



PROTOTYPE BY SUNNYSIDEUP GAMES

1-4 City Planners | 15-30 Minutes | 6-99+ Years

Thanks for trying our print-and-play prototype! This is an **early version with placeholder images and content** that will change over time. This prototype is for personal use only and not for sale. Let us know your questions and feedback on the forums at
<https://boardgamegeek.com/boardgame/429167/sunshine-cities>

Printing Guide

- Page 2-3: Instructions can be printed double-sided as a single page
- Page 4-10: Mount the 48 city tiles, 4 landscape boards, 4 action tokens (with front and back sides), and player board on cardboard, with a bag to store the city tiles
- Page 11-14: Goal cards have front and back sides, ideally mounted on cardstock

Sunshine Cities

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PROTOTYPE V1.7

OBJECTIVES

Build your unique city while **completing goal cards**. The game ends when you can no longer place any city tiles or complete any goal cards.

When the game ends, **add up the city score**:



+3 per completed
goal card



+1 per unused
action token

In multiplayer, work together to complete goals.
Each player builds on their own landscape board, but they can be connected as a shared city.

SETUP

1



Each player starts with 1 random **landscape board**

2



Place the **48 city tiles** into the bag and shuffle thoroughly

3



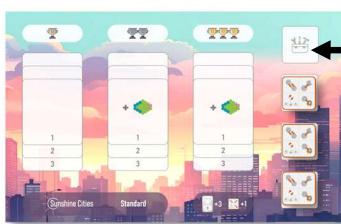
Place **45 goal cards** face-down in 3 stacks and shuffle

Draw 3 goal cards and place them face-up in a row



4

Place **4 action tokens** on the player board



CITY TILES

City tiles have four colors and each has a **path** that is usually beneficial to join with other tiles.



Residential



Commerce



Industry



Services

GOAL CARDS



Have 3+ **residential** city tiles touching in a group, without needing a path



Have 3+ **services** city tiles in a single path, without needing to directly touch



Have 3+ **commerce** city tiles touching water



Have 3+ **industry** city tiles touching uncovered mountains



Have 3+ **industry** city tiles touching one or more **commerce** city tiles



Have +6 length path of city tiles of any color



Have 4+ length path of city tiles of any color that forms a loop



FLIP FOR HOW TO PLAY

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HOW TO PLAY

The youngest player starts first, going clockwise:

- 1 Draw a city tile from the bag

- 2 Place the city tile on your landscape board, ensuring all city tiles are touching



- 3 Place any completed goal cards on the player board on the first free slot in the relevant tier

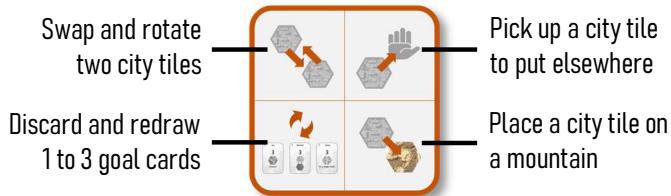


Draw new cards to replace completed goals if you haven't got to the next tier by filling 3 slots

- 5 Place any unplaced city tiles and pass the bag to the next player to end your turn

USING ACTION TOKENS

Flip one (or more) action tokens face-down on your turn to perform 1 of these actions:



CITY TIERS

Your city advances to the next tier when you **fill the 3 goal card slots** of the current tier. Whenever you advance from the or tiers:

- Discard current face-up goal cards in play, and then draw 3 new goal cards from the next tier
- Connect new landscapes based on # of players:

Players		
1	+1 landscape	+1 landscape
2-3	-	+1 landscape
4	-	-

Freely connect landscape boards by having one or sides fully touching. Once joined, they cannot be moved. For multiplayer, any player can build on added landscapes as long as it is connected to their city.

