final spaces, for which you will gain a particularly large number of victory points. Here, as when crossing the **section boundaries**, it is advantageous to be faster than the other players.

The following rules apply to **moving forward on the Forest Track**:

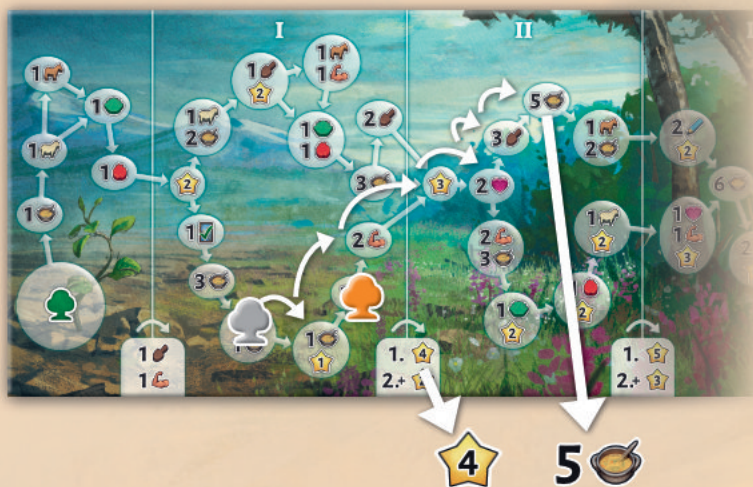
- You may move your forest track token forward as many spaces as you have received forest track steps from a **specific source**. You are expressly permitted to move **fewer** spaces than allowed if you would prefer to gain a different **destination space reward**.



- However, you **must** move forward at least 1 space. It is **not** permitted to stay where you are or move backwards.
- The main **source of Forest Track steps** is the »Forest Research« action. However, there are other sources as well, such as the right-hand bonus section of the »Publishing Research Paper« action, certain delivery actions, or certain project cards.
- After moving forward, you take the **destination space reward** from the **space** you have reached with your Forest track token.
- When moving forward, you may skip over spaces on the Forest Track occupied by other players' pieces **without** counting them.
- **No** other player's piece may be on your destination space (there can only ever be one piece per space on the forest track, except for the start space).
- Sometimes it is possible to take different routes on the forest track. If you reach a fork in the track whilst moving forward, you must decide which route to take.
- If you cross a **Section Boundary**, you immediately collect the corresponding bonus. At forest section boundary I, this is 1 soil and 1 workforce. At the other section boundaries, it is victory points. Here, the player who crosses the boundary first receives more victory points than the other players.
- There are a total of **3 Sections** (I–III) plus the starting section (up to the first section boundary) and the end section with the final spaces (after the third section). For some project cards, it matters which forest section your Forest track token has already reached.
- If you have reached one of **the final spaces on the Forest Track** and subsequently receive steps on the forest track, these are forfeited without replacement (you also do not receive the victory points for the final space again).

Example:

Frank has received 6 forest track steps. He may now move his forest track token up to 6 spaces along the forest track. When moving forward, **Frank** jumps over **Evas** forest track token and thus reaches the penultimate space on the right-hand path in section II as his destination. **Frank** takes the reward from the destination space, 5 food. He is also the first to cross the section II boundary and receives 4 victory points for this. **Frank** could, for example, have chosen to advance only 5 steps, as he would have preferred to collect the destination space reward from the previous space on the forest track (3 soil).



Receiving Destination Space Rewards

On the forest track, you receive various destination rewards after reaching a destination space and ending your movement there:

- Food 🍲, Workforce 💪, Victory Points ★, steps on the Community Track ❤️ and steps on the Field Research Track 📝 are gained on the corresponding tracks.
- You take Pins 📌 from the general supply and place them in the »Available Pins« section of your player board.
- Take Soil 🌱, Cabbage 🥬 and Tomatoes 🍅 from the general supply and put those into your storage.
- You may place Sheep 🐏 and Horses 🐎 from the general supply **either** in your storage **or**, in accordance with the animal husbandry rules (*see the chapter on animal husbandry, page 24*), on a forest in your landscape.
- Play a »Long-Term Project« card 📋: This reward allows you to play 1 of your »Long-Term Project« cards immediately, without fulfilling its conditions (*see section Project cards, page 20*).

