

# Sunflower Valley

## The CARD Game

### SUMMARY

**Sunflower Valley: The Card Game** is a fast-paced board game about settling your own perfect mountain valley. During the game, you will be choosing whether you want to fill your land with the high mountains, lively towns, sunflower fields, or sheep pastures — and the choice won't be easy! The railroad will connect your towns and will turn the life in the valley into a never-ending holiday. Are you ready for this journey? The train is about to depart!

### COMPONENTS

- 135 cards:
  - 6 Starting Town cards
  - 120 Valley cards
  - 6 identical sets of 20 cards  
(different-colored backs)
  - 9 double-sided Goal cards
- 6 Valley Express tokens
- Scorepad
- Game Rules



## SETUP

1. Each player gets a Valley Express token, a Starting Town card, and 20 Valley cards with the back of the same color as the roofs of their Starting town. Put all unused Starting Town cards, Valley cards, and Valley Express tokens back to the box, you won't need them.



2. Pick 3 Goal cards at random and place them in the center of the playing area (it's always better to pick different types of Goal cards). For your first game, take the *Boundless field*, *Flocks of sheep*, and *Long Way* cards. Put all unused Goal cards back to the box. See pages 8–11 for a detailed Goal cards clarification.



*Boundless field, Flocks of sheep, and Long Way*

**For a game with younger children, don't use Goal cards. Let them get used to the basic rules first.**

3. Each player places their Starting Town card in front of them, and places their Valley Express token on top of it. This token will keep the progress of their Valley Express.



4. Each player shuffles their Valley cards and places them in a face-down pile in front of them.



## GAMEPLAY

The game is played over 3 rounds. Each round, the players simultaneously perform their actions, as follows:

1. Each player draws 7 cards from their pile.

2. Each player picks 1 card from their hand, reveals it, and plays it next to a card in their valley (attaching it horizontally or vertically, but not diagonally). The cards are to be revealed and played *at the same time*.

**Important:** Once played, the card can't be rotated or moved later.



- Then everyone passes their remaining hand face-down to the player on the left.
- Steps 2 and 3 are repeated until the final remaining card of each hand is passed on — each player places it at the bottom of their pile.

**Note:** The card left in the first round will come back to your hand in the third round. The leftover card from the second round won't come back to you.

- The new round begins.

Each round, there will be 6 cards played. By the end of the game, each valley will contain 19 cards (1 Starting town and 18 Valley cards).

## VALLEY CARDS AND COMBINATIONS

At the end of the game, **towns, farmers, mountains, and lakes** score points for the combinations of the adjacent cards. The combinations and the points scored for them are listed at the bottom of the cards. In order to be accounted for a combination, a card must be horizontally or vertically adjacent (so it has to be one of the 4 adjacent cards). Only a complete combination scores points. One card may be a part of several combinations, but each combination is scored *only once*.



*The combination around the town is complete, so it scores 4 points.*



- Towns** always require Sheep cards. They can also require fields, mountains, and lakes. Towns also score additional points for being part of the Valley Express.



- **Farmers** always require Sheep cards as well. They can also require fields and lakes. **Farmer cards are considered Field cards.**



- **Mountains** score points for the Field cards adjacent to them (horizontally or vertically). The more fields around the mountain you have, the more points the mountain scores.



- Each **lake** scores 1 point.



- **Field** and **Sheep** cards don't score points for themselves, but they can be a very useful part of a combination.

## THE VALLEY EXPRESS

The token indicates the last stop of your Valley Express. As soon as the town with the token is connected to another town via at least 1 Railroad card (**Note:** The road must connect these 2 towns), you may move the Valley Express token to the new town. The Valley Express can't pass the same town twice. Each new town where the Valley Express stops scores 3 points at the end of the game.



## Scoring Example for the Valley Express



George will score 6 points for his Valley Express at the end of the game. However, if he manages to build the railroad to the town next to the lake (he will need at least 2 Railroad cards for that), he will score 9 points instead.

### Turn Example

Paul, Mary, and George begin the fourth turn of the first round.