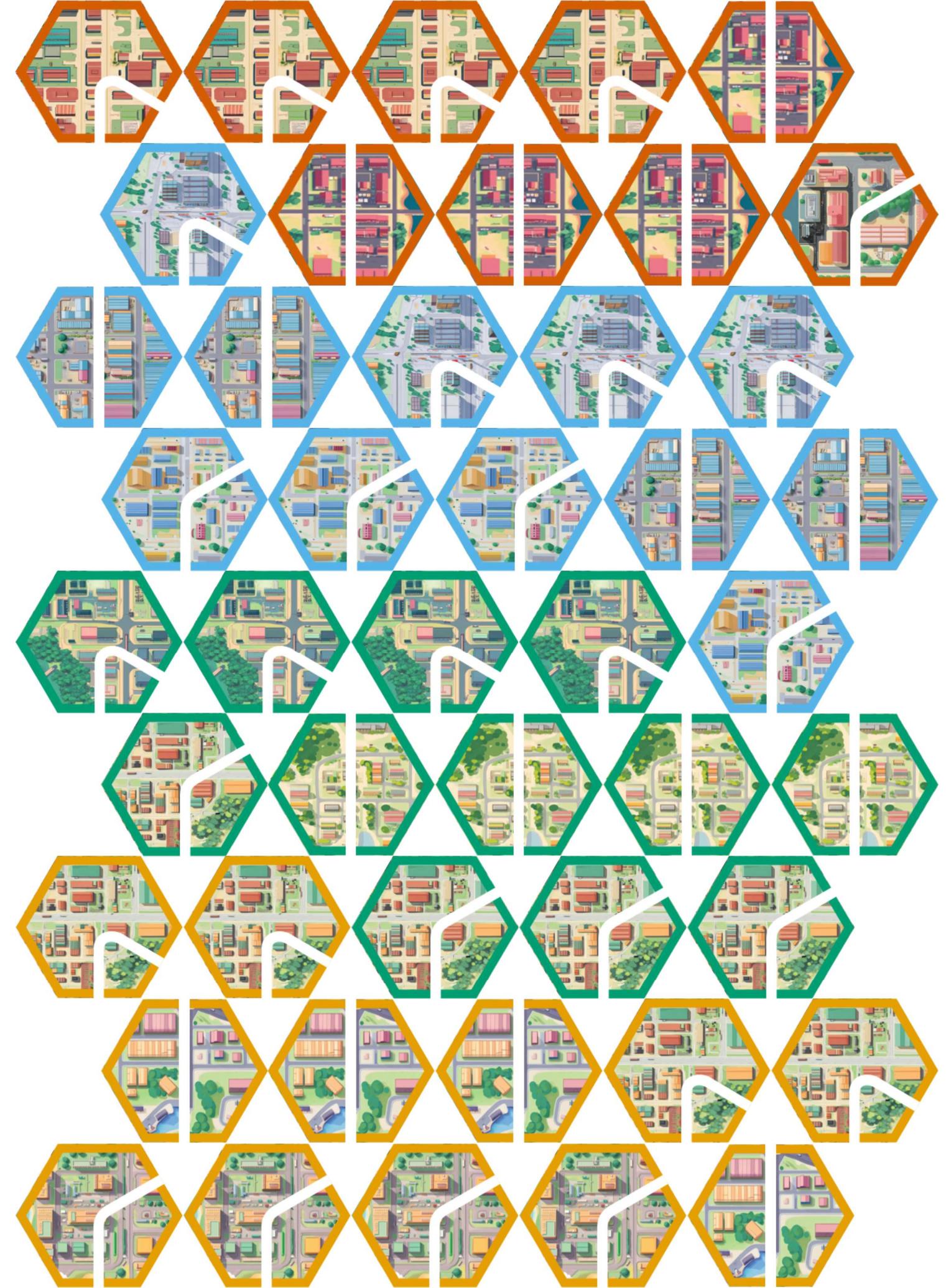


CITY SCORING

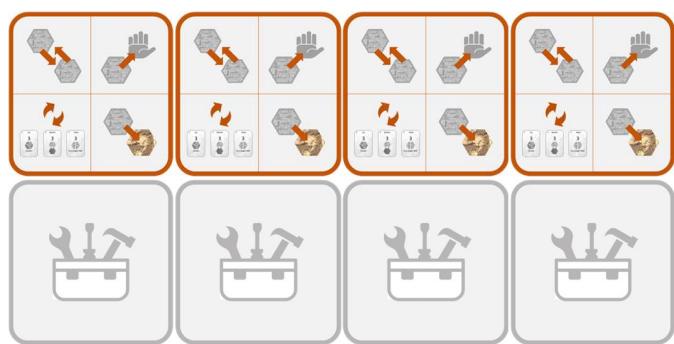
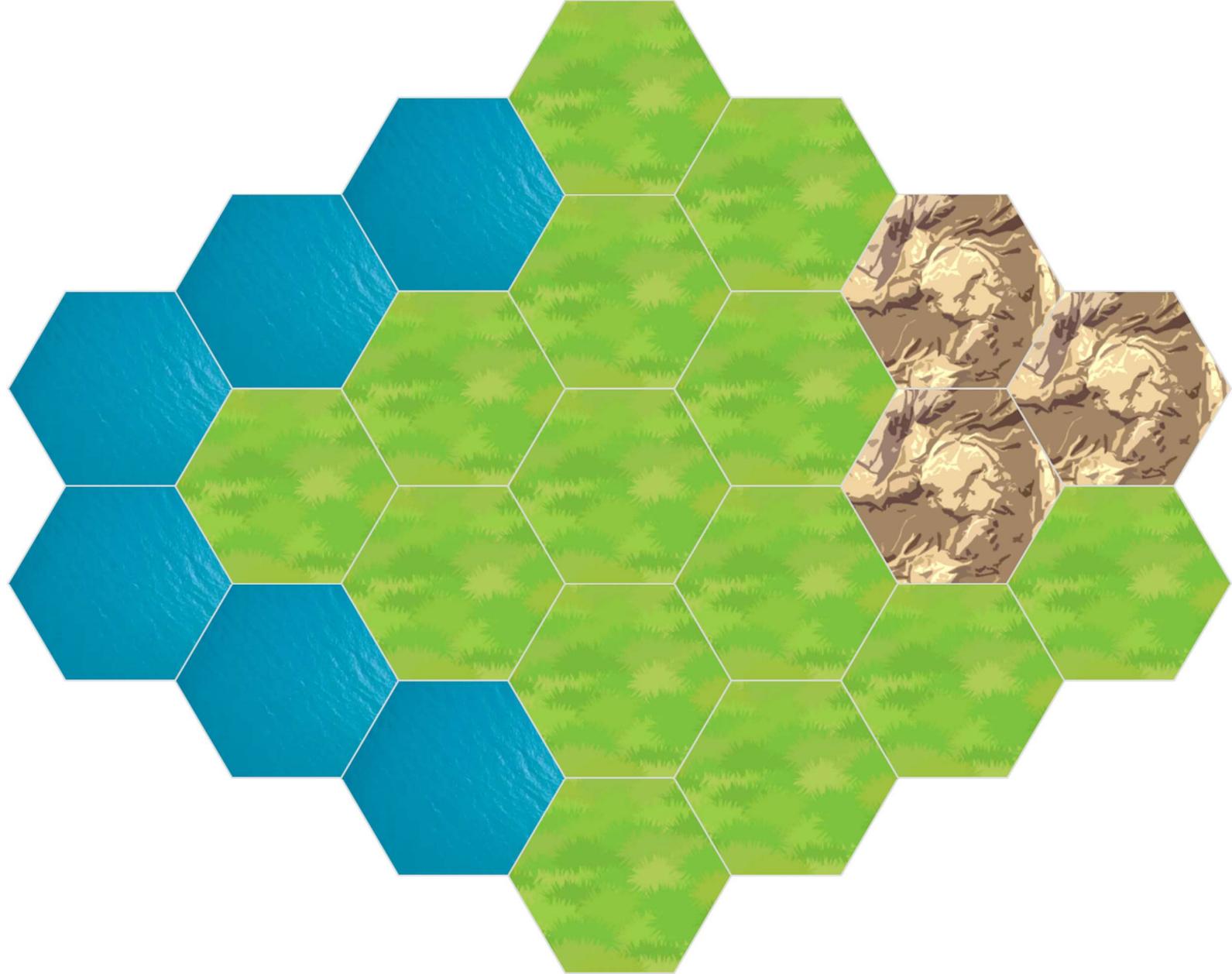
The game ends when you can no longer place any city tiles or complete any goal cards, or if you fill all goal card slots. Score your city, review the goal cards descriptions achieved in each tier, and enjoy your city!