Publishing Research Paper

Main Section (blue)

You may spend 2 or 4 workforce to publish 1 or 2 **Research Papers** .

Additional section on the left (red)

You may carry out the main section again  (spend 2 or 4 workforce to publish 1 or 2 research papers).

Additional section on the right (red)

You may **move** up to as many **steps on the Forest Track** , as the number of visible houses  on your settlement tiles in your landscape.



Example:

Maria has chosen the main action »Publishing Research Paper«. She first carries out the main section and spends 4 workforce for 2 research papers **1**. She then carries out the additional section and spends another 4 workforce for 2 more research papers **2**.



Side note: Research Papers

With 1 research paper  you may fill exactly 1 space in the **Books** on your personal board.

To do this, take 1 horse, 1 sheep, 1 cabbage or 1 tomato from your storage or from your landscape and place it on a suitable empty **Book Slot**. You will then immediately gain the **Reward** shown beneath the book slot.

You will also gain the reward for a filled book slot again later, as soon as you achieve your **Field Research Goals**

(see section »Determining Field Research Successes«, page 25). For many books, you will also gain victory points in the final scoring if you have filled all the slots in that book.

You may not fill book spaces that have already been filled (you can therefore publish a maximum of 3 research papers for horses or 4 for tomatoes).

Example:

Eva may publish 1 research paper. She takes 1 sheep from her landscape and places it on a suitable empty book slot on her personal board. For this, she immediately gains 2 food. As she had already filled the other slot in the book previously, she receives 5 victory points in the final scoring for the fully filled book.



Building

Main section (blue)

You may **expand** your **Landscape** by placing exactly 1 single **Settlement** tile (Level 1) or 1 double **Settlement+Forest/Greenhouse** tile (Levels 2 and 3).

Note: You **must** expand using a tile that contains a settlement. Settlement tiles cost food instead of soil when expanding, even at Level 1. They do not cost any soil, not even settlement+forest/greenhouse tiles.



Additional section on the left (red)

You may carry out the main section again  (expand the landscape with 1 settlement tile).

Additional section on the right (red)

You may flip 1 empty Level 1 greenhouse to a level 1 forest . You also gain 1 sheep and 1 workforce.

Example:

Robert carries out the main part of the »Build« action: he expands his landscape by 1 double tile of Settlement+Forest from level 2. This costs him 3 food.

1.

Robert then carries out the additional part on the left: this time, he expands his landscape with 1 double tile of Settlement+Greenhouse from level 3. This costs him 5 food.

Robert places the tile so that the half with the settlement lies on top of the settlement he built previously . In total, he now has 2 more houses in his landscape.

Note: As soon as you have at least 4 Houses visible in your landscape, you will gain the corresponding Pin on your player board and place it in the »Available Pins« section

3.



Dillage Shop

Main section (blue)

You may carry out **exactly one** of the following:

- Take 1 Horse (from the general supply to your storage or onto your landscape)
- Take 1 Sheep (from the general supply to your storage or onto your landscape)
- Take 1 Cabbage (from the general supply to your storage)
- Take 1 Tomato (from the general supply to your storage)
- Play 1 »Long-term Project« card or 1 »Instant Project« card (you must fulfil the card's conditions for playing it)
- Publish 1 Research Paper (this does *not* cost you *any* workforce in this case)
- Move 1 space forward on the Community Track

Note: This main action has only 1 placement space and only one main section; it has no additional sections.

Any number of action tokens may be placed on the placement space for this main action.

This main action has no type symbol, as none of the project cards relate to this main action.



Imitation

Main section

You may carry out the main and additional section **of another** main action, but only if another action token is placed on the corresponding action space. You are, in effect, copying the action token, **with the exception** of the action bonus. You **do not** receive an action bonus.

However, you **also** explicitly **copy the type symbol** of the other main action and may use corresponding long-term

project cards that refer to this type symbol (see section on project cards, page 20).

The »Imitation« main action itself has no type symbol, as no project cards refer to this main action.



