



# Sunshine Cities

Take a coffee break and build harmonious cities

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

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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

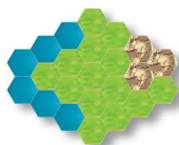


**+1** per unused  
action token

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

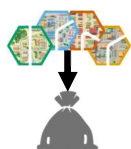
## SETUP

1



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

2



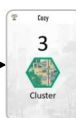
Place the 48 **city tiles** into the  
bag and shuffle thoroughly

3



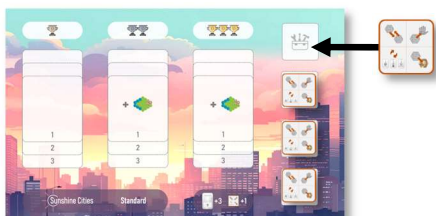
Place 45 **goal cards** face-down  
in 3 stacks and shuffle

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

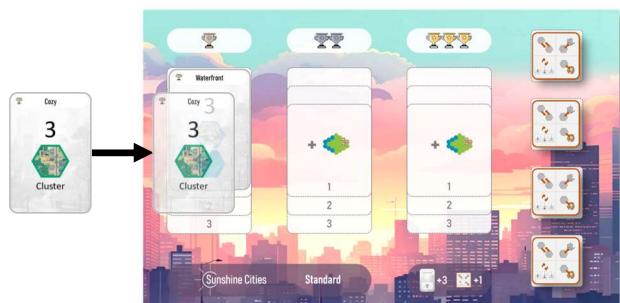
The youngest player starts first, going clockwise:

- 1 Draw a city tile from the bag
- 2 Place the city tile on your landscape board, ensuring all city tiles are touching



Tiles can't be placed on water or mountain by default

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

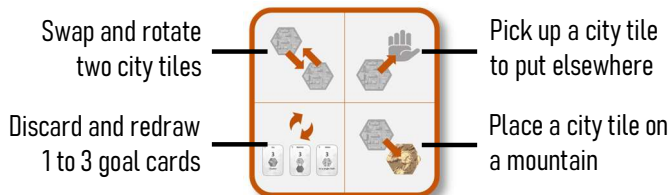


Draw new cards to replace completed goals **if you haven't got to the next tier by filling 3 slots**

- 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:



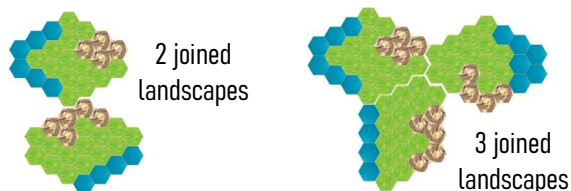
## CITY TIERS

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.