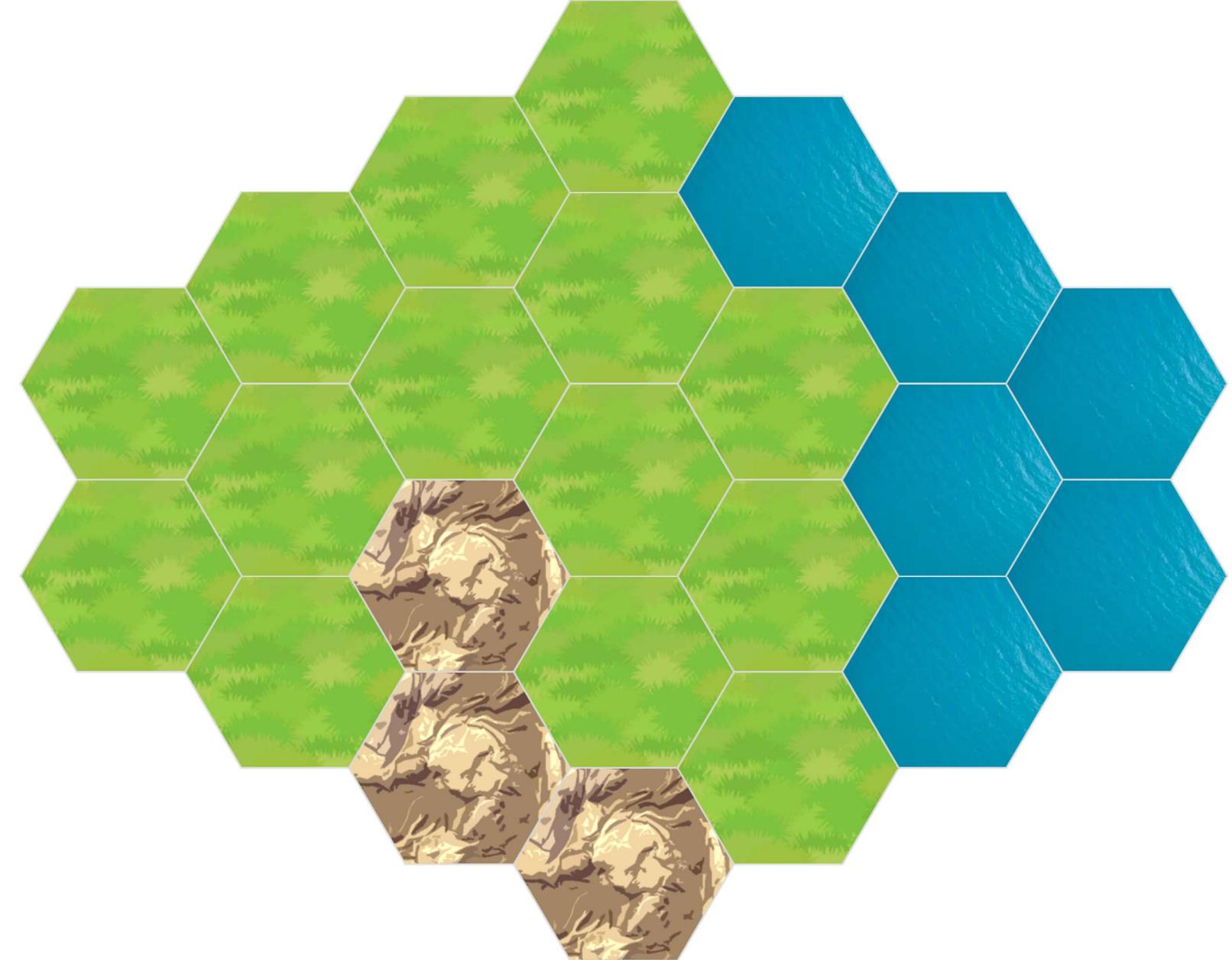
3+ points	New Settlement
12+ points	Developing Community
18+ points	Established District
24+ points	Efficient Cityscape
30+ points	Urban Masterpiece
36+ points	Visionary Metropolis

