



3-4 PLAYERS
AGES 8+



45 MINS



HEARTLAND

FARMING IN THE CENTRAL VALLEY



A CS377G game by
Lucas Wang, Ngoc Tran, and Sebastian Hochman



CALIFORNIA'S HEARTLAND





HEARTLAND
FARMING IN THE CENTRAL VALLEY



WELCOME TO CALIFORNIA'S
CENTRAL VALLEY

ORANGE TREE
FRUIT CROP
4 [clock icon]
AFTER GROWTH:
\$500 YIELD
+ \$500/round

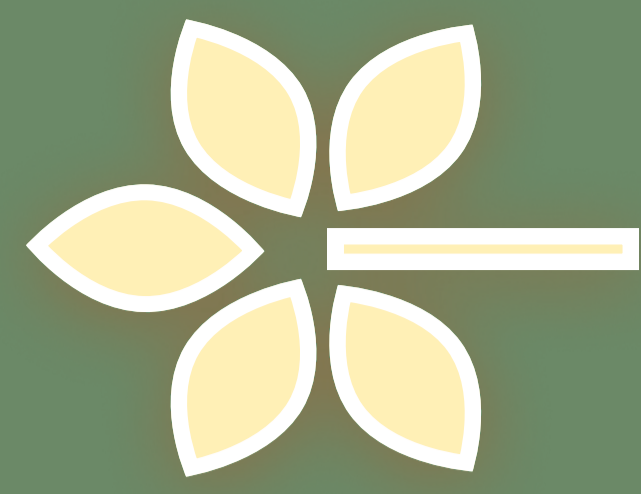
CORN
GRAIN CROP
1 [clock icon]
AFTER GROWTH:
\$1,000 YIELD
Harvest and Discard

LEMON TREE
FRUIT CROP
10 [clock icon] 3
AFTER GROWTH:
\$0 YIELD
\$500/round

**ICE AUDIT/H2-A
VISA HOLD**
ICE RAIDS AND VISA HOLDS
ALL CREWS; THIS BUY
SE, IF A RESOURC
DRAWN, REDRA
IT IS A C

EXPORT SHOCK
EXPORT TARIFFS AND OVERSEAS
PRICE SWINGS SQUEEZE
MARGINS; ALL FARMERS LOSE
\$500 FOR EVERY FULLY GROWN
TREE.

PLANT CROPS, FACE REAL
HARDSHIPS, AND
COMPETE WITH FELLOW
FARMERS



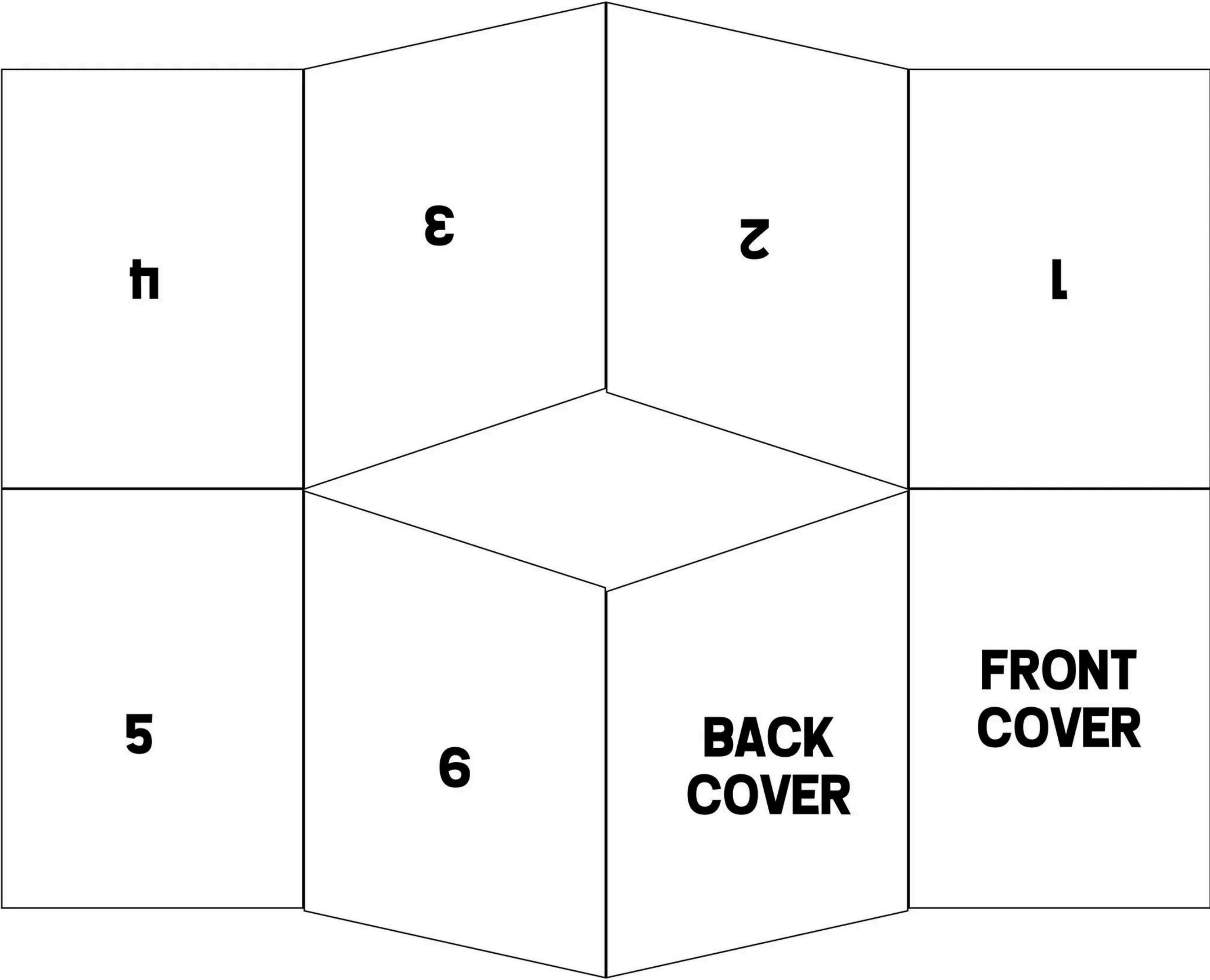
California's Central Valley feeds the country while answering to the weather, the water, the market, and the government. In Heartland, you play as those farmers and ask their question: what do I plant now, and what can I live with later?

