

ODE. \ LUKAS SIEGMON

SUNA VALO



The **GAME**
BUILDERS



Suna Valo

The fertile valley of Suna Valo is one of the first places to be recolonised by humans after the new beginning. You have been sent from the human refuges in the large arbor trees to establish a flourishing farm in the sunny valley. Your bots, lovingly built machines from the remnants of the old world, will help you. Harvest golden grain and lush water lilies. Grow mysterious flowers, collect energy stones and let sheep and chickens graze. Finally, transport your goods to the nearby village in the heart of Suna Valo using ships and transport drones to receive valuable rewards.

In this 2-player game, you take turns acquiring cards and placing them in the various columns of your farm. This activates the entire column and creates increasingly powerful effects such as the production of resources, deliveries to orders or steps on the bot tracks. You set the prices for the cards yourself, but they also apply to the other player.

So make sure you secure the right cards in good time before the other farm gets hold of them or snatch the more valuable cards from it yourself. The player with the most victory points at the end of the three rounds wins this peaceful competition!



Game Components

1 Game Board



2 Personal Boards »Farm«



Note: Each board »Farm« consists of two halves that have to put together.

125 Cards

69 Farm Cards, 23 Farm Cards of Era I, II and III each



with 1 Card »Reveal Public Delivery Order« (left), »Reveal Ship Order« (middle) and 2 cards »Draw Village Festival« (right) each per Era exemplary for Era I (Fronts only):

8 Cards »Character«

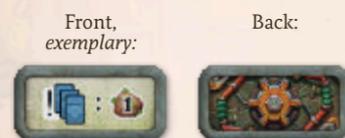


12 Cards »Village Festival«, 4 Cards of Era I, II and III each



16 Bot Tiles

with 8 »Progress« Bot Tiles ...



... and 8 »End-Of-Game« Bot Tiles



6 Row Bonus Tiles



39 Tokens »Energy Stone«

24 × Value 1: 15 × Value 3:



12 Tokens »Shortage«



ca. 125 »Resource« Cubes

ca. 25 Grain (yellow), ca. 25 Water Lillies (green), ca. 25 Flowers (blue), ca. 25 Wool (beige), ca. 25 Eggs (brown)



1 First player tree



1 Scoring pad



1 Rulebook



Player Pieces

Number per person, in the game colours white and black



Illustration (top view) in the rulebook:



Game Setup

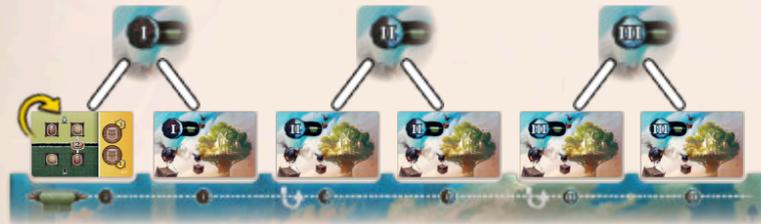
1

Place the **Game Board** between you in the centre of the table.

Left and right, top and bottom are used in the following based on the orientation of the game board (the sails of the ships point upwards).

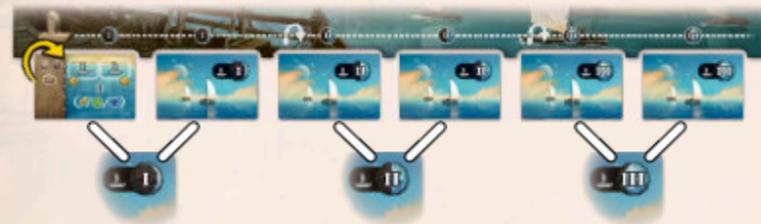
2a

Separate the cards »**Public Delivery Order**« by Era and shuffle each pile. Then draw 2 cards from each pile and place them face down in the corresponding area at the top of the game board, from left to right on the corresponding Era I, II and III spaces for public delivery orders. Return the remaining cards from the piles to the box unseen, as they are not needed in this game. Then reveal the first Era I »**Public Delivery Order**« card on the far left of the row.



2b

Proceed with the »**Ship Order**« cards in the same way as with the »**Public Delivery Order**« cards. However, place the cards in the corresponding spaces at the bottom of the game board. Then reveal the first »**Ship Order**« card of Era I, on the far left of the row.



2c

Form 3 face-down piles from the »**Village Festival**« cards, sorted by Era I, II and III. Shuffle the piles and place them next to the game board.



3

Take the **Era I Farm Cards**. Set aside the two cards »**Reveal Public Delivery Order**« and »**Reveal Ship Order**«. Then shuffle the farm cards and form a face-down stack. Take 2 of these farm cards face down and shuffle them with the set aside cards. Place these 4 cards face down in the *Draw Pile* space in the centre of the game board. Finally, place the remaining Era I farm cards face down on top of the 4 cards.



4

Shuffle the »**Progress**« **Bot Tiles** and »**End-Of-Game**« **Bot Tiles** separately according to their backs.

- Randomly draw 3 »**End-Of-Game**« **Bot Tiles** and place them face up in the corresponding spaces on the game board (*example right*).



- Randomly draw 5 »**Progress**« **Bot Tiles** and place them on the corresponding spaces on the game board. (*example right*).

