

SUNSHINE CITY

A CITY-BUILDING ROLL-AND-WRITE-AND-MOVE GAME FOR 1-100 PLAYERS

The future is now! Be the first mayor to turn your gas-guzzling metropolis into an eco-friendly paradise by upgrading your buildings, creating new technology, and mobilizing support from the public.

GOAL: To be the first player to convert your city's power grid to solar power.

SHORT GAME (*Recommended for your first game!*)

First to build **4** solar farms wins – 30 minutes

NORMAL GAME

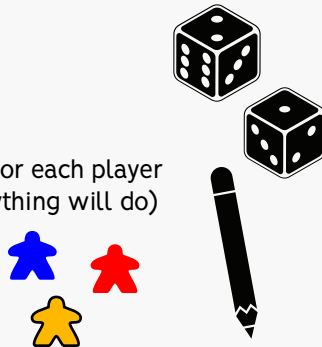
First to **7** solar farms wins – 45 minutes

LONG GAME

First to **11** solar farms wins – 60 minutes

COMPONENTS

- 2 six-sided dice
- 1 city sheet per player
- 1 pen or pencil per player
- 3 different-colored workers for each player (meeples if available, but anything will do)
 - Yellow – builder
 - Red – inventor
 - Blue – lobbyist



SETUP: Every player takes a sheet and places their **Builder**, **Inventor**, and **Lobbyist** in the left-most district on their sheet, the **Money District**.

Place the dice in the center of the table where all players can see them. Roll them until they show **any 2 different numbers**. This will be the roll for the first turn.

Make sure all players have a pen or pencil.




You're ready to play!

OVERVIEW

Sunshine City is a roll-and-write game. Each turn, the dice are rolled then used by all players simultaneously.

After both dice are rolled, every player uses the **lower-numbered die** to move a worker around their city clockwise, activating the worker in whatever district it lands in. Then, every player uses the **higher-numbered die** to move a different worker, activating it in whatever district it lands in.

Workers upgrade your city in different ways:

-  The Builder increases the city's production
-  The Inventor unlocks new ongoing abilities
-  The Lobbyist activates powerful one-time effects.

All of these abilities, effects, and production contribute to the goal of converting your city's power grid to solar power.

Sunshine City is made up of 7 distinct districts:



MONEY DISTRICT

Money makes the sun shine! The Money District makes money, which can be used as a wild resource



CHIP DISTRICT

Computer chips tell daylight where to go. They are primarily used for developing new inventions.



WOOD DISTRICT

Wood, unlike money, **does** grow on trees! Wood is used almost exclusively to construct new buildings.



GLASS DISTRICT

Glass is a 2019 film directed by M. Night Shyamalan. It is the cheapest material in the city.



STEEL DISTRICT

Steel is a valuable resource, used in buildings, inventions, and vehicles. Do not eat it. It is not food.



SCIENCE DISTRICT

Science is created in the Science District, then put into bottles and distributed around the city. Science!

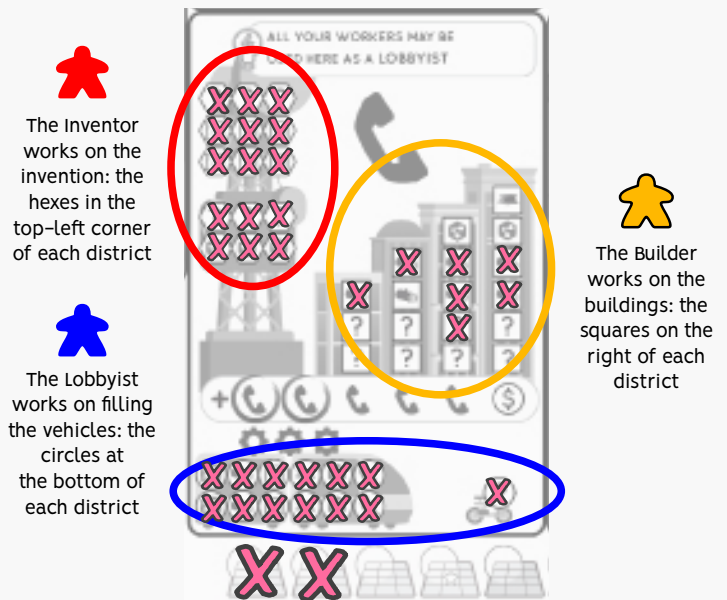


SUPPORT DISTRICT

Support represents swaying the opinions of your citizenry. It is exclusively used by your lobbyist.