Example:

Maria performs the main action »Imitation«. She wishes to copy **Roberts** action token on the right-hand space of the main action »Planting«. She may therefore sow 1 cabbage or 1 tomato (main section) and receives steps on the community track corresponding to the number of *her* visible symbols (additional section). **Maria** may also use project cards that relate to the type symbol of the main action »Planting«. She may not use the action bonus associated with the space occupied by **Roberts** action figure (play 1 project card). As no action bonus is associated with the space of the main action »Imitation«, **Maria** receives no action bonus.



—Action Bonuses—

Each time before or after performing a main action, you may also use the action bonus shown diagonally above the action space. The following action bonuses are available:

-  **Draw a »Long-term Project« card**
You may draw 1 »Long-term Project« card from the corresponding pile into your hand.
-  **Draw an »Instant Project« card**
You may draw 1 »Instant Project« card from the corresponding pile into your hand.
-  **Play a Project card**
You may play 1 project card (»Long-term Project« or »Instant Project«) from your hand to your display, provided you meet the card's play conditions (*see section on project cards, page 20*).
-  **Discard a Project card**
You may discard 1 project card (»Long-term Project« or »Instant Project«) from your hand and then receive the card's discard bonus (*see the section on Project Cards, page 20*).

On some placement spaces, you have the choice between more than one action bonus and must choose one. If you place a token on the main action »Imitation«, you do not receive an action bonus.

Example:

Eva places her token on the left-hand action space of the main action »Planting«. Before or after carrying out the action (main and additional section), she may use the corresponding action bonus: Either she draws 1 »Long-term Project« card into her hand, or she plays 1 project card (»Long-term Project« or »Instant Project«) from her hand into her display (provided she meets the card's play conditions).



—Project Cards—

There are two types of project cards: Long-term Projects and Instant Projects. Once **you have met the conditions** specified on the card, you may **play these cards into your display**. You usually do this by using an action bonus.

Note: *You must meet a minimum requirement to play a card. You may have more than the required amount; you do not have to give anything away, and once you have played the card, you do not need to continue meeting the requirement in order to use the card (in the case of long-term projects).*

Once played, the following applies: **Long-term projects** grant you a **permanent effect** that lasts for the rest of the game, often as soon as you perform certain main actions. The exact timing of the effect is specified on the card. **Instant projects**, on the other hand, grant you a **powerful one-off immediate effect** when played. Their conditions are therefore generally more difficult to fulfil.

Many project cards also award you a number of **Victory Points** at the end of the game if they are in your display (not in your hand).

During the course of a game, you can draw **additional Project cards**. There is also the option to discard project cards from your hand for a **Discard Bonus**. Both of these actions are usually carried out by using action bonuses. The discard bonus for long-term projects is always the same: either »gain 2 food« or »gain 1 workforce«. The discard bonus for instant projects, on the other hand, varies depending on the card.

There is no limit to how many cards you may hold in your hand or have in your display.

You can find an overview of all project cards in the Glossary.

Structure of »Long-term Projects« and »Instant Project« cards



Example:

Frank uses an action bonus  to play 1 »Long-Term Project« card. As he currently has 7 food, he meets the card's condition (have at least 6 food). Frank places the card in his display. From now on, every time he performs a main action of the type »Build« , he gains 1 soil, either at the start or at the end of performing the main action (main and additional section). Furthermore, **Frank** gains 1 victory point at the end of the game for this card in his display.



Example:

Maria uses an action bonus  to discard 1 »Instant Project« card. As a discard bonus, she gains 1 tomato from the general supply into her storage, as shown on the card.



–The Delivery Actions–

In rounds with a **Delivery** (indicated by ) , after all main actions for that round have been resolved, you carry out a delivery action in turn order. You then re-determine the turn order.

Choose a Delivery Action

When it is your turn to carry out your delivery action, do the following:

- Take your **Action token** from the main actions space where it is currently placed and move it to one of the **Delivery Action Spaces**  in the right-hand section of the game board.
- This space must *not* already **be occupied** by another Action token.
- You must also be able to **provide** the **Workforce** required by the delivery action.
- **Special rule:** The delivery action at the very bottom has several deployment spaces. If you deploy there, you must place your Action token on the **topmost** empty deployment space.

Carrying out Delivery Actions

After placing your action token, you immediately carry out the **corresponding action** on the **Delivery Tile**. You must **spend Workforce to gain** a specific **reward**. The higher up you place your token, the more workforce you must spend and the greater the reward.