Heartland distills that pressure: a dust day here, a tariff there, an enemy farmer sabotaging you when you needed to plant. Sometimes you catch a break; often you don't.



Other pieces that are required to play this game:

- 35 Paperclips (to represent plot trackers)
- 4 Player Pieces (of any type, to track money)



ART BY NGOC TRAN
 BY LUCAS WANG, NGOC TRAN AND
 SEBASTIAN BLUE
 A STRATEGY GAME ABOUT
 CALIFORNIA'S CENTRAL VALLEY



HEARTLAND

WELCOME

California's Central Valley feeds the country while answering to the weather, the water, the market, and the government. In Heartland, you play as those farmers and ask their question: what do I plant now, and what can I live with later?

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GOAL

Plant crops, use resources, and fight governmental and natural events to be the first farmer to reach \$15k. Earn money from planting and growing crops, as well as completing challenges and earning subsidies from the government.

COMPONENTS

- Supply Cards 🌿
- Crop Cards
- Resource Cards
- Challenge Cards ⭐
- Government Events ✉️
- Natural Events ⚡
- Money Markers

SETUP

At the beginning of the game, every player places a public player board in front of them, moves their money token to \$0, and shuffles every card deck (supply cards, challenge cards, government event cards, and natural event cards) before placing them in the middle of the table.

Players each start with five plot trackers (paperclips). Then, three challenge cards should be drawn face-up and placed into the middle of the table.



REAL LIFE FACTS:

- Red Flag Warning — Critical fire weather (hot, dry, windy); burning/work restricted.
- PM-10 Dust Day — Dust pollution alert; unhealthy air, field work slows.
- Multi-Year Drought — Several dry seasons; reservoirs low, groundwater capped/rationed.
- ACP (Asian Citrus Psyllid) — Spreads HLB; detections trigger citrus movement quarantines.
- Monoculture Blight — Disease spreads fast in large single-crop blocks.
- H-2A visas / I-9 (ICE) audit — Seasonal worker program; paperwork checks can disrupt crews.
- SWEEP (CDE) — Grants for water-efficient irrigation upgrades.
- Healthy Soils (CDE) — Pays for cover crops, compost, hedgerows.
- Pollinator Habitat (CDFG/NRCS) — Funds plantings to support bees near crops.
- FARMER (CARB) — Replaces older diesel ag equipment with cleaner models.
- Flood-MAR (DWR) — Spreading floodwater on fields to recharge aquifers.
- EQIP (USDA NRCS) — Cost-share for conservation practices.
- TAP / ECP (USDA FSA) — Tree replant aid / storm-damage repair funds.

GAMEPLAY

PHASE 1: DRAW

Draw a Government Event and Natural Event and reveal them to everyone. Their effects immediately take place and override any pre-existing event effects.

Draw Supply Cards face-up into the middle, equal to the number of players times two.