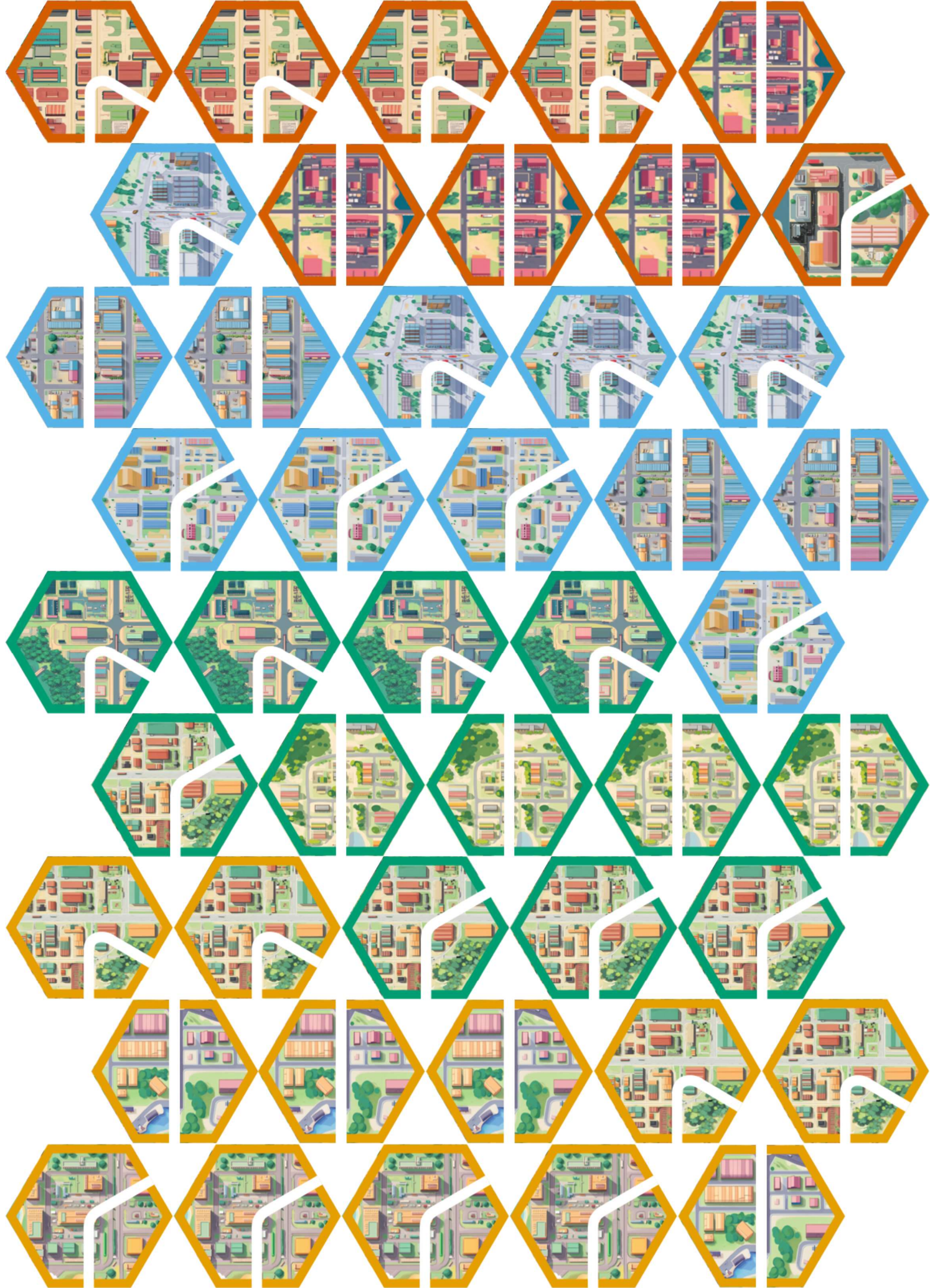
## CITY SCORING

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

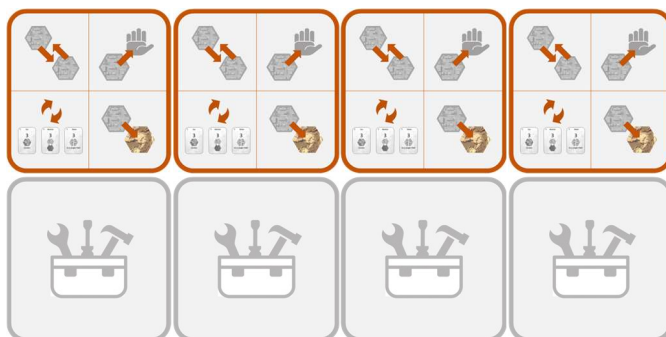
