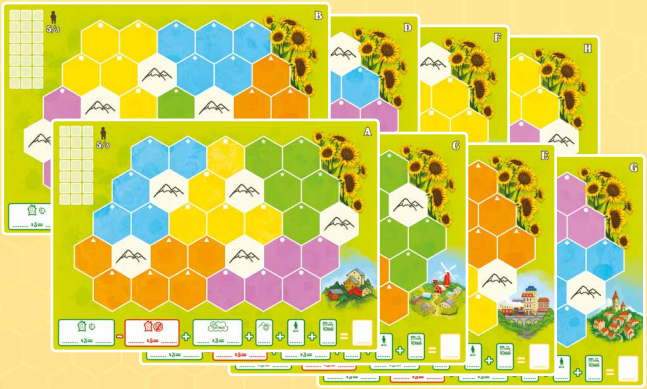
GAME RULES

Summary

Your goal is to settle a mountain valley using special dice. Place houses in the valley and connect them with railroads to gain victory points. You will gain additional points for cheering up villagers by planting sunflowers at the base of the mountains. Remember that the villagers also need sheep. Other players are not going to stand idly by — they also want to get the best dice. Take a marker and draw your own valley in this creative board game!

Components



20 double-sided player sheets

5 markers

1 double-sided sheet with playing board and reference

6 dice

1 first player token

Game rules

Setup

1. Each player gets a **marker** and a **sheet marked with any letter** (A, B, C, D, E, F, G or H). All the players must have sheets with the same letters.

Tip: We recommend playing your first games with up to four players to speed up the process. When you have enough game experience, feel free to add the fifth player.

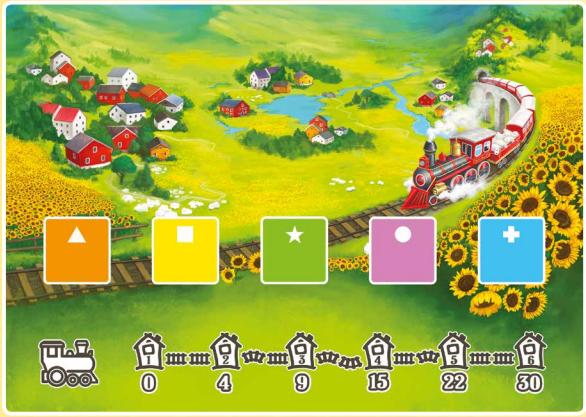
2. Place the 6 dice and the playing board (reference side up) on the table. Each player randomly takes an unused player sheet and looks at the picture of the town on the right. Then the player finds that picture on the reference and draws their first house on the same hex of their sheet. Return the unused markers and player sheets (including those used to determine the position of the first house) to the box.

Picture Reference House

3. Each player adds their **first 2 villagers** to the Villagers section of their sheet.

4. Give the **first player token** to the youngest player.

5. Turn the reference sheet over, so the playing board is face-up.



6. Turn off all distracting digital devices. You are now ready to enjoy this fully analog game!

Tip: Use the top of the box as a dice tray.

Warning: Protect your play area before play. The markers may stain fabrics and some surfaces. Keep away from eyes and skin. Make sure all player sheets are clean before returning them to the box.

Game play

The game consists of several rounds. Each round the players take their turns one by one, starting with the first player and continuing clockwise.

During a round the following phases happen in this order:

A. Throw 6 dice

B. Players take the dice and draw symbols

C. End of the round

A. Throw 6 dice

In the beginning of a round the first player throws all 6 dice to create a dice reserve.

B. Players take the dice and draw symbols

Starting with the first player each player takes a turn.

During their turn a player chooses **1 die from the reserve** and claims a color by placing the die on a free colored space of the playing board. Then they find a free **hex of the same color** on their sheet and draw the same symbol that was on the die they chose.

Example: *George is the first player. He takes and claims* ***blue*** *on the playing board. He draws a curved railroad on a free hex* ***in the blue*** *area of his sheet.*

George's sheet

Note: You cannot draw a curved railroad ( ) as a sharp bend or straight railroad ( ).

This is the only way you may draw a curved railroad!

When you build a house ( ) or plant a super sunflower (with), you gain a certain number of villagers. You get a villager by drawing a check mark in **the Villagers section** of your sheet. You may get **additional victory points** at the end of the game by having the largest number of villagers.

The Villagers section on your sheet

A house ( ) gets you 2 new villagers.

A super sunflower ( ) gets you 1 new villager.

Note: You can track the number of your villagers by drawing super sunflowers a little different from your regular sunflowers.

Example: *Paul has the next turn. He chooses and claims orange on the playing board so that he can draw a* ***house*** *in the orange area of his sheet. He also adds* ***2 villagers*** *for the house he just built.*

Paul's sheet

If the only dice left are those you don't need, you **must** still choose one of them and draw the corresponding symbol.