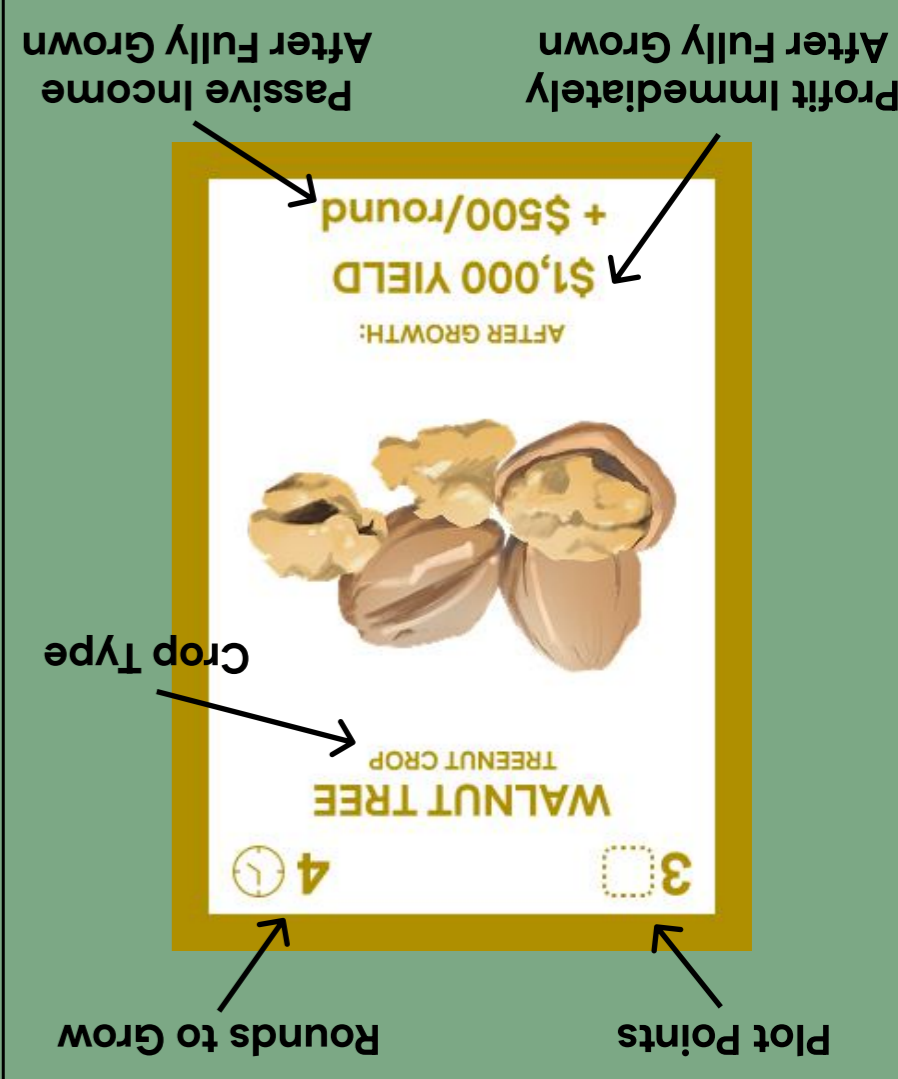


Example of drawing for a three-player game; six cards are placed in the middle.

Then, choose a starting player (the player who most recently planted something).

The starting player takes 1 card from the Supply Cards in the middle, and place it into their private hand. Move clockwise until every player has drawn 1 card. Afterwards, players draw the remaining cards in reverse order (counter-clockwise).

ON CROP CARDS:



PHASE 2: ACTION

1. Maintenance (every player does this):
 - Collect \$ from any fully grown crops with passive income (ex: trees).
 - Then, advance all planted crops by one round. Crops that reach 0 turns are fully grown. Earn any \$ from yield.
2. Every player does one of the following as their turn (same order as Phase 1):
 - Draw 1 Supply Card
 - Claim a Challenge: If you have fully grown crops OR own resource cards that satisfy an active Challenge, claim it and replace with a new one.
 - Take Actions — Do any of the following, any number of times, in any order:
 - i. Plant crops, up to your Plot limit. Attach plot trackers to that crop equal to its plot value.
 - ii. Compost crops: Discard 3 cards of the same crop type from your hand OR the field to either (1) speed up a crop by 2 rounds, OR (2) delay another player's crop 2 rounds.
 - iii. Play a resource card held in hand.

DURING YOUR TURN

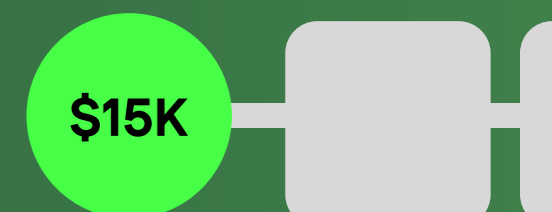
THE DRAWING PHASE:

- (happens once for everyone) Reveal a new government and natural event for this round
- Draw one card from the middle into your hand, then rotate turns until all cards are taken

THE PLANTING PHASE:

1. Gain \$ equal to all grown plants' per-round bonus. Then, advance all cards one round.
2. You may do **ONLY** one of the following:
 - claim a challenge card if you meet its requirements,
 - draw a Supply Card from the top of the deck, OR
 - one or more of the actions, in any order, as many times as you want:
 - plant crop cards at their listed turn count (overlap is okay) up to your plot point limit
 - spend three cards of the same crop type to compost them, accelerating a planted crop by two turns OR delaying another player's crop by two turns
 - play a resource card held in your hand