Note: You may use one of the actions even if the **other action on the delivery tile is already blocked** (each delivery tile always has two possible actions).

Special rule: The delivery action at the very bottom is not on a tile and is always available. If you have placed your Action token on one of the **spaces** there, you do not spend any workforce. Instead, you immediately **gain** 2 workforce.

All delivery tiles and their actions are explained in detail in the **Glossary**.

Example:

Maria takes her Action token and places it on the space for delivery actions, as shown. She carries out the delivery action, spends 2 workforce, and gains 1 horse and 1 step on the community track as a reward. Now **Eva** places her action token on a delivery action space at the very bottom. She must place it on the topmost free space and gains 2 workforce. Finally, **Frank** also places his action token at the very bottom (directly below **Eva**) and likewise gains 2 workforce.

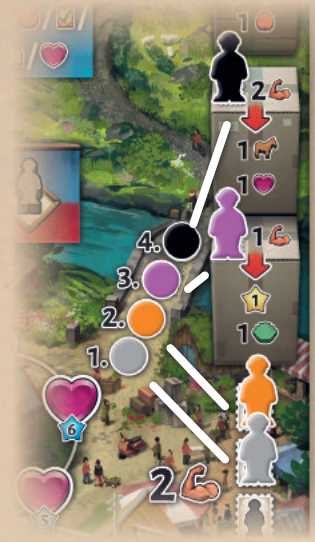


Redetermining the order of play

Once everyone has moved their Action tokens and completed any delivery actions, you re-determine the turn order. The player whose action token is now **at the very bottom** becomes the new starting player and places their turn order maker (**not** the action token) on the »1« on the turn order track. The player whose action token is next in line places their »Playing Order« maker on the »2« space on the turn order track, and so on.

Example:

Frank's action token is at the bottom. He therefore becomes the new starting player and places his turn order maker on the »1« space on the turn order track. Next come the action tokens of **Eva**, **Robert** and then **Maria**. They place their turn order makers accordingly, and the new turn order is: **Frank, Eva, Robert, Maria**.



Placing during the next main action

In the round following a round with deliveries, during the »Main Action« phase, move your action token from the delivery section to a main action space in the (new) turn order. Follow the usual rules described above.

Note: Before the yield phase in round 6, you must replace  all delivery tiles. Put the old tiles back in the box and replace each one with 1 new tile of the corresponding type.

—The Yield Phase—

In rounds with a **Yield phase** (indicated by ) , you carry out the yield phase after all main actions for that round have been completed (see also the player aid).

Note: In the final round, the yield phase takes place only after deliveries, i.e. after all delivery actions have been completed and the new playing order has been determined.

The Yield Phase is divided into the following steps:

- Resolving project card effects
- Animal breeding
- Determining field research successes
- Placing 1 pin

You must carry out the steps »Resolving project card effects« and »Placing 1 pin« in turn order. You may, if you wish, carry out the steps »Animal breeding« and »Determining field research successes« simultaneously.

Resolving Project Card effects

In this step of the yield phase, you resolve all long-term project cards in your display, whose effects relate to the yield phase. Do this in turn order.

Example:

Eva has this long-term project in her display. As a result of the card's effect, she gains 1 soil during the yield phase. **Eva** gains the Soil during the »Resolve Project Card Effects« step of the yield phase.



Animal Breeding

In this step of the yield phase, you may breed your two animal types: sheep and horses. You gain 1 sheep or 1 horse from the general supply if you have placed at least 2 **Sheep** or 2 **Horses** in your **Landscape** (not in your storage), the ani-

mals do not need to be adjacent to one another. You may place the new sheep or horse in your landscape (*see »Animal Husbandry« section, page 24*). If you cannot, you place it into your storage.

Example:

Frank has 4 horses and 1 sheep in his landscape, as shown in the illustration. In the »Animal Breeding« step, **Frank** may breed his horses to gain 1 additional horse. As he has only 1 sheep, he may not breed his sheep. **Frank** takes 1 horse from the general supply and may place it in his landscape. Fortunately, he has a free forest where he can place the new horse; otherwise he would have put the horse in his storage.



Side note: Animal husbandry

Sheep and horses are the animals in this game. They are represented by corresponding tokens. 1 »Sheep« token represents exactly 1 sheep and 1 »Horse« token represents exactly 1 horse.