If none of the colors available on the playing board are available on your sheet, you must still choose a die and claim a color with it. Instead of drawing the corresponding symbol, you **must** draw a sunflower on any free hex of your sheet. You get a new villager only if you choose a .

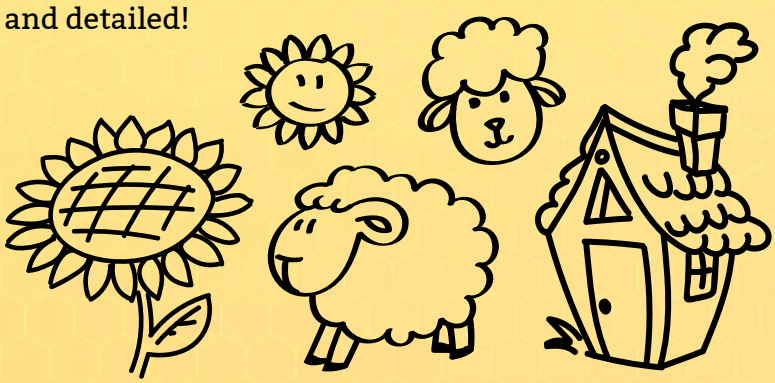
C. End of the round

The round ends when all the colors on the playing board have been claimed and the players have drawn the corresponding symbols (if possible).

Take all 6 dice and pass the first player token to the next player clockwise. The new round begins with phase A.

Note: Not all the players can take an equal number of turns during a round, but all the players will take an equal number of turns during the game.

Tip: Don't let the symbols on the dice limit your creativity. Set your imagination free and draw the symbols any way you want. Use the waiting time between your turns to make your pictures unique and detailed!



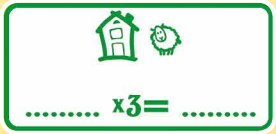
End of the game

The game ends when all the players have drawn symbols on all the hexes of their sheets. After that the players count the points they gain for all the symbols on their sheets. The player with the most points wins!

Scoring

At the end of the game players mark their scored points in the corresponding fields at the bottom of their sheet.

A. Houses with sheep



Gain **3 victory points for each pair of a house and a sheep**. Each sheep can only be paired with one house.

This is how you pair them:

Adjacency: A sheep can be paired with a house in an adjacent hex.

Connection: A sheep can be paired with house A if it's adjacent to house B. House B must be adjacent to house A or connected to it with at least one railroad. Think of it as a sheep being transported from one house to another by train.

A flock of sheep: If 2 sheep or more are on adjacent hexes, they are considered a flock of sheep. If at least one sheep in the flock can be paired with a house by adjacency or connection, then any other sheep in the flock could be paired with that house instead.

Tip: Strategically place flocks of sheep to leave the best spots for your houses, railroads and sunflowers, while still providing your houses with sheep!

Settlement: if 2 houses or more are on adjacent hexes, they are considered a settlement. If a sheep can be paired with a house in a settlement, it could be paired with any other house in that settlement instead. Remember that each house in the settlement needs its own sheep.

Example: *Any of these sheep can be paired with any of these houses or transported to any other connected house or settlement over the railroad.*

How to play with children

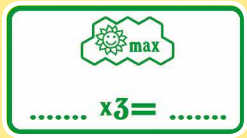
When you play with children, pairing sheep and houses might seem difficult for them. You may simplify the rules so that the sheep can be paired only with houses in adjacent hexes.

B. Houses without sheep

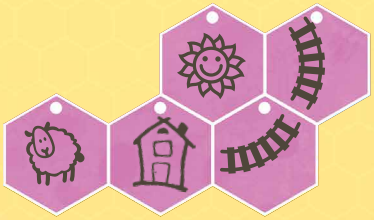
Withdraw 5 points for each house without a sheep.

Tip: Make sure that your houses can be paired with sheep in multiple ways, such as through settlements and railroads, to increase your chances of pairing them all!

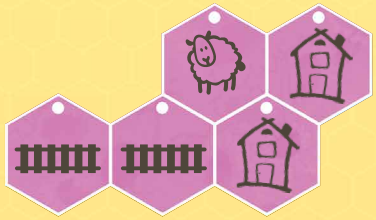
C. The most sunflowers



Gain **3 victory points for each colored area** of your sheet where you have **the most sunflowers**. In case of a tie nobody gains victory points for that colored area.



Mary's purple area



Paul's purple area

Example: *Paul and Mary check who has the most sunflowers in the purple area. Mary has 1 sunflower, Paul has none. Since Mary has the most sunflowers in the purple area, she gains 3 victory points.*

Note: A super sunflower is considered a regular sunflower in this case.

D. Mountains

You gain as many victory points for **each mountain hex** as there are **sunflowers on adjacent hexes**.

Example: *for the left mountain the player gains 2 points, for the right mountain the player gains 3 points.*

E. Villagers

You gain **5 victory points** if you have **the most villagers**. You gain **3 victory points** if you are the player with the **second** largest number of villagers.