MONEY

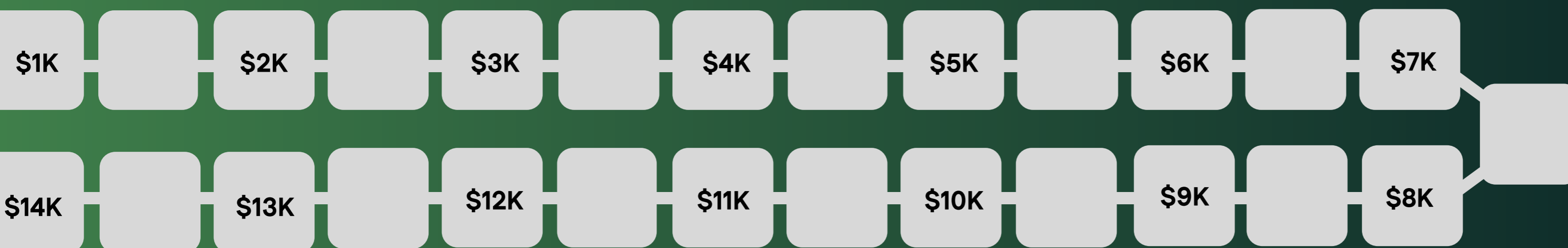


TURN TRACKER

PLACE CARDS HERE

5 TURNS

TRACKER



HEARTLAND

RACKER



RE AT

S

PLACE CARDS HERE AT

4 TURNS

PLACE CARDS HERE AT

3 TURNS

PLACE CARDS HERE AT

2 TURNS

PLACE CARDS HERE AT

1 TURN

DURING YOUR TURN

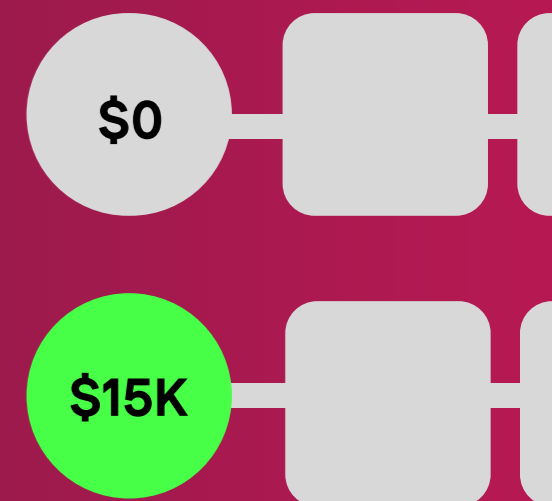
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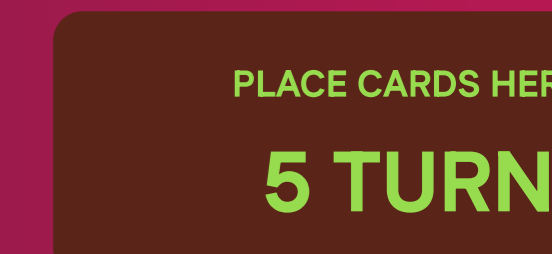
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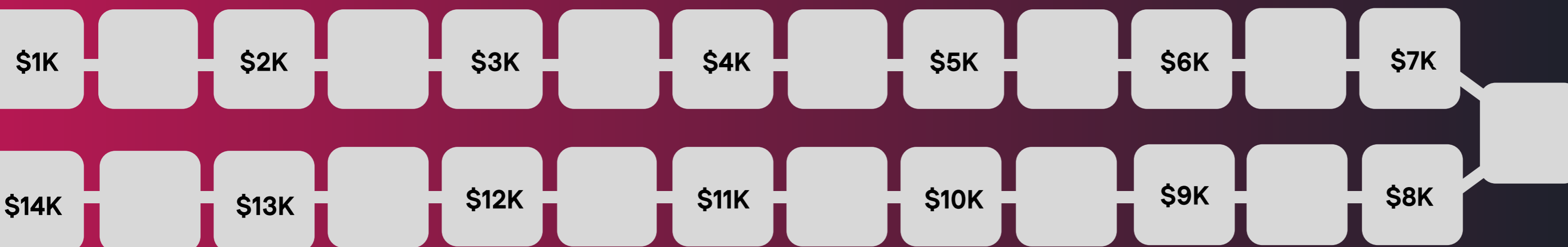
MONEY TRACKER



TURN TRACKER



TRACKER



TRACKER



RE AT

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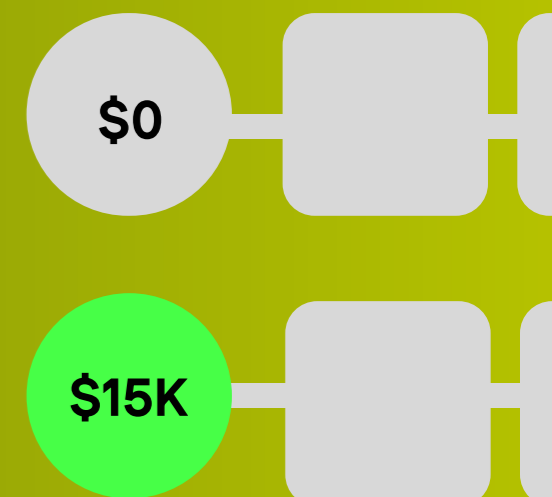
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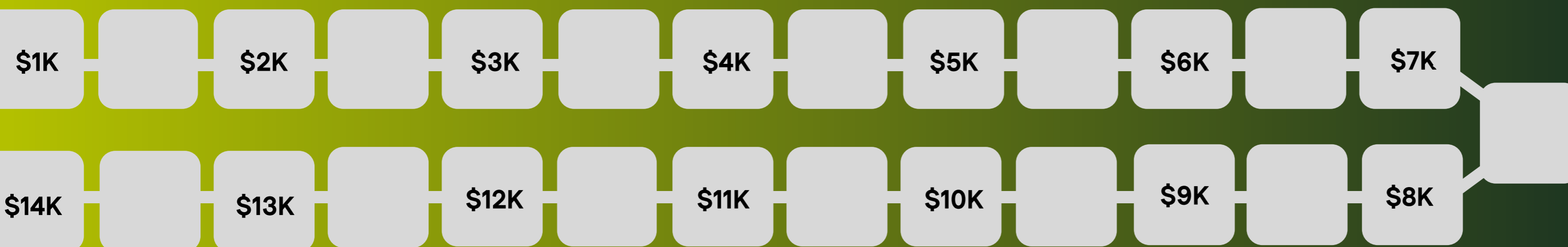
MONEY TRACKER