GOAL

When **every square, hex, or circle** is filled within a district, a solar farm is created. Mark it at the bottom of your sheet.



In the above example, 2 solar farms have been created! One from the invention in the top-left corner and one from the vehicles at the bottom.

As soon as any player has created the required number of solar farms (**4**, **7**, or **11** based on desired game length), the game is over and that player is the winner!

GAMEPLAY: *Sunshine City* takes place over a number of turns, continuing until a player wins. All players take their turns simultaneously, and each turn has 3 phases:

1. ROLL

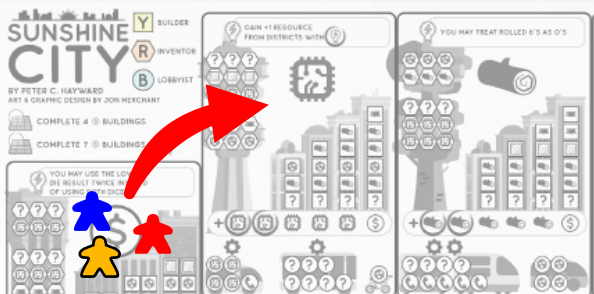
Any player rolls the dice. Everyone will use the same dice roll each turn: first the lower die, then the higher die.

For your first turn, use the dice rolled during setup.

2. MOVE AND ACTIVATE

Each player chooses 1 of their workers (Builder, Inventor, or Lobbyist) to move clockwise a number of districts equal to the lower die result.

A district can hold any number of workers.

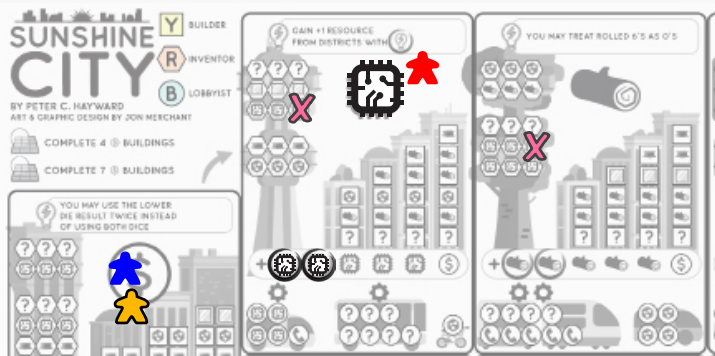


For example, if the lower die was a 1 on the first turn, you could move your Inventor to the Chip District because it is 1 space clockwise from the starting point (the Money District).

Activate your worker in the district where it landed.

When you activate a worker, it gains the resources circled below the buildings in that district. At the start of the game, each district produces 2 resources of its type.

Spend each gained resource anywhere in your city in a box of **that worker's shape**, which contains **that resource**.



In the above example, the Inventor gains 2 chips, and fills in any 2 hexes containing chips. These can be in different districts or the same district, and they do not have to be within the chip district.

The Inventor can **not** fill in any circles or squares.

NOTE: Resources must be spent immediately – you can't save them. Unspent resources are lost.

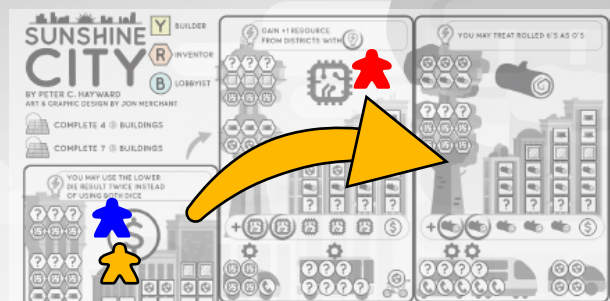


Money may be spent as any resource; it functions as a wild.

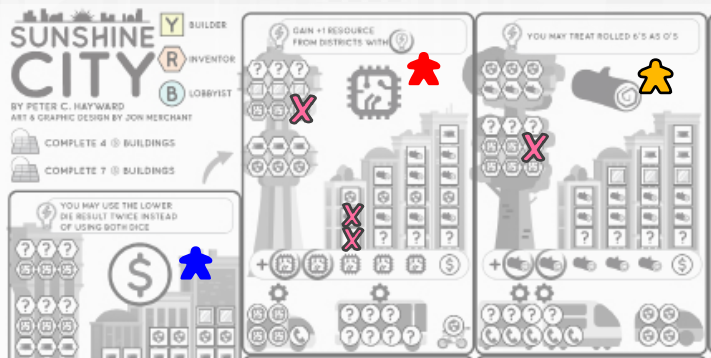


Question-mark boxes may be filled by any resource.