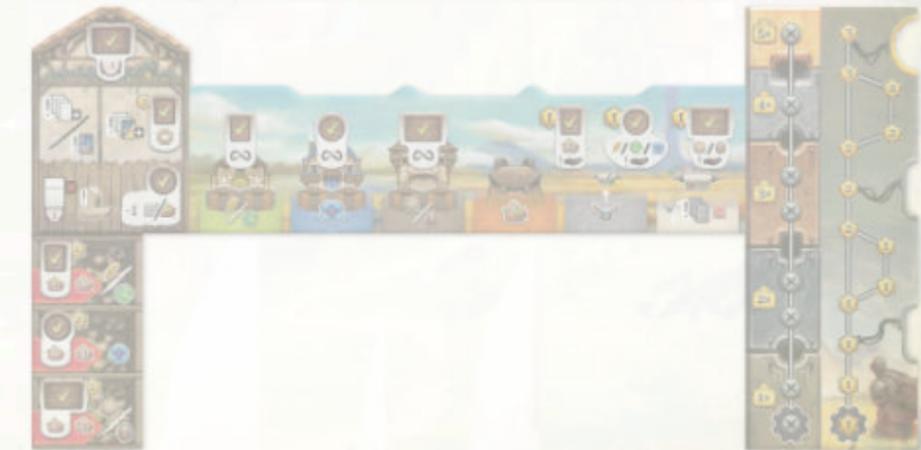
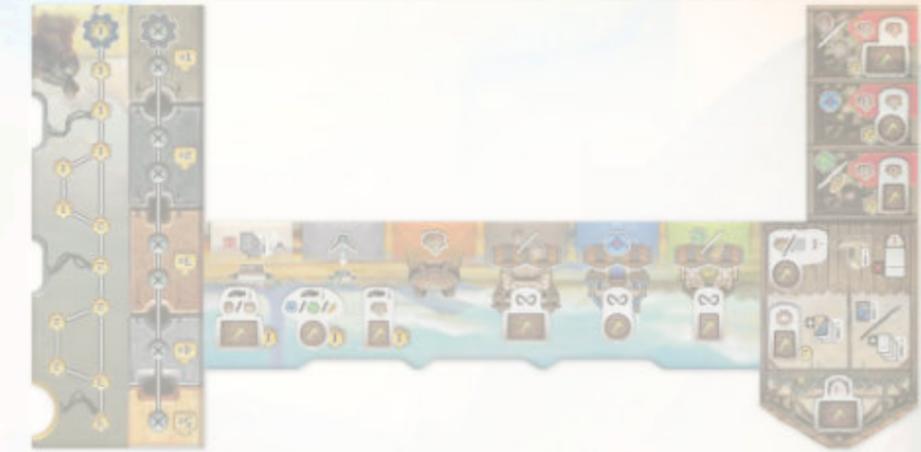


Return the remaining bot tiles to the box.

5

Form a general supply on the table from the »**Energy Stone**« tokens, the »**Shortage**« tokens and the **Resource** cubes.

Note: The material in the general supply is unlimited. If you run out of anything, take a suitable replacement. You may swap three energy stone tokens with a value of »1« in your personal supply for one energy stone token with a value of »3« at any time and vice versa.



Continued on the next double page »

Game Setup

(continued)

6

Take **1 Personal Board »Farm«** and the personal material of one colour. Place the farm board in front of you.

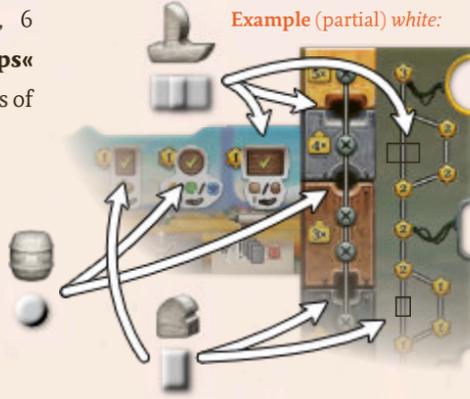
6a

- Place the two **»Cogwheels«** on the two starting spaces of your *Bot Tracks* (the wing on the right side of your farm).



6b

- Place the 6 **»Crates«**, 6 **»Barrels«** and 6 **»Ships«** on the appropriate spaces of your farm.



7

Take **1 Resource** of each type (grain, water lily, flower, wool, egg) from the general supply and place them on the appropriate storages of your farm. Take **1 Energy Stone** token value 1 from the general supply and place it next to your farm.



Note: When we refer to resources *and* energy stones in the following, we are talking about *Farm Goods*. Farm goods always refers to resources (grain, water lily, flower, wool, egg) and/or energy stones.

8

Take 3 of the **Row Bonus Markers** and place them next to your farm.



9

Draw **3 Farm Cards from the Draw Pile** and place them face up from left to right on the 3 spaces next to the draw pile in the *Village's Card Supply*.

9a

Then draw **3 Farm Cards** each from the draw pile and place them face up in any order on the 3 spaces of white's and black's *Personal Card Displays* above the respective farm boards. If you have revealed any **»Draw Village Festival«** cards, immediately replace them with the top card from the pile of village festival cards from Era 1. Return the **»Draw Village Festival«** cards to the box.

The first step is to place the top three farm cards from the draw pile face up and from left to right on the three spaces to the right of the draw pile.



In the second step, you then draw three farm cards from the draw pile and place them face up in your personal card display.

10

Decide who will start the game and allocate the **First Player Tree**.



11

Form a face-down pile from the **Character** cards, shuffle it and then draw 2 cards each in turn order. Look at your character cards. Choose one of them and place it next to your farm so that it is clearly visible. Put all the remaining character cards back in the box, they will not be needed in this game.

Note: If you are playing Suna Valo for the first time, we recommend that you start with the following ones – Co1, Co3, Co5, Co7:



Preparation Round

Before you start the game, you must assign a price to each of the cards in your personal card display. Whoever has the starting tree now places **exactly 1 Farm Good** of their choice (the resource cubes or the energy stone from their personal supply) on each of the 3 farm cards in their personal card display. The other player then also places **exactly 1 Farm Good** of their choice on the cards in front of their own farm.

Example: White has the first player tree and decides to place, from left to right, 1 grain, 1 egg and 1 energy stone on the 3 cards in its personal card display. After white has placed goods on all its cards, black must decide which farm goods to place on its cards.



Whichever of you has the first player tree begins the game.

Before we explain how to play the game in detail, we will give you an overview of your *Farm* and the various *Cards* as well as the *Storages* and *Deliveries* to help you understand the game better.

7

8

11

6

1

100

100

1

100

100

100

10

6

11

8

7

6a

6b

7

6a



The Farm

You will continue to expand your farm over the course of a game of Suna Valo. You place farm cards in the appropriate columns and use their effects again and again. You unlock improvements by placing crates, barrels and ships from your farm on completed or fulfilled orders. You progress along the bot tracks and receive helpful bot tiles and victory points at the end of the game.

This part of your farm gives you an **overview of your action options** during your turn.

You can exchange Resources with Energy Stones at the Farm Market.