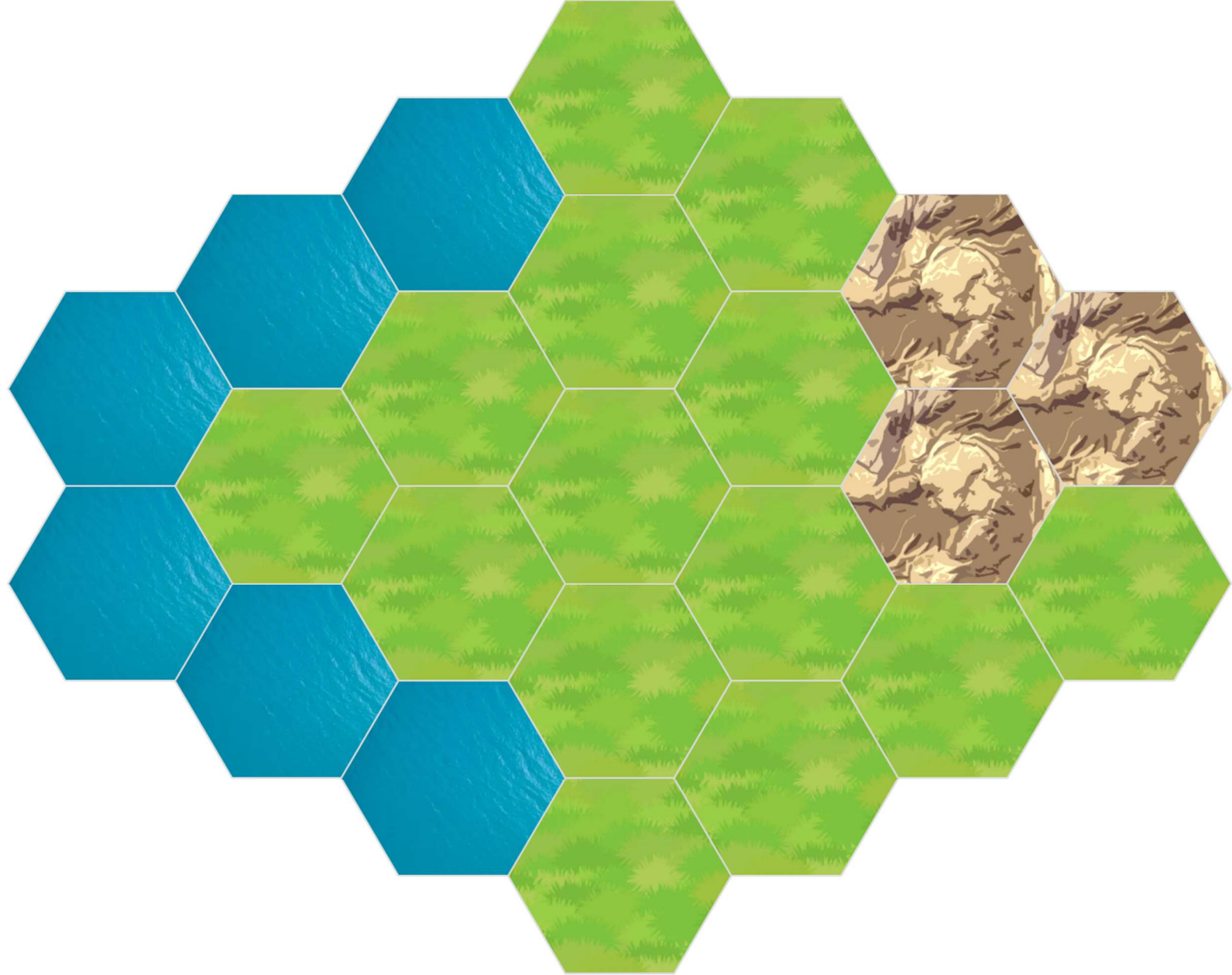
Want a high score challenge? Flip the player board to the challenge mode and complete 4 goals per tier!