The following rules apply to gaining and keeping animals:

- If you **gain** animals (via the forest track, delivery actions, main actions or otherwise), you may place them *either* in your **Storage** or in your **Landscape**.
Remember: if you gain cabbages or tomatoes, you must always place them in your storage.
- The following applies to the landscape:
 - Up to **2 Sheep** or **1 Horse** may be kept on a **Level 1 Forest**.
 - 1 Sheep** or **1 Horse** may be kept on a **Level 2 Forest**.
 - 1 Horse** may be kept on a **Level 3 Forest**.
- No animals may be kept on greenhouses or settlements.
- You may move animals around your landscape *at any time*, provided you follow the rules for animal husbandry.
- Only animals in your landscape (*not* in your storage) count towards animal breeding and determining field research successes.
- You must *never* place animals from your storage onto your landscape.

Determining Field Research Successes

In this step of the yield phase, you determine your field research successes and move your »Field Research« progress marker along the field research track accordingly.

First, count **all the Horses, Sheep, Cabbages and Tomatoes** you have in your **Landscape** (*not* in your storage). **Each token** you count gives you **1 Step** on your **Field Research Track**.

Then move your field research progress marker forward by as many spaces on the field research track of your player board as the number of steps you have counted.

If you reach your **»Field Research Objectives«** marker, do the following:

- Move the »Field Research Objectives« marker up one space on the field research track. If the marker is already on the top space of the track, do not move it any further, but otherwise proceed as described below.

- You then gain the **reward from all Research Papers you have already published**, i.e. the reward shown under each filled book slot.

Note: You also gain the reward for the book slot already filled at the start of the game (2 victory points). These slots do not count as a filled book slot or a research paper regarding project cards!

- Finally, place your field research progress marker on space »0« of the field research track and then carry out your remaining steps on the track.

Note: It is possible that, in a single »Determine Field Research Successes« step, you may reach your »Field Research Objectives« marker twice. In that case, you will naturally gain the income from your research papers twice. Sometimes you also gain steps for your field research track from other sources. In that case, proceed exactly as described here.

Example:

Maria has 1 horse, 1 sheep and 2 tomatoes in her landscape and counts 4 steps when determining her field research successes. Her »Field Research Objectives« marker is currently on space »7«, and her field research progress marker is on space »5« of the field research track. She first moves the marker 2 spaces forward to reach the other marker. **Maria** therefore moves the »Field Research Objectives« marker up by 1 space and gains the income from her research papers already published **1**. She then places her field research progress marker on space »0« and moves it the remaining 2 steps along the field research track **2**.

Maria gains the following rewards: 2 victory points for the book slot already filled at the start of the game **3**. In addition, **Maria** has filled 1 book slot with 1 horse and 1 book slot with 1 sheep, for which she gains 3 workforce **4** and 1 soil respectively **5**.



Placing 1 Pin

In this step of the yield phase, you may, in turn order, use exactly **1 Pin** from the **»Available Pins«** section of your player board to claim one of the **Pin Bonuses** shown on your board. You gain the bonus immediately and it is no longer available from this point onwards

All pin bonuses are also explained in the Glossary.

Example:

In the »Place 1 Pin« phase, **Robert** places 1 pin from the »Available Pins« section onto the pin bonus, as shown, and immediately gains 3 soil.



–The Final Action–

After completing the final yield phase of the game in round 9, each of you may, as a **Final Action**, **expand** your **Landscape** once more with 1 single **Forest** or **Greenhouse** tile, or 1 double **Forest+Greenhouse** tile. Follow the rules as described in the section »Expanding your Landscape«, including the im-

mediate soil conversion. In any case, it makes sense to convert as much food as possible into soil.

After that, the game ends and you proceed to the final scoring.

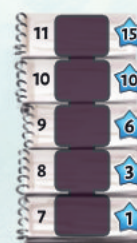
–The Final Scoring–

Victory points you have gained during the game are marked by this ★ symbol. To these victory points, you now add the victory points from the final scoring, which you can recognise by this ★ symbol. Keep track of victory points exceeding 50 by placing the 50/100 marker or 150/200 marker with the corresponding side facing you.