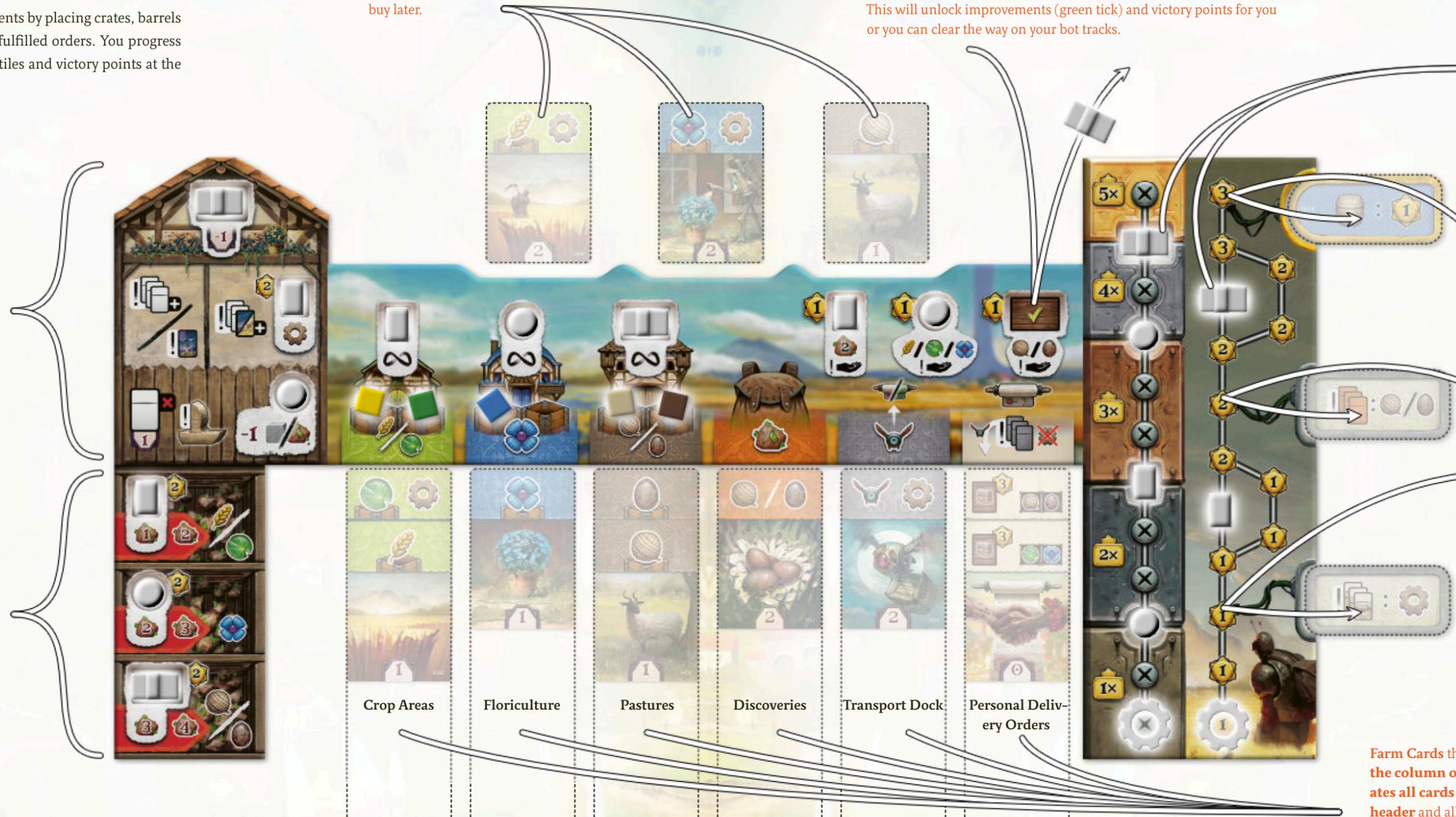
Your Personal Card Display: This is where you place farm cards that you or the other player can buy later.

Crates, Barrels and Ships can be found in various places on your farm. You can **remove them from your farm by completing orders**. This will unlock improvements (green tick) and victory points for you or you can clear the way on your bot tracks.

Some steps on the **Bot Tracks** are blocked at the start of the game.

When you reach one of these spaces on the **Bot Track**, you can take a suitable **Bot Tile** and place it in the notch **connected to the space by a cable root**.

Farm Cards that you have bought are placed in the **column of their colour**. This **always activates all cards in the column and the column header** and allows you to use their functions.



Overview of the Cards

The various cards are the heart of the game. We present them to you here in the overview.

Farm Cards (general)

You use the farm cards to expand your farm. Depending on the type (indicated by the colour) of the farm card, you will usually place it in a column of your farm that corresponds to the type of farm card. You will regularly activate farm cards and can then use their effect.

Note: You can find an overview of special farm cards such as village festivals in the [glossary](#).

Information on the **type** (green colour) of the farm card, in this case *Crop Areas*.

The upper part shows the **effect** this card has when **activated**. [!]

In this case: *produce 1 water lily. At the same time: exactly 1 storage space for the water lily resource.*



The lower part with the illustration is **covered** once you place a new farm card in the column.

The **minimum price** of a farm card is always shown here, in this case 1. We explain more about buying and setting prices for farm cards from [page 14](#) onwards.

Your Personal Supply



Storage for 1 suitable resource



You own energy stones and resources if they are in your personal supply. Resources are always in a storage area. You can keep energy stones next to your farm within easy reach – you do not need a storage area for them. Resources and energy stones placed on cards in your personal card display (above your farm) are explicitly *not* in your possession!

You will find the icon for 1 storage in various places on your farm and on many farm cards. Only exactly 1 of the depicted resources may be stored in a storage.

Exception: During the course of the game you can unlock endless storages. An unlimited number of the depicted resources may be stored there.

Note: If you receive resources during the course of the game, you must always place them immediately in a free, matching storage. A storage is matching if it displays the icon of the resource that shall be stored there. If you cannot store the resources, they are forfeited without replacement (the only exception is »Buying from the other Player«, [see page 15](#)).