TURN TRACKER



TRACKER



TRACKER

RE AT

S

PLACE CARDS HERE AT

4 TURNS

PLACE CARDS HERE AT

3 TURNS

PLACE CARDS HERE AT

2 TURNS

PLACE CARDS HERE AT

1 TURN

DURING YOUR TURN

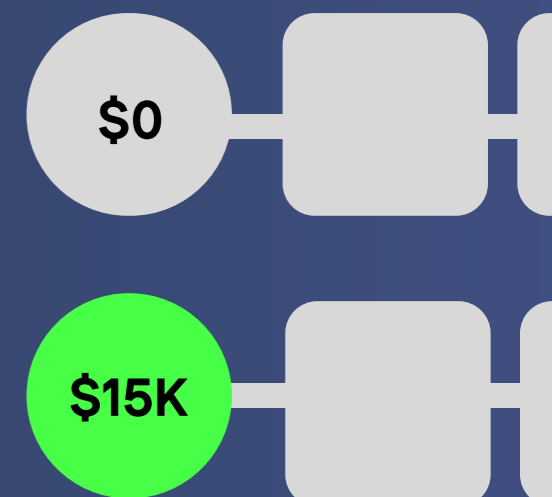
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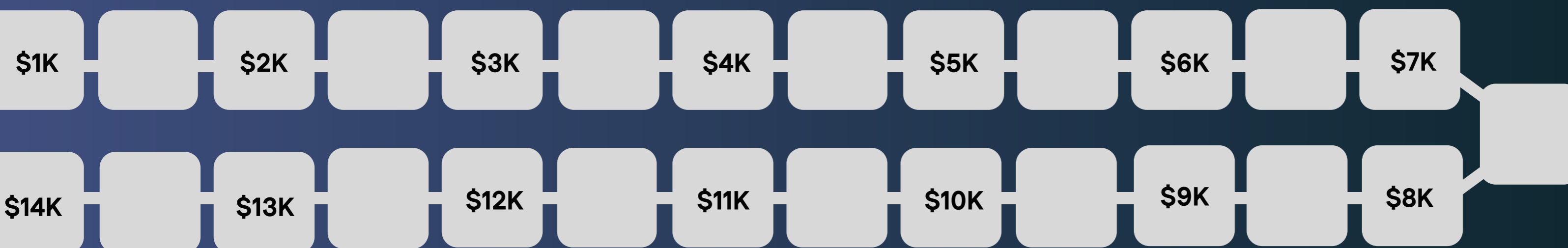