After you have used the lower die number to move and activate a worker, repeat this step with the higher die number and a different worker.



For example, if the higher die was a 2 on the first turn, you could move your Builder to the Wood District.



The Builder could then fill in any 2 square boxes containing wood (or question-marks).

As you progress through the game, you will increase each district's production and unlock special abilities and effects. **It is possible for the second worker you move to benefit from things you just unlocked with your first worker.**

3. CHECK FOR VICTORY

Once everyone has moved and activated both their workers, players should announce if they completed any solar farms that turn. If any player has won by completing the required number of solar farms (4, 7, or 11), the game is over. If not, start a new turn by rolling both dice again.

ROLLING DOUBLES

When both dice show the same number, do **not** move your workers. Instead, activate all 3 of your workers in their current district in any order you choose. Each worker must finish resolving before the next worker begins.

To keep track of which workers have been activated, move each worker to the bottom of the district when you activate it. You should end your turn with all 3 workers at the bottom of their district(s).

Doubles can occur several times in a row.

In the above example, if the next roll was doubles: any 2 circles, 2 hexes containing chips or question-marks, and 2 squares containing wood or question-marks would be filled, in any order.

QUESTIONS OR COMMENTS?

If anything in the game is unclear or you have feedback, reach out! <https://forms.gle/qX5mfdeuVHx1rwsH6>

WORKERS: Each player has the same 3 workers: a **Builder**, an **Inventor**, and a **Lobbyist**. Each of them moves and gains resources in the same way, but spends them in different parts of each district:



BUILDER (yellow)

Your Builder spends resources on **buildings**, the square boxes in the middle of each district.

Filling every square box in a column completes a building and increases the production of that district.



For example, if your Builder had placed a science, a steel, a chip, and a wood in the second column in the Science District, that would complete that building.

When a building is complete, circle the resource beneath it. **Whenever a district is activated, the worker who activates it gains each circled resource in that district.**

Resources are gained immediately when a worker is placed, so completed buildings will not increase production until the next worker activates that district. Buildings can be completed in any order, and new buildings can be started even when there are incomplete buildings in the same district.

Note: The buildings in the Money District are made up of 2 columns. Both columns must be filled to complete those buildings.



INVENTOR (red)

Your Inventor spends resources on **inventions**, the hexes at the top left of each district.

Filling in the top 9 invention hexes in a district unlocks that district's special power for the rest of the game.



For example, if your Inventor had filled in the top 3 hexes with any resources, then spent 6 glass here, they would have unlocked the Support District's special power.

When the top 9 hexes are complete, circle the lightbulb at the top of that district to show that its power is unlocked. These powers do not apply until the next worker activates.

Note: The powers at the top of the Money and Wood Districts only require 6 hexes to be filled instead of 9.

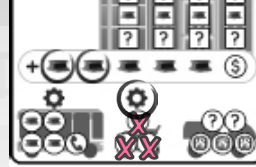
For a list of all powers and what they do, see the final page.



LOBBYIST (blue)

Your Lobbyist spends resources on **vehicles**, the circles at the bottom of each district, to earn **gears**. These gears are then spent on **projects**, single-use effects at the bottom left of your sheet.

Each district contains different vehicles with different costs.



For example, if your Lobbyist spent 3 support on the center vehicle in the Steel District, that would give you a gear which could be spent on a project.

Once a vehicle has been completed, you may spend the **gears** it unlocked. Unlike resources, these do not have to be spent immediately – you may spend them at any time.



Gears are spent on the 5 projects at the bottom left-hand corner of your player sheet. To spend a gear, cross it off on both the completed vehicle and the project of your choice.



When every gear above a project is crossed off, use its one-time effect. See the final page for a list of projects and what they do.

Each project can only be used once by each player in a game, and they may be completed in any order.



SOLAR FARMS

Whenever **every hex, square, or circle** is filled within a district, gain a solar farm by marking it off at the bottom of your sheet. This includes the 6 or 9 hexes in each invention which do not unlock its power and the vehicles which do not unlock gears.

This means that each district can gain up to 3 solar farms – 1 for all of the square **building** boxes being filled, 1 for all of the **invention** hexes being filled, and 1 for all of the **vehicle** circles being filled.