You may *never* take a resource from a storage and place it in another storage. You may *only* take resources from a storage area when you deliver them, use them to fulfil a ship order, buy a card, place them as a prize on a card that has been added or if a special effect (e.g. a character) explicitly allows you to do so.

Deliveries/Transport Drones



In Suna Valo, you will repeatedly make deliveries to »Personal Delivery Orders« and »Public Delivery Orders«. As soon as you activate transport drones you can immediately make exactly 1 delivery per drone icon. 1 transport drone therefore represents 1 delivery.

Delivery means: You may place 1 of your resources on a free space on a delivery order card. Details on deliveries to personal and public delivery orders can be found on [pages 18–20](#).

When this card is activated, the depicted transport drone may exactly deliver 1 resource.



Public Delivery Orders

On »Public Delivery Order« cards you only deliver to your own areas. The area for the white player is highlighted in light green (and shows a small white meeple), the one for the black player is highlighted in dark green (and shows a small black meeple). Some spaces have assigned a reward that you will receive as soon as you deliver to that space. If you complete the delivery order (you have delivered to all the spaces in your area) you place 1 barrel on a free barrel space and you will receive the depicted victory points in the final scoring. Then return the delivered resources from your area to the general supply. The barrel indicates that you have fulfilled this delivery order and may not deliver here again. You may therefore supply each public delivery order only once.

White must deliver 1 wool to this space and receives 2 energy stones as a reward.

The white (light green) and black players (dark green) areas.



Whoever places 1 barrel on this barrel space receives 3 victory points in the final scoring.

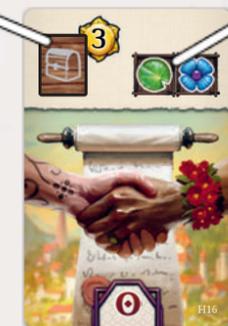
Black must deliver 1 egg to this space and also receives 2 energy stones as a reward.

Personal Delivery Orders

The farm cards »Personal Delivery Orders« offer **more delivery spaces**.

Once you have completely supplied the card, you immediately place 1 of your crates here and therefore will earn 3 victory points in the final scoring.

Instead of an activation effect the upper area shows you what you must deliver to this card, in this case 1 water lily and 1 flower.



More cards are shown on the next page »

Overview of the Cards

(continued)

Ship Orders

Unlike delivery orders, you do not fulfil ship orders by making deliveries. Instead, you *must always completely spend all of your farm goods that a ship order requires by performing 1 action*. You indicate that you have completed a ship order by placing 1 ship. You may then resolve the effect of the order. The placed ship indicates that you have already fulfilled this order and may not fulfil it again. You may therefore fulfil each ship order exactly once. You can find an overview of the individual ship orders in the [glossary](#).

This area shows which of your farm goods you have to spend to fulfil the ship order, in this case 1 grain, 1 water lily, 1 flower and 1 wool.

If you have fulfilled a ship order, you place 1 ship on a free ship space and receive victory points in the final scoring.



This area shows the effect you will receive if you fulfil the ship order. In this case, you will receive 5 energy stones.

Village Festival



You do not place »Village Festival« farm cards on your farm (except you place them face down, ignoring their effects). Instead they are triggered by one player and their effect is then carried out by both players.

The effect of the village festival. In this case, you both receive 2 energy stones per card in your crop areas column.

The player who triggers the village festival receives a **bonus**, in this case 3 energy stones.

Characters



Characters help you with their special abilities. At the start of the game, you both choose one of two character cards for yourselves. Place this character clearly visible next to your farm so that you do not forget its abilities. You can find an overview of the individual characters in the [glossary](#).

The character's ability: you receive 1 additional delivery when you activate your transport dock column.

Special Farm Cards

Note: The special farm cards »Reveal Public Delivery Order«, »Reveal Ship Order« and »Draw Village Festival« are explained on [page 26](#).



The Bot Tiles

Progress Bot Tiles



Effect of the bot tile. In this case you receive 1 energy stone when you activate your crop areas column.

End-Of-Game Bot Tile



These bot tiles give you victory points at the end of the game depending on certain conditions. In this case 1 victory point for every 2 energy stones in your personal supply, up to a maximum of 6 victory points.

The bots, symbolised by the bot tiles, will help you with your farm work. You get them by making progress on your bot tracks. You can find an overview of the individual bot tiles in the [glossary](#).

The Course of the Game

The 3 Rounds (Eras)

A game of Suna Valo is played over **three rounds, called Eras**. Each Era has the following phases:

1 Preparing A New Era: You prepare the new Era. The first player tree is handed over to the other player. *This phase is skipped in Era I.*

2 Taking Turns: Beginning with the first player you take turns executing 1 action until you trigger the *end of the era*. You will take 6 to 7 turns each.

3 Income: You receive the income you have earned.

After the income phase of Era 3, you move on to the final scoring. The player with the most points wins the game of Suna Valo!

The Game Turns

This phase is the most important in the game. On your turn, you must always perform one of the following two actions **A** or **B**:



A You buy 1 card (**Buying a Card**, see page 14). Then place the card in your farm (**Placing a Farm Card**, see page 16) or trigger the village festival if it is a village festival card (**Trigger Village Festival**, see page 23).

Or:

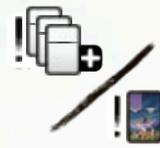


B You fulfil 1 ship order (**Fulfil Ship Order**, see page 24).

After your turn, you must always add a card (**Adding a Card**, see page 25). Then it is the other player's turn.

Note: Action **A** is the action that you will mainly carry out. Occasionally, however, you will also decide in favour of action **B**.