1. George passes 4 Valley cards to Paul: it's a sheep, a farmer, and 2 Railroad cards. Paul picks the Sheep card and plays it next to his farmer card aiming for a combination.
2. At the same time, Mary plays a new Town card and moves the Valley Express token to it. At the end of the game, she will score 3 points for the Valley Express with this town.
3. George plays a Field card next to his mountain, and this mountain will score 4 points.

The players pass their remaining hands, and each player has 3 cards to choose from now.



Paul's hand



## GOAL CARDS

There are 2 types of Goal cards: competitive and accumulative. *Competitive* goals (blue stripe at the bottom of the card) require collecting certain cards. The player with the best result (the most cards/symbols or a difficult combination completed) will score the points indicated on the card. In case of a tie, the points are split evenly (rounding up) between the tied players. *Accumulative* goals (orange stripe at the bottom) let you score points for the indicated combinations of cards in your valley. If the condition of the accumulative goal is met, you may score points for it several times and your result is not affected by the results of the others.



## GOAL CARDS CLARIFICATION

1



### Valley of Sheep

The player with the most Sheep cards in their valley scores 6 points at the end of the game.



### Flocks of Sheep

At the end of the game, score 2 points for each Sheep card if there is at least 1 Sheep card adjacent to it.

2



### The More The Merrier

The player with the most villager symbols (from both Town and Farmer cards) scores 6 points at the end of the game.



### The Suburbs

At the end of the game, score 2 points for each card with at least 1 villager symbol if there is at least 1 Town card adjacent to it.

**Note:** If there is a town with a villager symbol next to another town with a villager symbol, each of these towns scores 2 points.



3



### Happy Towns

At the end of the game, score 2 points for each Town card with a complete combination.



### Boundless Field

At the end of the game, score 1 point for each of the Field cards within your largest field area (horizontally or vertically adjacent Field cards).

4



### Long Way

The player with the longest railroad (a connected chain of the Railroad and Town cards) scores 6 points at the end of the game.



### Satellite Towns

At the end of the game, score 2 points for each Town card connected to another Town card with a railroad.

5



### Sunny Valley

The player with the most Field cards in their valley scores 6 points at the end of the game.



### Suburban Trains

At the end of the game, score 3 points for every 2 Field cards next to the Railroad cards which are a part of the Valley Express.

6



### Ski Resort

The player with the most Mountain cards in their valley scores 6 points at the end of the game.



### Mountain Passes

At the end of the game, score 2 points for each Mountain card next to a Railroad card.

7



### Vast Network

The player with the most Railroad cards in their valley scores 6 points at the end of the game.



### Walking Routes

At the end of the game, score 2 points for each second and subsequent Railroad cards connecting 2 Town cards.

8



### Lake Land

The player with the most Lake cards in their valley scores 6 points at the end of the game.



### Overlooking the Water

At the end of the game, score 2 points for each Lake card next to a Railroad card.



### Vast Land

The player with the longest row of cards (either horizontal or vertical) in their valley scores 6 points at the end of the game.



### Mountain Lakes

At the end of the game, score 2 points for each Lake card next to a Mountain card.

## END OF THE GAME

When the third round is over, the players score their points. The points are scored only for the cards in the valleys, the cards left in the piles are ignored.

### Scoring

Use the scorepad to add up each player's scores for every category:

- 1) Write the player's initials here.
- 2) The Valley Express scores go here.
- 3) The combinations around the Town cards are scored here.
- 4) The combinations around the Farmer cards are scored here.
- 5) The scores for the fields around the Mountain cards go here.

	2	3	4	5	6	7	8		
						1	2	3	Σ
1									

- 6) The scores for all of the player's lakes go here.
- 7) The scores for 3 Goal cards go in 3 separate columns.
- 8) Sum each player's points up to reach their total score.

Whoever has the most points, wins! In case of a tie, the player with the most towns in their Valley Express wins. If there is still a tie, the tied players share the victory.

If you have no sheets left in your scorepad, print more! You will find the template on the *Sunflower Valley: The Card Game* page on our website!

## CREDITS

**Game Designer:** Wouter van Strien

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The game designer would like to thank his little brother Willem van Strien for the help and support throughout the development of Sunflower Valley. The editorial team thanks Yury Tapilin and Andrey Aganov for their help with writing the rules.

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Special thanks to Ilya Karpinsky.

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