TURN TRACKER

PLACE CARDS HERE AT

5 TURNS

TRACKER



TRACKER

RE AT

S

PLACE CARDS HERE AT

4 TURNS

PLACE CARDS HERE AT

3 TURNS

PLACE CARDS HERE AT

2 TURNS

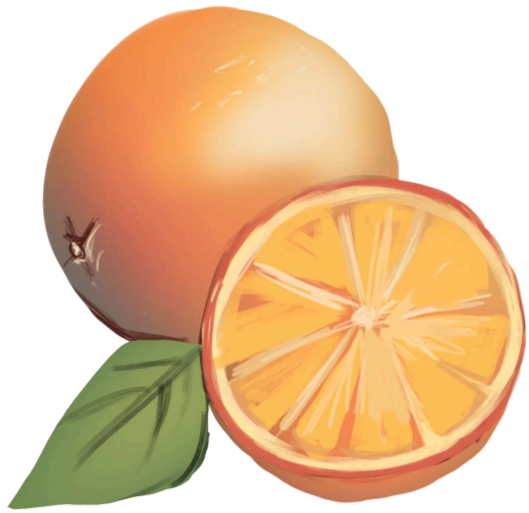
PLACE CARDS HERE AT

1 TURN

1 

4 

ORANGE TREE
FRUIT CROP



AFTER GROWTH:
\$500 YIELD
+ \$500/round

1 

3 

LEMON TREE
FRUIT CROP



AFTER GROWTH:
\$0 YIELD
+ \$500/round

3 

5 

ALMOND TREE
TREENUT CROP



AFTER GROWTH:
\$1,500 YIELD
+ \$500/round

3 

4 

WALNUT TREE
TREENUT CROP

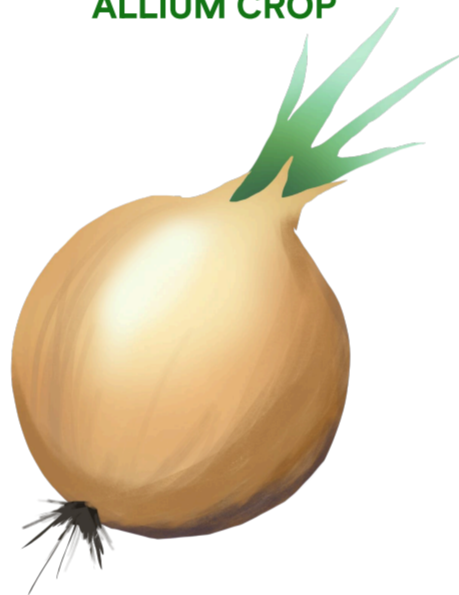


AFTER GROWTH:
\$1,000 YIELD
+ \$500/round

1 

3 

ONIONS
ALLIUM CROP



AFTER GROWTH:
\$2,000 YIELD
Harvest Once

1 

2 

GARLIC
ALLIUM CROP



AFTER GROWTH:
\$1,500 YIELD
Harvest Once

1 

2 

WHEAT
GRAIN CROP



AFTER GROWTH:
\$1,500 YIELD
Harvest Once

1 

1 

CORN
GRAIN CROP



AFTER GROWTH:
\$1,000 YIELD
Harvest Once

3 

4 

OLIVE TREE
OILSEED CROP



AFTER GROWTH:
\$500 YIELD
+ \$1,000/round

HEARTLAND



**SUPPLY
CARD**

HEARTLAND



**SUPPLY
CARD**

HEARTLAND



**SUPPLY
CARD**

HEARTLAND



**SUPPLY
CARD**

HEARTLAND



**SUPPLY
CARD**

HEARTLAND



**SUPPLY
CARD**

HEARTLAND



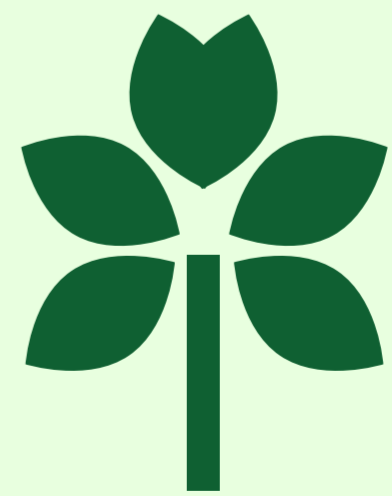
**SUPPLY
CARD**

HEARTLAND



**SUPPLY
CARD**

HEARTLAND



**SUPPLY
CARD**

FERTILIZER

RESOURCE

PLAY TO MAKE A
SINGLE CROP
GROW TWO
ROUNDS FASTER



WEED

RESOURCE

PLANT A WEED
AROUND ANOTHER
FARMER'S CROP,
DELAYING ITS
GROWTH BY TWO
ROUNDS



PESTICIDE

RESOURCE

PLAY TO KILL BUGS
ON ALL OF YOUR
CURRENTLY
GROWING CROPS



PROTEST

RESOURCE

PLAY THIS WHEN
A GOVERNMENT
EVENT IS DRAWN
TO IGNORE ITS
EFFECTS



BILL OF LADING

RESOURCE

PLAY TO STEAL A
RANDOM CARD
FROM ANOTHER
FARMER'S HAND



HARVEST CONTRACT

RESOURCE

STEAL A GROWING
CROP FROM
ANOTHER FARMER'S
PLOT AND PLACE IT IN
YOUR HAND



TRACTOR

RESOURCE

PLAY THIS ON A
SUPPLY CARD DURING
THE DRAWING PHASE
TO RESERVE IT;
NOBODY MAY CLAIM
IT BUT YOU



FENCE

RESOURCE

IF YOU ARE THE
TARGET OF ANOTHER
PLAYER'S ACTION,
YOU MAY PLAY THIS
AS A REACTION TO
NEGATE IT



SHELTER

RESOURCE

PLAY THIS WHEN A
NATURAL EVENT IS
DRAWN TO IGNORE
ITS EFFECTS



HEARTLAND



**SUPPLY
CARD**

HEARTLAND



**SUPPLY
CARD**

HEARTLAND



**SUPPLY
CARD**

HEARTLAND



**SUPPLY
CARD**

HEARTLAND



**SUPPLY
CARD**

HEARTLAND



**SUPPLY
CARD**

HEARTLAND



**SUPPLY
CARD**

HEARTLAND



**SUPPLY
CARD**

HEARTLAND



**SUPPLY
CARD**

SEED WEEVILS (PESTS)

SEED WEEVILS ARE ATTACKING SEEDOIL CROPS. FLIP OVER ALL CURRENTLY PLANTED SEEDOILS AND HALT THEIR GROWTH UNTIL A PESTICIDE IS PLAYED

WIND EROSION

THE SAN JOAQUIN VALLEY DUST DROPS AIR QUALITY TO <PM10; ALL FARMERS DELAY GROWING GRAIN, ALLIUM, AND OILSEED CROPS BY TWO ROUNDS

MULTI-YEAR DROUGHT

PROLONGED DROUGHT AND CUTBACKS SLOW SEASON TIMING; ALL FARMERS DELAY ALL GROWING CROPS' GROWTH BY ONE ROUND

ARMYWORMS (PESTS)

ARMYWORMS ARE ATTACKING GRAIN CROPS. FLIP OVER ALL CURRENTLY PLANTED GRAINS AND HALT THEIR GROWTH UNTIL A PESTICIDE IS PLAYED

ACP SURGE (PESTS)

ASIAN CITRUS PSYLLIDS ARE ATTACKING FRUIT CROPS. FLIP OVER ALL CURRENTLY PLANTED FRUITS AND HALT THEIR GROWTH UNTIL A PESTICIDE IS PLAYED