Buying a Card



If you choose action **A**, you must buy exactly 1 card:

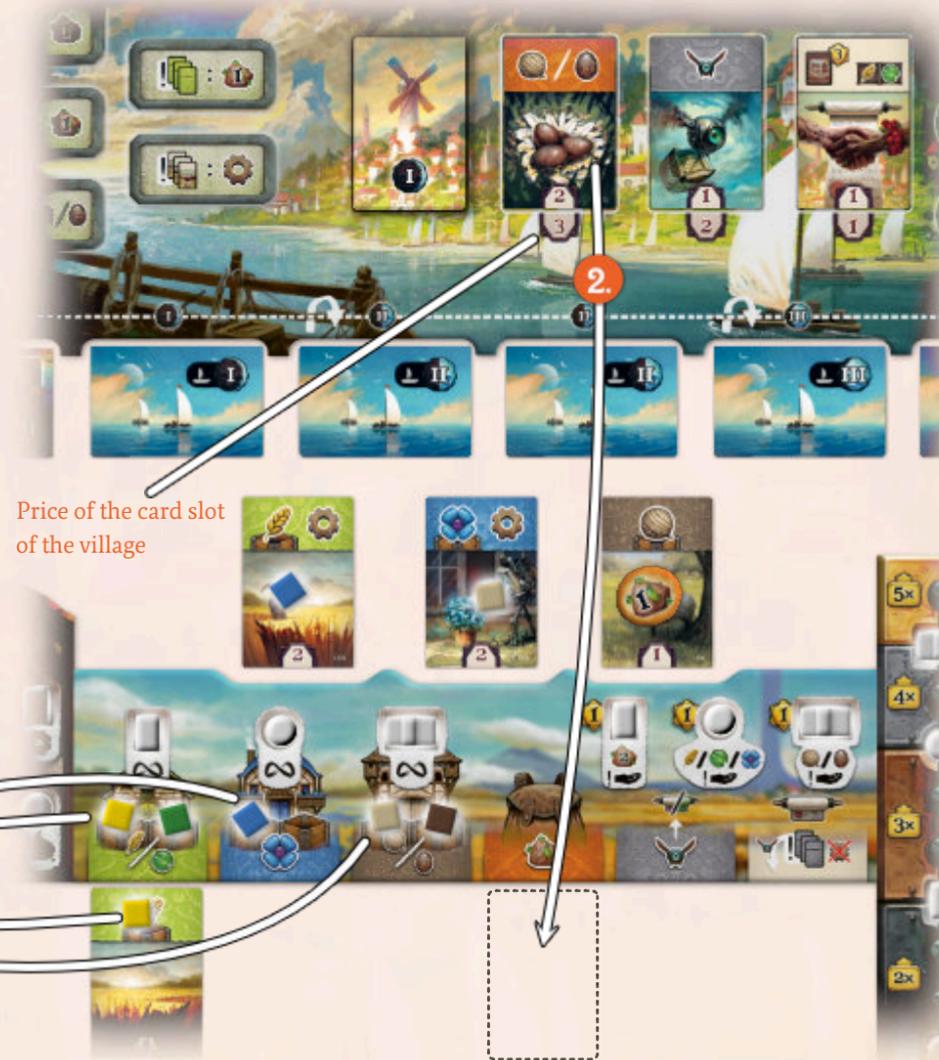
- either from the cards available in the village display on the game board,
- or from your own personal card display,
- or from the other player's personal card display.

Buying from the Village's Card Supply

If you want to buy 1 of the 3 cards from the village's card supply, you must pay a number of any farm goods equal to the sum of the minimum price of the card and the price of the card slot in the village. You take resources and energy stones from your personal supply and place them in the general supply.

Note: You may not buy cards from the draw pile.

Example: White wants to buy the leftmost card from the village's card supply. The minimum price of the card is 2, the price of the card slot is 3, totalling 5. White decides to pay with 2 grain, 1 flower, 1 wool and 1 energy stone. **1.** White takes the resources from the storages and 1 energy stone kept next to its farm and places them in the general supply. **2.** White may then place the purchased card in his own farm.

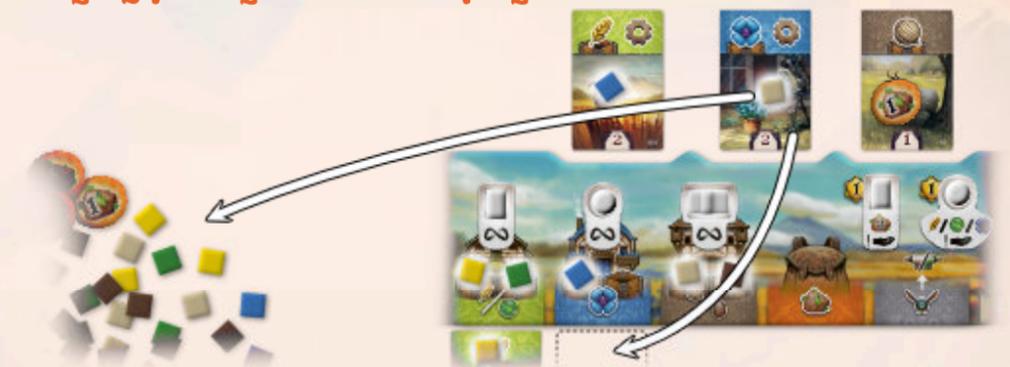


Price of the card slot of the village

Buying from your own Display

You take 1 of the 3 cards from your personal card display. Place the farm goods on it back in the general (!) supply.

Note: It is not necessary to spend any more farm goods!



Buying from the other Player

If you want to buy 1 of the 3 cards from the other player's personal display, you must pay the exact amount of farm goods already on the card. You take resources and energy stones from your personal supply and give them to the other player. The other player also receives the farm goods already on the card and adds them to their personal supply.

Only in this case: If the other player cannot store the resources they receive in this way, they discard them and instead receive 1 energy stone from the general supply for each resource they did not store.

Example: **1.** White wants to buy a card from black's personal display. The card has a price of 1 energy stone, 1 grain and 1 egg. **2.** White gives Black 1 grain, 1 egg and 1 energy stone and **3.** takes the card. **4.** Black therefore receives a total of 2 grain, 2 eggs and 2 energy stones. **5.** Since 1 egg cannot be placed in a storage, black receives 1 additional energy stone from the general supply instead.



Placing a Farm Card

After buying a farm card, you must place it in your farm (except for the »Village Festival« farm cards, [see page 23](#)). To do this, place it **face up** in the column that corresponds to the type of farm card and activate the entire column. The type of a farm card is indicated by its colour. Some cards have two colours. In this case, you can choose which of the two matching columns you place the card in. Always place the card so that it covers the lower section of the previous card in the column, leaving only the upper section visible.