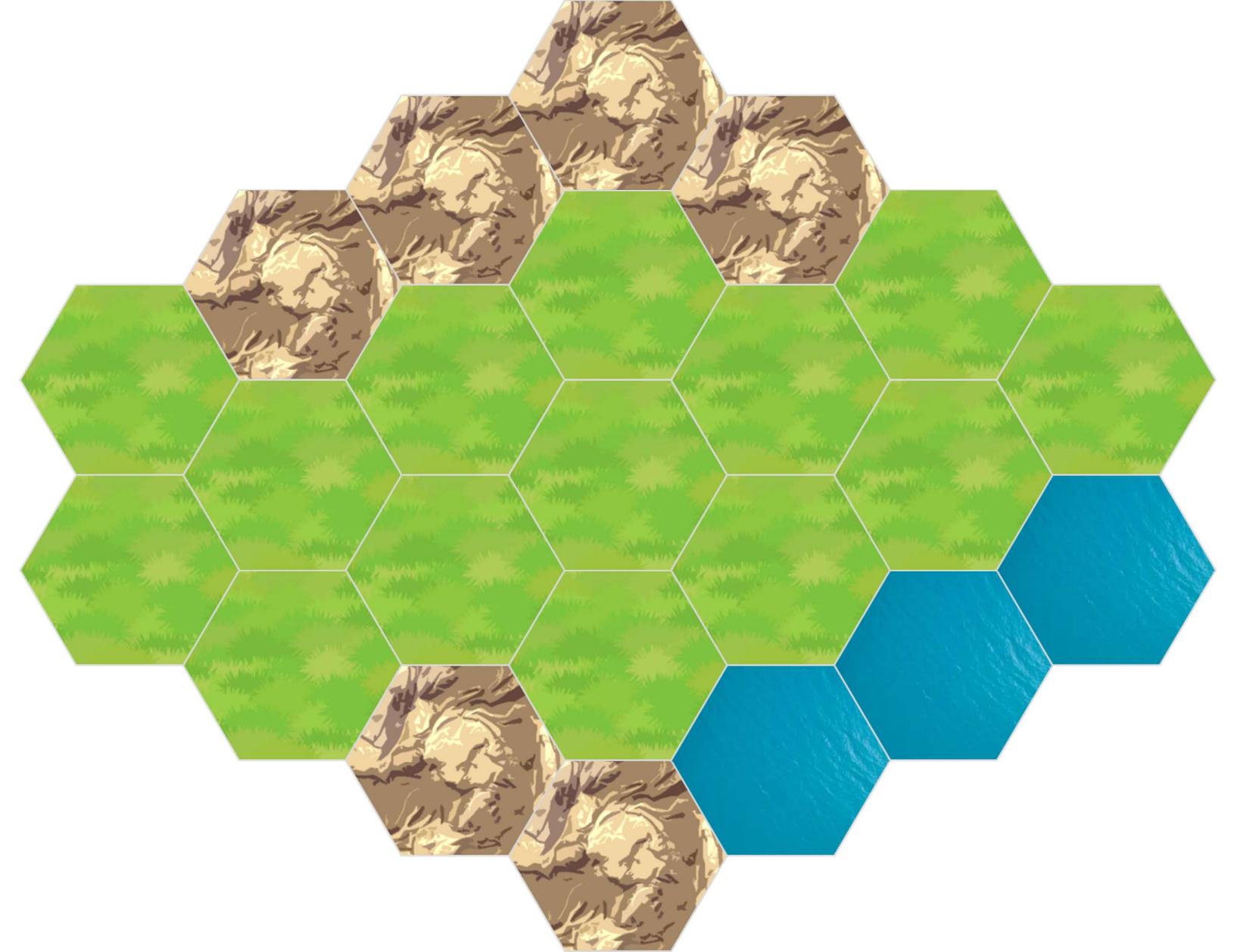
Want a high score challenge? Flip the player board to the challenge mode and complete 4 goals per tier!