Additionally, there are 2 bonus conditions at the **top-left** corner of each sheet. The first time a bonus condition is met, you immediately gain a solar farm. See the final page for the special conditions.

GAME END

In the round where a player constructs their last required solar farm, the game is over and that player wins!

If multiple players construct their last solar farm in the same round, ties are broken by, in order:

1. Additional constructed solar farms, if any
2. Most gears
3. Most solar farms earned from **inventions**
4. Most solar farms earned from **buildings**

If still a tie, the player who was last in direct sunlight wins!



BONUS CONDITIONS

When you complete a bonus condition, mark the solar farm beside it as well as a solar farm from the bottom of your sheet. The bonus conditions are:

1. Complete any **4 money buildings** in your city.

Note that the last building in each district is a money building.

2. Complete **any 7 money buildings** in your city.

The 2 money icons on your sheet circled at the start of the game are not buildings.



POWERS (going clockwise from the left)



You may move your second worker using the lower die instead of the higher die. This does **not** count as rolling doubles.



Each district with an unlocked power produces 1 additional resource of its type when activated.



Whenever a 6 is rolled, you may use it as a 0: activate a worker without moving it. 6's used this way are considered the lower die result. When two 6's are rolled, you must still treat them as doubles.



If there are any other workers in a district where your worker activates, it produces 1 additional resource of that district's type when activated.



Whenever you complete a building, immediately gain the resource you circle. This resource may be spent as though any worker gained it (i.e. it can be spent in any shape).



Whenever you gain a science, you may spend it to fill a box showing any resource. Like money, it must still be used in the shape matching the worker who activated it. *eg your Builder must still fill square boxes.*



Whenever your Builder or Inventor lands here, they may instead act as a Lobbyist.



PROJECTS



Gain 3 money. This money may be spent on hexes, circles, or square boxes.



Next turn, each worker produces 2 more resources in the district they activate.



Move 1 of your workers to another district. Activate it immediately in the new district.



Next turn, keep your workers where they are instead of moving them. Activate all 3.



Fill in 3 sets of horizontally adjacent boxes in any buildings or inventions

SOLO MODE

Sunshine City can be played solo! Place a black token in the Money District. This is the **anti-environmentalist**. His name is Angus. When playing solo, play the **normal game** – to 7 solar farms.

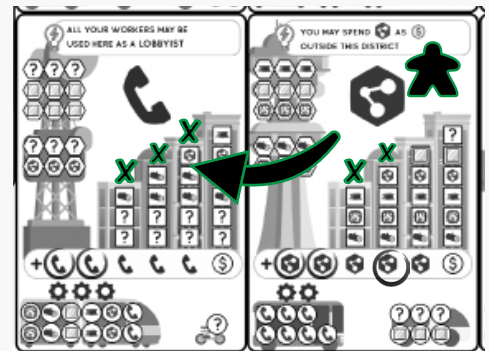
SOLO GAMEPLAY

Angus seeks to convince corporations in your city to fund new fossil fuel initiatives. Angus is not a worker.

Each turn (including the first) move Angus clockwise a number of districts equal to the **lower** die roll before moving your workers. Angus always treats the dice as rolled, ignoring any effects or abilities used on them.

Workers may move to and activate Angus's district as usual, but **you may not fill in boxes in the district Angus is in.**

After moving Angus, mark 1 **building** in his current district. This represents a new fossil fuel initiative being funded.



For example, if a 1 and a 2 were rolled, Angus would move clockwise from the Science District to the Support District, and mark the final building. You would not be able to fill in any boxes in the Support District this turn.

When all 4 buildings in a district are marked (3 in the Money District) that district has funded a new fossil fuel initiative. **You may still use that district as normal.** Whenever Angus would land in a district with all buildings marked, move him 1 additional district clockwise – he lands in the new district instead. Repeat this if necessary.

When doubles are rolled, keep Angus where he is this turn and **mark 2 buildings instead of 1.** If there's only 1 unmarked building, mark it. If all buildings in that district were already marked, Angus does nothing. Even climate change deniers need a day off occasionally.

If Angus marks each building of all 7 districts, he has successfully funded a new generation of fossil fuel – he wins, and you lose. If you build 7 solar farms before he manages this, you win!

HARD MODE: For a more challenging solo experience, try to complete **10** solar farms before Angus wins.

CREDITS

Game design by Peter C. Hayward

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