ROOT MAGGOTS (PESTS)

ROOT MAGGOTS ARE ATTACKING VEGETABLES. FLIP OVER ALL PLANTED ALLIUMS AND HALT THEIR GROWTH UNTIL A PESTICIDE IS PLAYED

APHIDS (PESTS)

APHIDS ARE ATTACKING TREENUTS. FLIP OVER ALL CURRENTLY PLANTED TREENUTS AND HALT THEIR GROWTH UNTIL A PESTICIDE IS PLAYED

MONOCULTURE BLIGHT

SAME-CROP ACREAGE AMPLIFIES PATHOGEN SPREAD; IF ANY FARMER IS GROWING 2+ OF ONE CROP, PICK 1 TO LOSE

RED FLAG DAY (WILDFIRE)

ALL FARMERS MUST SACRIFICE 1 PLANTED CROP TO PREVENT FIRE FROM SPREADING TO OTHER CROPS

HEARTLAND



**NATURAL
EVENT**

HEARTLAND



**NATURAL
EVENT**

HEARTLAND



**NATURAL
EVENT**

HEARTLAND



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EVENT**

HEARTLAND



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**NATURAL
EVENT**

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**NATURAL
EVENT**

HEARTLAND



**NATURAL
EVENT**

S.W.E.E.P. ORCHARD RETROFIT

CHALLENGE:

ANY 3 DIFFERENT TREES

REWARD:

+1 PLOT AND +\$1,000

SOURCE: STATE WATER EFFICIENCY & ENHANCEMENT PROGRAM

C.D.F.A. HEALTHY SOILS TRIAD

CHALLENGE:

1 GRAIN, 1 ALLIUM, 1 FRUIT TREE

REWARD:

+1 PLOT AND +\$1,000

SOURCE: CALIFORNIA DEPARTMENT OF FOOD AND AGRICULTURE

N.R.C.S. POLLINATOR BUNDLE

CHALLENGE:

1 ALMOND TREE,
1 SUNFLOWER, 1 FRUIT TREE

REWARD:

+1 PLOT AND +\$1,500

SOURCE: NATIONAL RESOURCES CONSERVATION SERVICE

F.A.R.M.E.R. EQUIPMENT UPGRADE

CHALLENGE:

1 FERTILIZER, 1 PESTICIDE, 1 TRACTOR,
1 BILL OF LADING, 1 HARVEST CONTRACT

REWARD:

+1 PLOT AND +\$2,000

SOURCE: FUNDING AGRICULTURAL REPLACEMENT
MEASURES FOR EMISSION REDUCTIONS

S.C.B.G.P. DIVERSITY TRIO

CHALLENGE:

1 OF EACH CROP TYPE (TREENUT,
FRUIT, ALLIUM, GRAIN, OILSEED)

REWARD:

+1 PLOT AND +\$2,000

SOURCE: SPECIALTY CROP BLOCK GRANT PROGRAM

E.Q.I.P. ROTATION PLAN

CHALLENGE:

2 OILSEED CROPS

REWARD:

+1 PLOT AND +\$1,000

SOURCE: ENVIRONMENTAL QUALITY INCENTIVES PROGRAM

S.J.V.A.D. TREE HANDCUFF

CHALLENGE:

1 PROTEST, 3 DIFFERENT TREES

REWARD:

+1 PLOT AND +\$1,500

SOURCE: SAN JOAQUIN VALLEY AIR DISTRICT

E.Q.I.P. MEDITERRANEAN BLOCK

CHALLENGE:

1 OLIVE TREE, 1 ALMOND TREE, 1
GARLIC, 1 CORN

REWARD:

+1 PLOT AND +\$1,500

SOURCE: ENVIRONMENTAL QUALITY INCENTIVES PROGRAM

U.C.A.N.R. I.P.M. FIELD PLAN

CHALLENGE:

1 TREENUT, 1 FRUIT TREE,
1 PESTICIDES

REWARD:

+1 PLOT AND +\$1,500

SOURCE: U.C. AGRICULTURE AND NATURAL RESOURCES
INTEGRATED PEST MANAGEMENT

HEARTLAND



**CHALLENGE
CARD**

HEARTLAND



**CHALLENGE
CARD**

HEARTLAND



**CHALLENGE
CARD**

HEARTLAND



**CHALLENGE
CARD**

HEARTLAND



**CHALLENGE
CARD**

HEARTLAND



**CHALLENGE
CARD**

HEARTLAND



**CHALLENGE
CARD**

HEARTLAND



**CHALLENGE
CARD**

HEARTLAND



**CHALLENGE
CARD**

3 

SUNFLOWER FIELD
OILSEED CROP



AFTER GROWTH:

\$0 YIELD
+ \$1,000/round

3 

3 

SUNFLOWER FIELD
OILSEED CROP



AFTER GROWTH:

\$0 YIELD
+ \$1,000/round

3 

CLIMATE POLICY DEREGULATED

BURN LIMITS AND RIVER-FLOW
PROTECTIONS ARE LOOSENEED;
ALL FARMERS LOSE A FULLY
GROWN TREE.