Instead of placing it face up, you can also **flip the farm card face down** and place it in any column. This also activates the entire column, but you can no longer use any functions of the flipped card.

It is allowed to flip »Village Festival« farm cards face down to use them this way. In this case you don't trigger the village festival.



Activating Columns and Rows



Activating a column means: You activate each individual card in the column, as well as the pre-printed column header, and may use them to perform their functions. You can perform the functions in any order, but always complete one function before performing the next.

Other effects allow you to activate a column without placing a card. There are also effects that allow you to attach a card to a column without activating the column. This is explicitly mentioned in the effects. More details concerning the effects of specific cards can be found in the [glossary](#).



Certain effects in the game allow you to activate **only individual cards**. In this case, you only use these cards and carry out their functions. You therefore do not activate the entire column and may not use effects that relate to the activation of columns.

Important: The *column header* is not a card. If cards are explicitly mentioned, this *never* refers to the column header.

Activating the Columns Crop Areas, Floriculture and Pastures

If you activate one of the three columns on the left of your farm board, you will produce resources. If the resource icon is visible on a card, you will produce 1 resource of the corresponding type there and immediately place it in the storage depicting the resource icon.

Important: Unlike when receiving resources, you are not allowed to place them in any free and suitable storage area.

If the resource icon is covered (because there is already a resource there), you will not produce anything there. Some cards show two resource icons and a storage area each. If one of the two resource icons is covered, the other icon continues to produce.

Reminder: You may never simply take a resource from a storage and place it in another storage.

You must immediately place resource production in the column header in a storage there. The two individual storages in the column header are available to you for this purpose at the start. As the game progresses, you can unlock the corresponding endless storage. You can then store any number of resources in the column header.

In some cases, you have a choice (for example, in the column header for the crop areas and pastures) and must decide which of the two resources displayed you want to produce.

Example:

1. *White* places 1 farm card in the crop area column. *White* activates the entire column. 2. 1 grain is produced on the card just placed. 3. On the card above, 1 water lily is produced. 4. *White* cannot use the second option to produce, as there is already 1 water lily there. 5. At the column header, *white* can choose whether to produce 1 grain or 1 water lily. *White* decides to produce 1 grain and places it in one of the two storages in the column header.

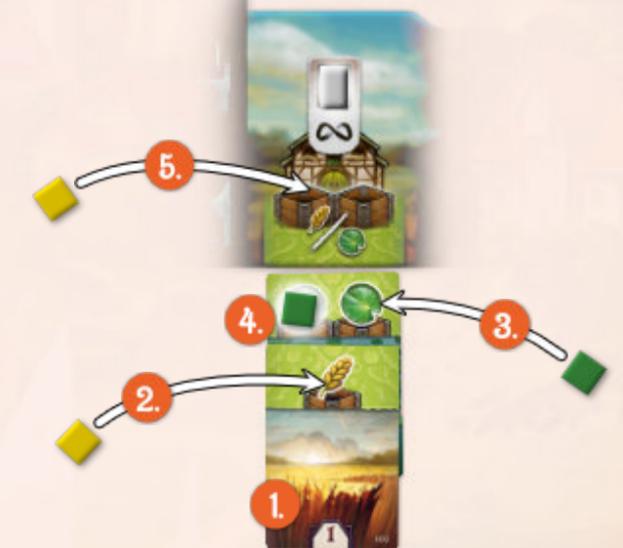
The two individual storages of the column header. Here you can store grain and water lilies that you produce in the column header or obtain elsewhere.



Here you can produce either 1 grain or 1 water lily.

You can also store grain or water lilies that you produce with the column head or obtain elsewhere in the unlocked endless storage for grain and water lilies.

Note: The two stores in the column header of the crop areas and the endless storage, as soon as you unlock it, are suitable stores for grain and water lilies. The same applies to the pastures, where they are suitable stores for eggs and wool.



Placing a Farm Card

(continued)

Activating the Discoveries Column

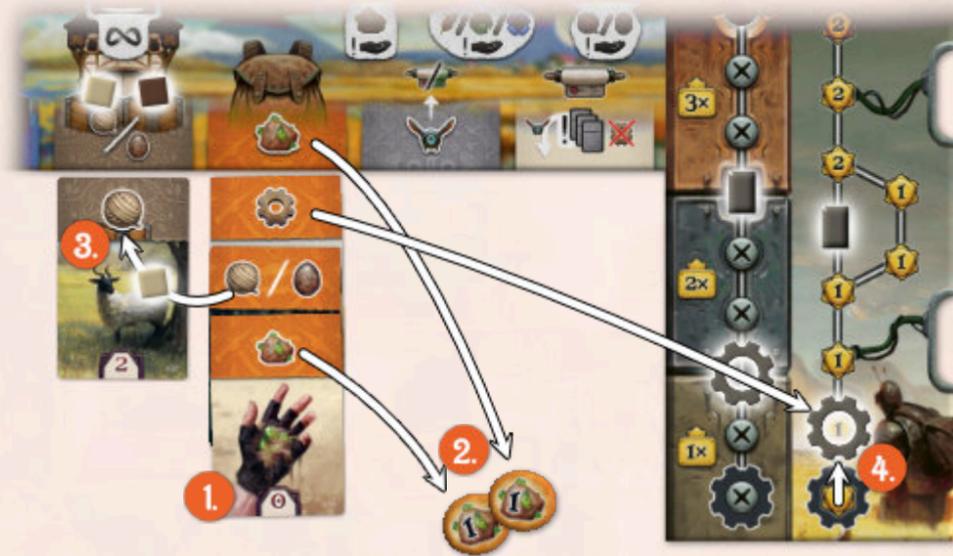
If you activate this column, you will receive various revenues from the cards, such as energy stones, deliveries, steps on the bot tracks and resources. However, you can never store resources on Discovery cards, as there are no storages depicted. You must store them elsewhere on your farm, just like when you receive resources, in a suitable free storage.