Proceed as follows to earn victory points:

- from **Project cards** in your display
- from your **Landscape**
- from fully filled **Books** (all book slots occupied by tokens)
- from the position of your »Field Research Objectives« marker on the **Field Research Track**
- from the position of your community track marker on the **Community Track** (If your marker is on a space with a pin, you receive the victory points for the space before it)
- 3 victory points for each **Pin** in your »Available Pins« section
- 1 victory point for **each Horse, Sheep, Cabbage and Tomato** in your Landscape *and* in your Storage (but *not* in your books)
- 1 victory point for each **Soil** in your Storage
- 1 victory point for every 2 **remaining steps** on the **Field Research Track**
- 1 victory point for every 4 **remaining Workforce**

The player with the most victory points wins the game. In case of a tie, the player earliest in the turn order wins.



Example:

In the final scoring, **Eva** gains 7 victory points (1+2+2+3) for 4 cards from her display **1**. For her landscape, **Eva** gains 38 victory points **2**. For her fully completed sheep (5 VP) and cabbage (12 VP) books, she gains 17 victory points **3**. On the field research track, she has reached space »9« with her »Field Research Objectives« marker and gains 6 victory points **4**. On the community track, **Eva** has reached the space on the track where her community marker has unlocked the highest pin on the track so far in the game. In the final scoring, this position on the track earns her 11 victory points **5**. In the »Available Pins« section, **Eva** still has 2 pins, so she gains 6 victory points **6**. **Eva** still has 3 horses, 1 cabbage and 1 sheep in her landscape and 4 tomatoes and 2 sheep in the Storage, totalling 11 victory points **7**. 2 soil earn her 2 victory points **8** and 3 remaining steps on the field research track earn her 1 victory point **9**. Finally, **Eva** counts her remaining workforce (6), which is worth 1 victory point **10**. **Eva** has therefore scored $7+38+15+6+11+6+11+2+1+1=100$ victory points. Together with the 26 victory points **11** **Eva** collected during the game, this gives a final score of 126 Victory Points.



Solo mode

—Game setup—

Set up the game as described in the general and personal setup sections.

Then:

- 20** Take the 3 action tokens and the 3 turn order markers of the remaining colours.
- 21** Place 2 of the turn order markers (for example, black and grey) on spaces 2 and 3 of the round track and keep the two corresponding action tokens ready in your section.
- 22** Place the remaining turn order marker on the start space of the forest track and place the remaining Action token in the section next to the delivery tiles.
- 23** Project cards: Draw 6 Long-term project cards and choose 4 of them for your starting hand. Then draw 3 Instant project cards and choose 2 of them for your starting hand.



–Gameplay – Main Actions–

You play each of your turns as in the basic game.

However: In round 2, instead of the action token of your colour, you use the action token in the colour of the turn order marker located there. You then move the turn order marker 3 rounds further to space 5 (and later to space 8).

Similarly in round 3: Instead of the action token of your colour, place the action token in the colour of the turn order marker located there. You then place the turn order marker 3 rounds further on space 6 (and later on space 9).

In round 4 you again use the action token of your colour.

Example:

If you have chosen orange as your playing colour and placed the black and grey turn order markers on spaces 2 and 3, you use the action tokens as follows: rounds 1, 4 and 7: orange; rounds 2, 5 and 8: black; rounds 3, 6 and 9: grey.

As in the base game, the following applies: You may not place an action token on spaces occupied by other tokens, nor may you place it on the same space from which you moved it. However, as described in the base game, you may copy other action tokens using the main action »Imitation«.

–Gameplay – Delivery Actions–

For delivery actions, you always use the remaining action token (in the example above, the purple one). After the delivery action phase, you place the figure back next to the delivery

action section. Therefore, unlike in the base game, markers are **never** moved from the main action spaces to delivery action spaces and back again

–Gameplay – Yield Phase–

At the end of each of the first 4 yield phases (rounds 2, 4, 6, 7), move the remaining turn order marker (in the example above, the purple marker) one section further along the forest track. Place it next to the Roman numerals I (round 2), II (round 4), III (round 6) and then on the final space with the highest possible victory points (round 7).

If you reach forest section II or III before the turn order marker, you gain the higher victory points for crossing the section boundary; otherwise, you gain the lower ones.