In case of a tie, the player with the most houses gains the victory points. If there's still a tie, the player with the most sunflowers gains the victory points. If there's still a tie, nobody gains victory points.

F. Valley Express

You gain the Valley Express bonus for houses connected to each other **with at least 2 railroads**.

The number of victory points depends on how many houses are connected. See the table at the bottom of the playing board:

Number of houses	1	2	3	4	5	6
Points	0	4	9	15	22	30

Important: A settlement of multiple adjacent houses counts as a single house when scoring the Valley Express bonus.

Example: *3 houses/settlements are connected with (at least) a two-hex railroad. The player gains 9 victory points.*

G. Winning the Game

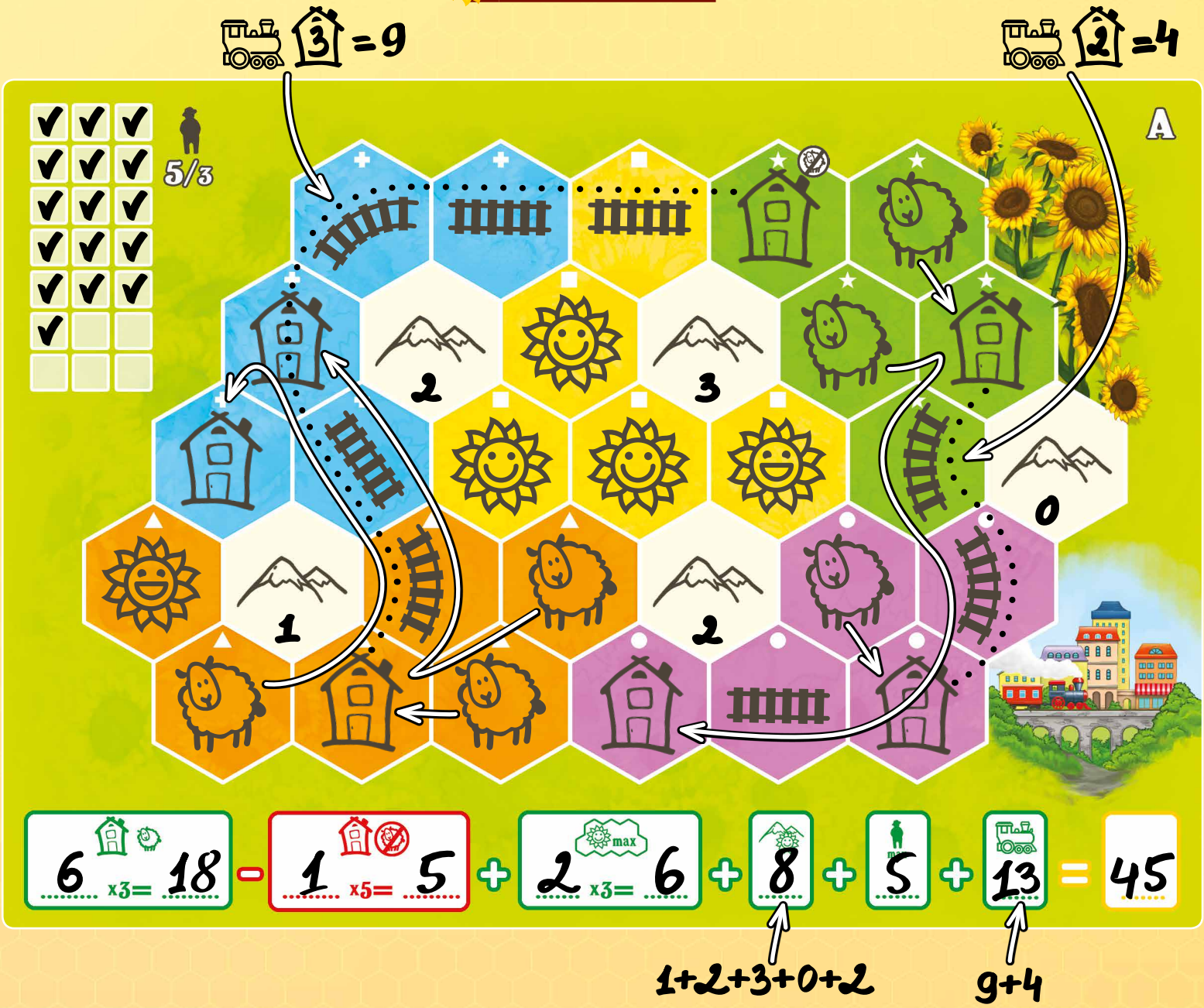
Sum all the victory points you've gained. The player with the most victory points wins!

In case of a tie, the player with the most houses wins.

If there's still a tie, the player with the most sunflowers wins.

If there's still a tie, the player with the most villagers wins.

Scoring example



Feel free to share your Sunflower Valley on your social media channels with #sunflowervalley. We'll repost the best pictures on our sites.

Credits

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