ICE AUDIT/H2-A VISA HOLD

ICE RAIDS AND VISA HOLDS
STALL CREWS; THIS BUYING
PHASE, IF A RESOURCE CARD
IS DRAWN, REDRAW IT UNTIL
IT IS A CROP CARD

HIGH-SPEED RAIL CONSTRUCTION WORK

CONSTRUCTION CLAIMS
FIELDS MID-SEASON; NO
PLANTING THIS UPCOMING
PLANTING PHASE

EXPORT SHOCK

EXPORT TARIFFS AND OVERSEAS
PRICE SWINGS SQUEEZE
MARGINS; ALL FARMERS LOSE
\$500 FOR EVERY FULLY GROWN
TREE.

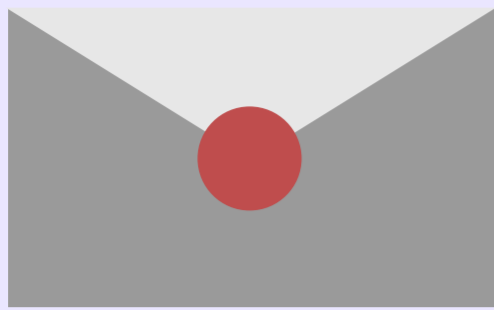
COMPLIANCE HOLD

INSPECTION AND PERMIT
BACKLOGS FREEZE INPUTS;
IF YOU HOLD OVER 5 CARDS
IN HAND, DISCARD HALF
(ROUND UP)

COUNTY EMERGENCY ASSESSMENT

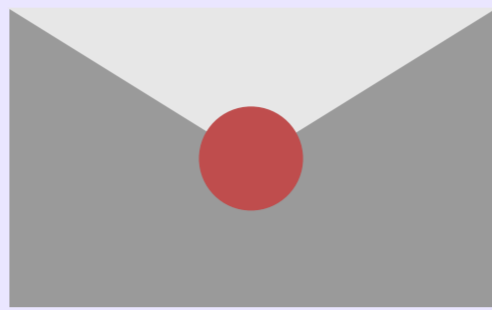
EMERGENCY LEVY; AFTER A
DISASTER, THE RICHEST
FARMER (FARMERS IF TIE)
MUST PAY \$1,000 IN SPECIAL
COUNTY TAXES.

HEARTLAND



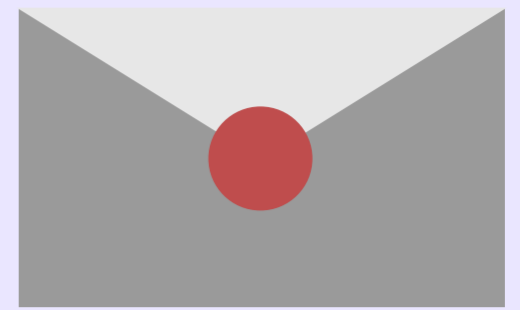
**GOV.
EVENT**

HEARTLAND



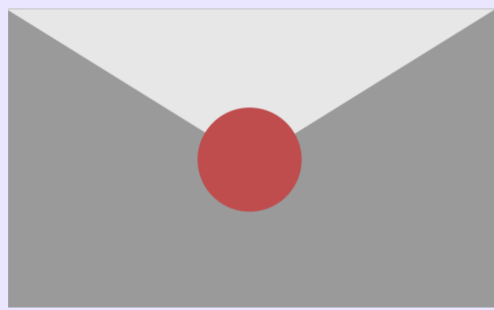
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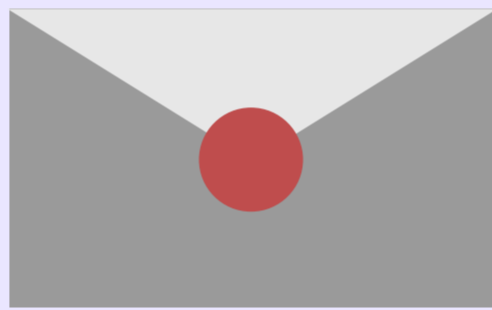
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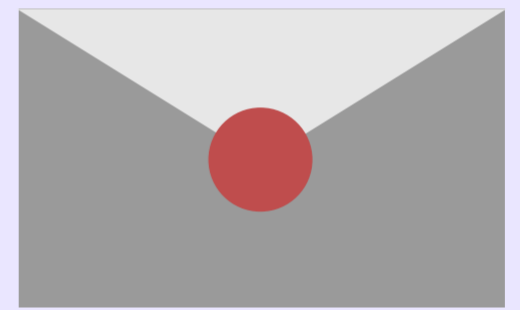
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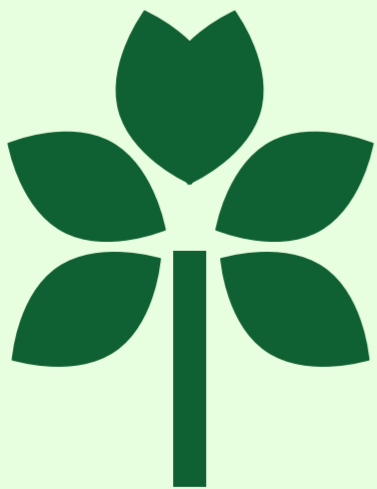
**GOV.
EVENT**

HEARTLAND



**GOV.
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HEARTLAND



**SUPPLY
CARD**

HEARTLAND



**SUPPLY
CARD**