–Gameplay – Final Scoring–

Carry out the final scoring as normal. Depending on your victory points, you gain the following honorary titles:

- under 100**: Green Tomato
- 100–120**: Sheep's Head
- 121–135**: Horse Whisperer
- 136–150**: Cabbage King
- over 150**: Tree Beard



Northgreen – an Icelandic game

Northgreen has its origins deep in the Amazon rainforest. Thorsten (han) had read with fascination about »Terra Preta«, an extremely fertile soil. It was (probably) created by the people of the Amazon region (before the arrival of Europeans) themselves, by enriching it with pottery shards, ash and waste. This is because the rainforest soil is very delicate and generally unsuitable for growing food. This gave rise to the idea of developing a game in which players create their own landscape and, in a sense, enrich or improve it by building upwards.

ode. suggested shifting the focus of Northgreen's from the Amazon to Iceland. Rainforests and ice-covered volcanic landscapes – that sounds like a world away, and not just geographically. In fact, Iceland is grappling with a similar problem: when the first humans arrived, the island was largely covered in forest. Then came deforestation and, above all, sheep, and apart from tiny remnants, the forest on Iceland

disappeared – and did not return due to erosion and a short growing season. A fate that also threatens the rainforest, once it has been destroyed.

For a good 100 years, attempts have been made in Iceland to reforest the land. This is what inspired us at Northgreen (the idea for the name, by the way, came from Björn, our graphic designer). Through their research settlement, players help with the reforestation of the forest. However, Northgreen is not intended to be a scientific simulation that accurately reflects what happened in Iceland, but rather a playful exploration of an important and fascinating topic.

Of course, Northgreen also stands on the shoulders of giants. Special thanks go to Uwe Rosenberg, whose influence can be seen in many aspects of Northgreen. For the concept of the field research track, Thorsten was inspired by Planta Nubo (Mike Keller, ode. & Uwe Rosenberg) and its energy cycle.

Credits

Game Design: Thorsten Hanson & Andreas Odendahl

Illustrations: Lukas Siegmon

Graphic Design and Layout: Björn Pollmeyer

Development: The Game Builders

Editors: Thorsten Hanson, Dirk Schröder

Many changes were suggested by a host of wonderful play-testers. Special thanks go to our partners and friends, on whom we were able to foist our prototypes at various stages of development time and again. We would like to give a special mention to Marion Salger, Julia Wennekamp, Karina Weening, Dirk Schröder, Björn Pollmeyer, Carsten Burak, Inge Fromm, Martina Weidner, Julian Steindorfer, Sheila Santos & Isra Cendrero, Christa Harpain, Michael DeGroot, Tim Sievert, Martina & Carsten Laßmann, Christian Tööörner (the three »ö«s are intentional), Volker Natermann, Marc Meininghaus, Birgit Acker and Holger Schrader.

A special thank you also goes to the test sessions at Roll&Dine (and to Roll&Dine itself), at the Eiswürfel board game club and at LeiriaCon.

Overview of symbols

Note: If symbols without a number appear on game boards, cards or in the rules, this usually means 1 (play 1, have 1, carry out 1× etc.)



Food



Horse



Cabbage



Soil



Research Paper



Workforce



Sheep



Tomato



Pin



Victory Points during the game



Victory Points in final scoring



Steps on the Community Track



Steps on the Forest Track



Steps on the Field Research Progress Track



Yield Phase



Delivery Phase



Replace all Delivery tiles



Place a single Forest or Greenhouse tile



Place a double Forest+Greenhouse tile



Place a single Greenhouse tile



Place a single Forest tile and count tree symbols



Place a double Settlement+Greenhouse/Forest tile



Place a single Settlement tile



Turn around a single Greenhouse tile



Sow Tomato or cabbage on a greenhouse



Action Growth



Action Publishing Research Paper



Action Building



Action Sowing



Action Forest Research



Draw Long-term Project card



Discard Project card, gain discard bonus



Play Long-term Project card without fulfilling its conditions.



Draw Instant Project card



Play Project card, fulfilling its conditions



Immediate effect



Lasting effect



Give up, to ...



Horse or Sheep on a Forest tile. Cabbage or Tomato on a Greenhouse tile. All in the Landscape.



Carry out the action in the blue section



Gain depending on the number of House or Tree symbols