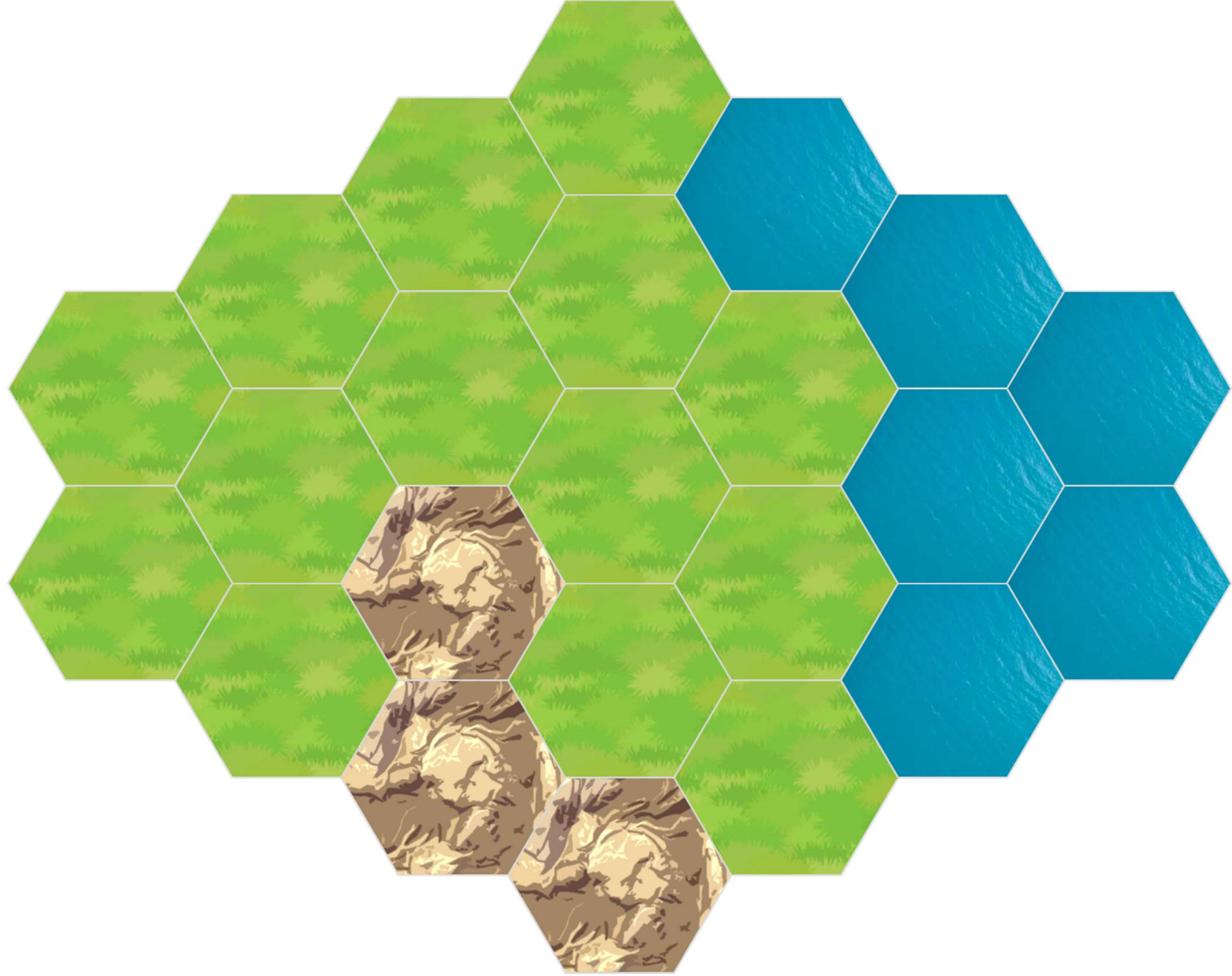


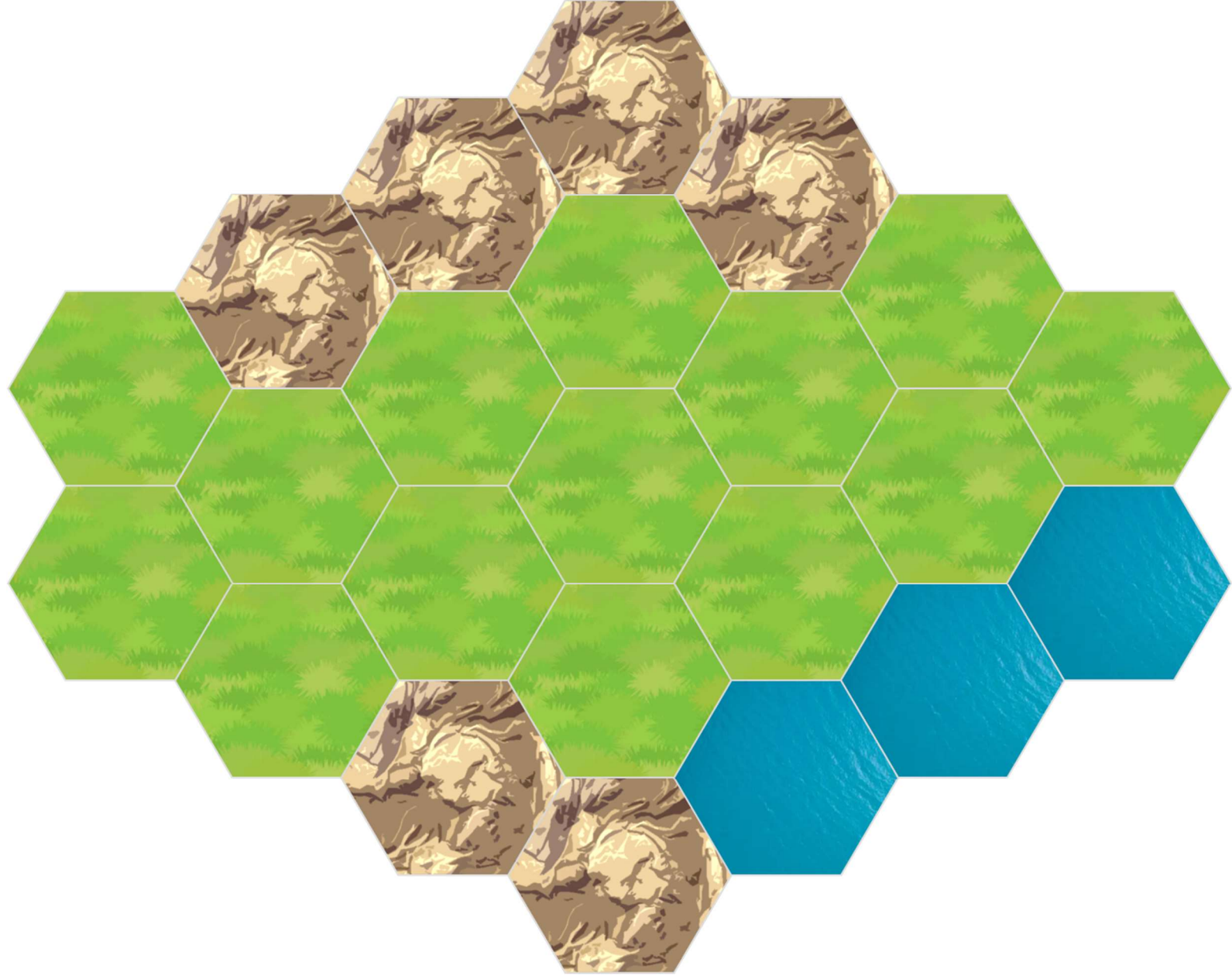




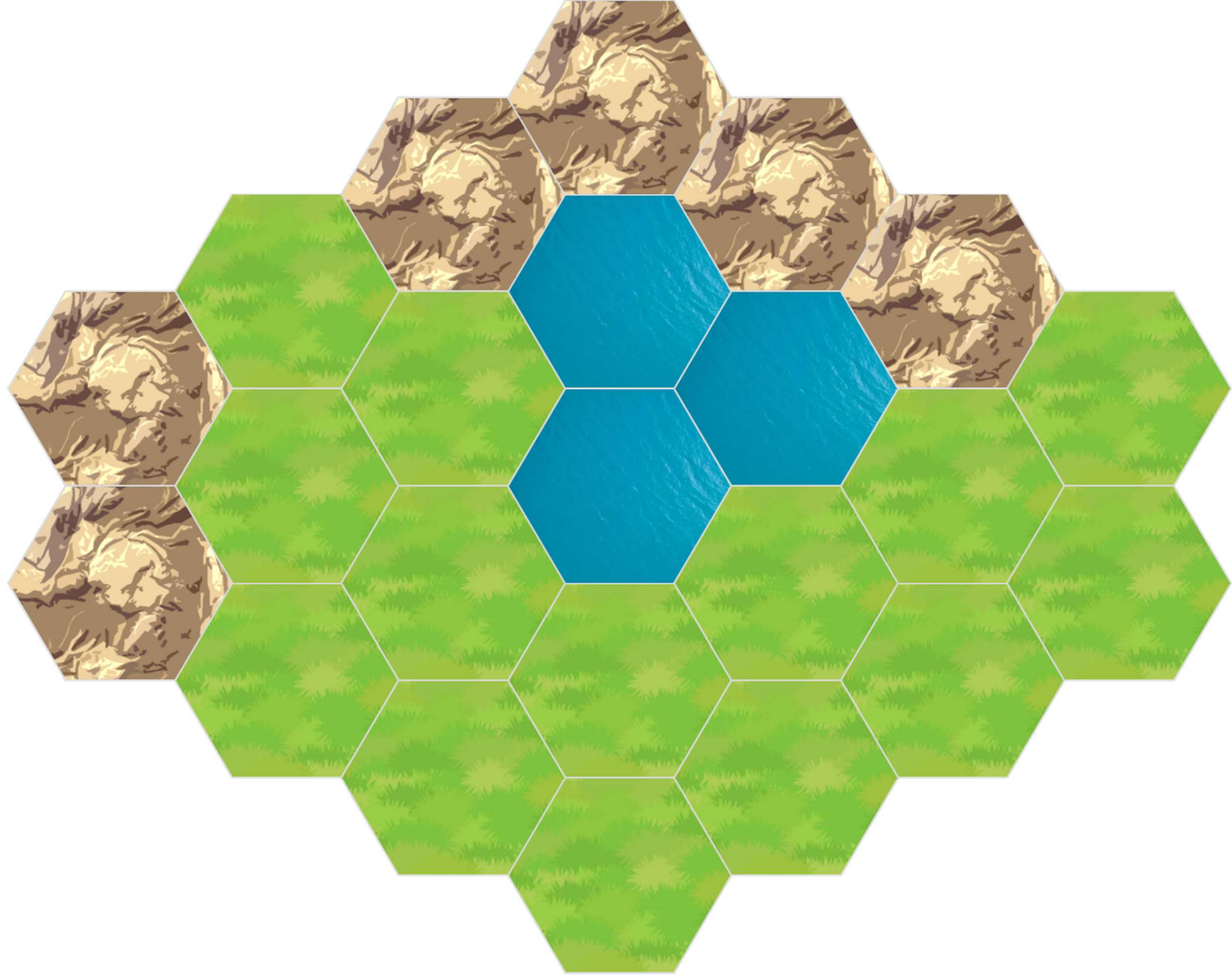














1

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





 <b>Tranquil</b> 3 	 <b>Community</b> 3  In a single Path	 <b>Resourceful</b> 3 	 <b>Refined</b> 3  In a single Path	 <b>Growing</b> 6  Path Length
 <b>Scenic</b> 6 	 <b>Neighorly</b> 6  In a single Path	 <b>Bountiful</b> 6 	 <b>Elegant</b> 6  In a single Path	 <b>Expansive</b> 12  Path Length
 <b>Cohesive</b> 8  Loop Path Length	 <b>Bustling</b> 6  In a single Path	 <b>Powerhouse</b> 6  In a single Path	 <b>Affluent</b> 6 	 <b>Sustainable</b> 6 
 <b>Integrated</b> 12  Loop Path Length	 <b>Inclusive</b> 8  In a single Path	 <b>Heartland</b> 8  In a single Path	 <b>Prosperous</b> 8 	 <b>Enriched</b> 8 