Steps on the bot tracks are indicated by the cogwheel icon. If you receive cogwheels from activating cards or otherwise, you may take the corresponding number of steps on the bot tracks. You may always choose on which track you want to proceed. Move the corresponding cogwheel 1 step up (see chapter »Bot Tracks and Bot Tiles«, page 22).

Beispiel:

1. Black places 1 farm card in the Discoveries column. Black activates the entire column.
2. The card just placed gives black 1 energy stone, as does the column header, totalling 2 energy stones.
3. With the card in the middle, black can choose to receive 1 wool or 1 egg. Black decides to take 1 wool which has to be stored immediately. The wool is placed in the free storage of the neighbouring pastures card.
4. The remaining card allows black to move one of his cogwheels 1 step up on any track. Black chooses the right track and moves his cogwheel there up 1 step.



Activating the Transport Dock Column

If you activate this column, the cards will usually activate transport drones, which you can use immediately for deliveries. 1 transport drone represents 1 delivery. You make deliveries to public delivery orders and personal delivery orders.

Delivery means: You may place 1 of your resources on a free space on a delivery order card.

Important: Always complete 1 delivery and all steps and effects associated with it before moving on to the next delivery.

You do not have to complete delivery orders in one turn. You may always make deliveries in any order and to any order card. You do not have to use deliveries to which you are entitled.



Deliveries to Public Delivery Orders:

For each delivery, you may place 1 of your resources on a delivery space in your area of the order card. You take the resource from your storage. The resource must meet the requirements of the delivery slot (if wool is required, you must deliver wool, etc.). You will then immediately receive the corresponding reward. The order in which you deliver goods is up to you (you do not have to deliver them from left to right).

If you complete a public delivery order (you deliver to the last free space in your area), you discard the resources from your area to the general supply and must place 1 barrel from your farm on a free barrel space on the card. At the end of the game, you will receive the victory points printed on the barrel space (i.e. whoever comes first receives more victory points). By placing the barrel, you indicate that you have completed the order and can no longer deliver to it (but the other player can deliver to their area if they have not yet completed the order).

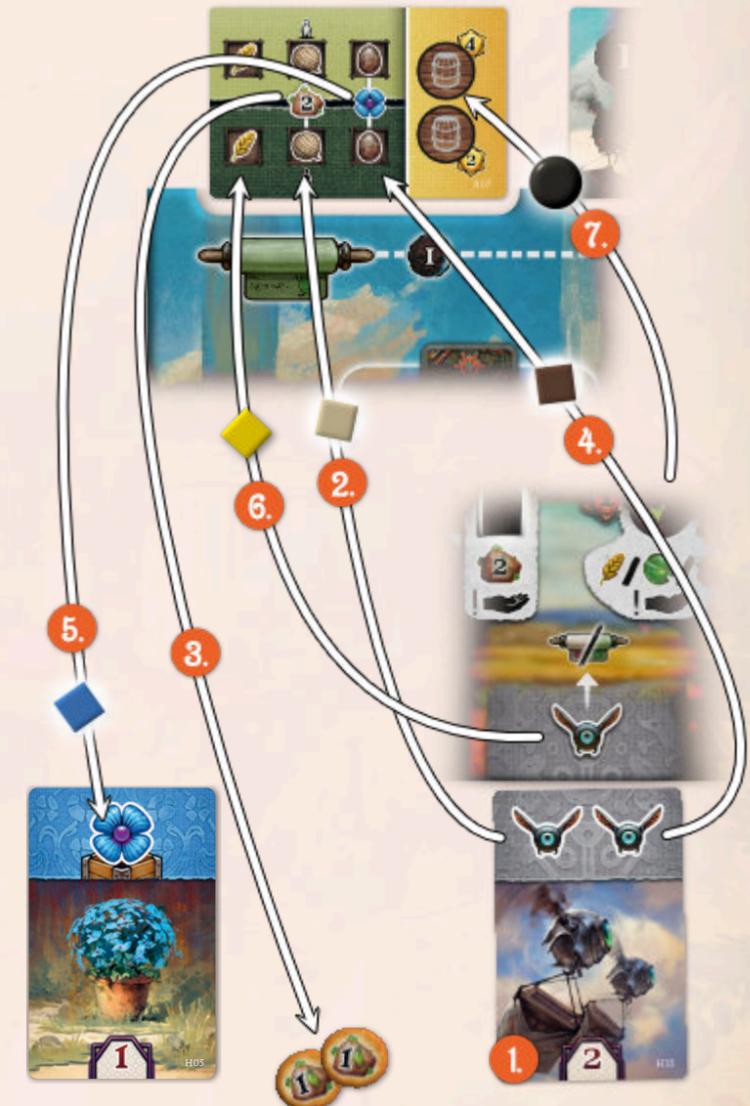
It is not possible to complete more than 6 public delivery orders. It is permitted to complete public order cards from Eras I and II in a later era.

Example:

1. Black places 1 farm card into its transport dock column and activates the column. The card just placed activates 2 transport drones, which Black immediately uses for 2 deliveries.
2. Black delivers 1 wool (from a storage not shown here) to a public delivery order and
3. immediately receives 2 energy stones as a reward.
4. Black then delivers 1 egg to the same order and
5. immediately receives 1 flower as a reward, which is immediately stored appropriately.
6. The column header activates another transport drone. Black delivers 1 more grain to the public order, completing it.
7. Black completes the order before White, i.e. places 1 barrel from his own farm on the higher-value barrel space, and receives 4 victory points in the final scoring. Black discards the resources in its own delivery area of the public order card to the general supply (not shown here).



The farm market allows you to exchange resources. You can use it as a free action at any time. Even if you are currently delivering. See page 26 for details.



Placing a Farm Card

(continued)

Activating the Transport Dock Column (continued)



Deliveries to Personal Delivery Orders: For each delivery, you may place 1 of your resources on a delivery space of the order. You take the resource from your storage. The resource must meet the requirements of the delivery slot (if wool is required, you must deliver wool, etc.). You do *not* have to deliver from left to right (the order is up to you).

If you complete the delivery order, you must place 1 *crate* from your farm on the card. At the end of the game, you will receive the victory points printed on the card. By placing the *crate*, you indicate that you have completed the order and are no longer allowed to deliver to it.