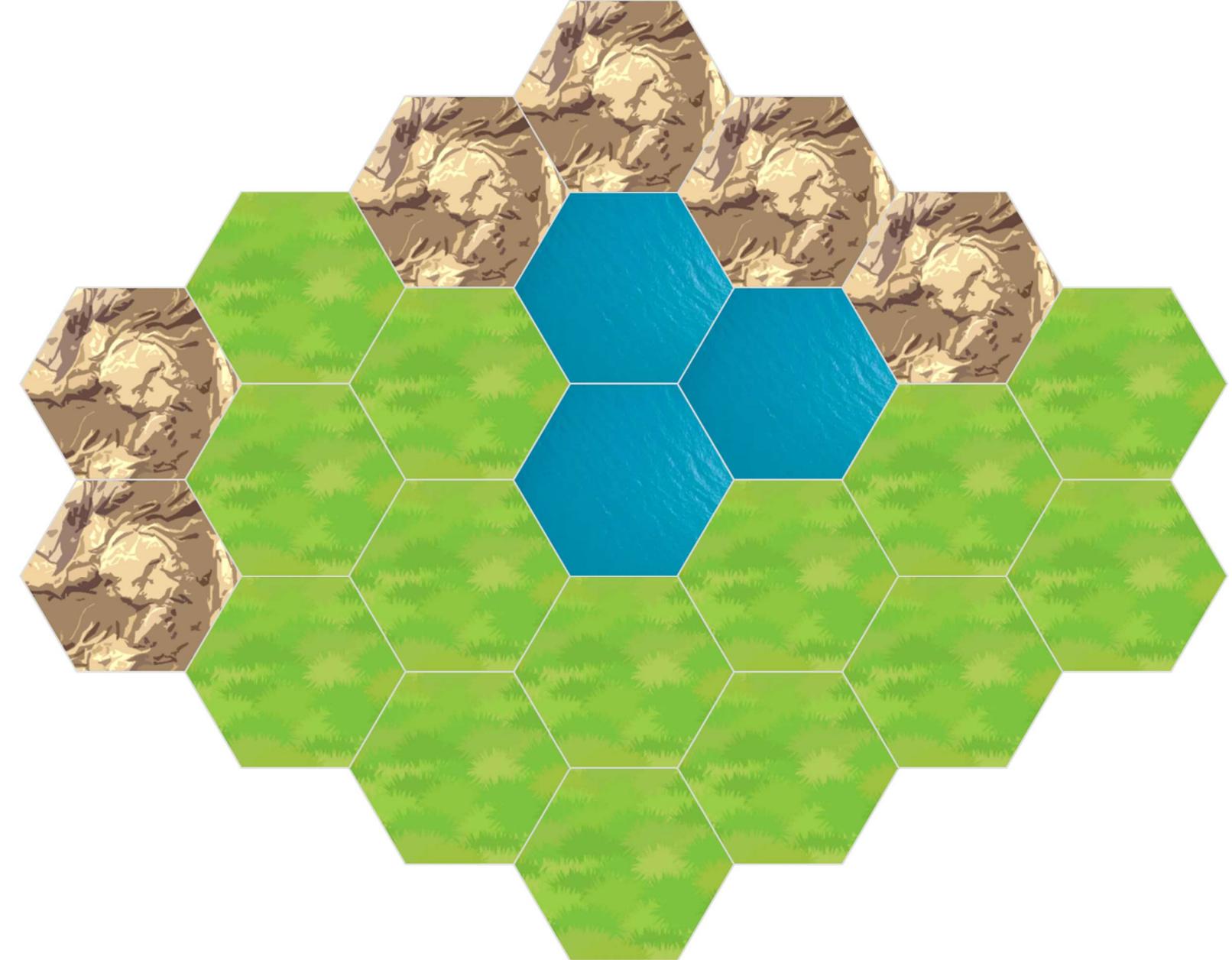














1

2

3

1

2

3

1

2

3

Sunshine Cities

Standard

+3 +1



1

2

3

4

1

2

3

4

1

2

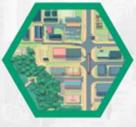
3

4

Sunshine Cities

Challenge

+3 +1

Cozy	Hip	Efficient	Tidy	Waterfront
 3 Cluster	 3 Cluster	 3 Cluster	 3 Cluster	 3 Cluster
 Connected	 Convenient	 Dynamic	 Developed	 Comfortable
 4 Loop Path Length	 3 In a single Path	 3 In a single Path	 3 In a single Path	 3 In a single Path
 Suburban	 Trendy	 Productive	 Organized	 Coastal
 6 Cluster	 6 Cluster	 6 Cluster	 6 Cluster	 6 Cluster
 Idyllic	 Vibrant	 Abundant	 Cultured	 Sprawling
 8 Cluster	 8 In a single Path	 8 Cluster	 8 In a single Path	 20 Path Length
 Metropolis	 Cosmopolitan	 Industrialized	 Planned	 Oceanfront
 8 Cluster	 8 Cluster	 8 Cluster	 8 Cluster	 8 Cluster



Tranquil	Community	Resourceful	Refined	Growing
 3 	 3  In a single Path	 3  	 3  In a single Path	 6  Path Length
 Scenic 	 Neighboring  In a single Path	 Bountiful  	 Elegant  In a single Path	 Expansive  Path Length
 Cohesive  Loop Path Length	 Bustling  In a single Path	 Powerhouse  In a single Path	 Affluent  	 Sustainable  
 Integrated  Loop Path Length	 Inclusive  In a single Path	 Heartland  In a single Path	 Prosperous  	 Enriched  