It is not possible to complete more than 6 personal delivery orders. It is permitted to complete personal delivery orders from Eras I and II in a later Era.

Activating the Personal Delivery Orders Column



If you activate this column, it works differently to the other columns:

- You may use all transport drones in the transport dock column, but only to make deliveries to your personal delivery orders. You may *not* deliver to public delivery orders.
- You may *not* use cogwheels on cards in the transport dock column that give you steps on the bot tracks.
- You may *not* use any effects that relate to activating the transport dock column.

Example:

- White places 1 farm card in its personal delivery orders column. All transport drones in the transport dock column may now be used.
- With the delivery granted by the card, white delivers 1 flower to the personal delivery order just placed. The step on the bot tracks must not be used.
- White then uses the transport drone from the column header to deliver 1 wool to another personal delivery order.
- This completes it and white places 1 crate from its own farm on the crate space. This is worth 3 victory points at the end of the game.
- White then places the resources on the order card back into the general supply (not shown here).



Receiving a Row Bonus



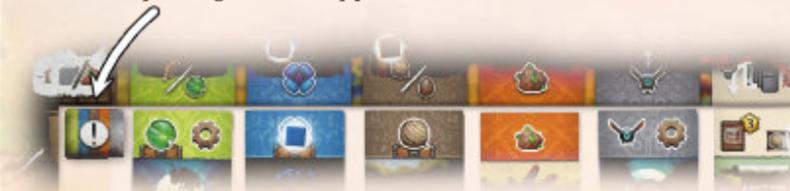
If you complete a row when placing a farm card (i.e. 6 cards in a row, one in each column), you immediately receive a row bonus marker.



Example: White places a discoveries farm card. White thus completes the row and receives a row bonus marker.

As usual, activate the column into which you have just placed the card and resolve the activation. Then decide the following:

- You turn the row bonus marker to the victory point side, place it on the space next to the completed row as shown and receive its victory points at the end of the game. Or:
- You turn the row bonus marker to the activation side (with the exclamation mark), place it on the space next to the completed row as shown and immediately activate the entire row, with the exception of the card in the personal delivery orders column. If you decide to use this side of the marker, you forgo the victory points.

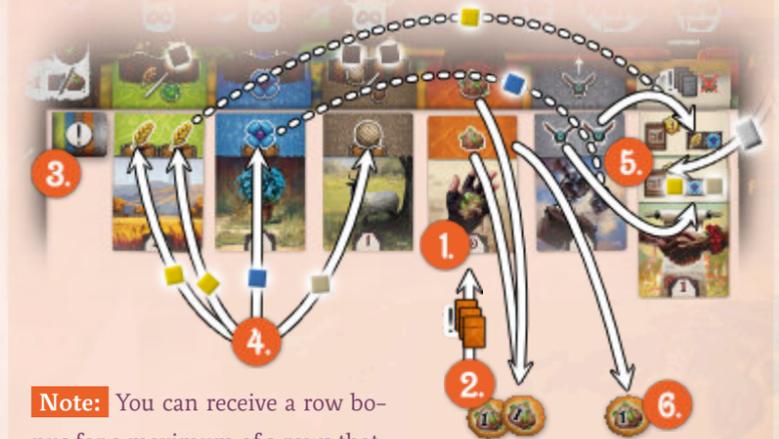


Activating a Row

You may use every single card in the row and execute its functions - with the exception of personal delivery orders. You can perform the cards in any order, but always complete one card before performing the next.

Important: You need the personal delivery order card in the row to complete the row. However, you do not activate the card. To remind you of this, the row bonus marker on the activation side only shows five colours.

Example: 1. White has placed 1 farm card in the discoveries column, thus completing the row and receiving a row bonus marker. 2. White now first activates the discoveries column and receives 1 energy stone from the card placed and 1 energy stone from the column header. 3. White then decides to use the row bonus marker with the activation side and places the marker accordingly. White activates the entire row and produces 4. 2 grain, 1 flower and 1 wool on the cards on the left. 5. With the 2 transport drones on the card in the transport dock column, white decides to deliver: 1 grain to the personal delivery order in the row and 1 flower to the order below. This is now complete. White immediately places 1 crate from its own farm on the card. 6. Finally, white receives 1 energy stone from the card in the discoveries column.



Note: You can receive a row bonus for a maximum of 3 rows that you complete.

Bot Tracks and Bot Tiles

You will find the two bot tracks on the right-hand side of your farm board. They show how well your bots are constructed and help you with your farm work. By making progress on the tracks, you can gain helpful bot tiles and victory points.



You mainly gain **steps on the bot tracks** by activating your farm cards and by making deliveries to certain public delivery orders. If you receive 1 step on the bot tracks, you are always free to choose which bot track you take the step on. To do this, move the corresponding cogwheel up 1 position.

Example:

1. White activates the transport dock column by placing a farm card and, in addition to a delivery, it also receives 1 step on the bot tracks from the card just placed.
2. White moves the cogwheel on the right-hand bot track 1 step upwards.
3. White also receives 1 delivery and 1 step on the bot tracks from the other card in the activated transport dock column and now decides to take 1 step on the left bot track.



Certain steps on the bot tracks are blocked by crates, barrels and ships at the start of the game. You are not allowed to take them until you have removed the crates, barrels and ships by completing orders. The path may be completely blocked on the left track, but you can take a diversion on the right one. You can remove the crates, barrels and ships in any order, you don't have to start at the bottom even if this often makes sense.

Steps on the bot tracks that you receive but are unable to take are forfeited without replacement. It is not permitted to go back on the bot tracks. You do not have to use steps that you are entitled to on the bot tracks.

Right Bot Track

Advancing on the right bot track earns you victory points and **bot tiles**. As soon as you reach a space on the track that is connected to a notch via a cable root, take a bot tile from the appropriate selection on the game board and place it in the notch you have just reached. When you reach the two notches at the bottom, take a *progress bot tile*. When you reach the notch at the top, you take an *end-of-game bot tile*.

Progress Bot Tiles

You can use the tile from your *next* turn onwards. It takes effect whenever you activate certain columns depending on the tile. You may then carry out the effect of the bot tile.



Example: 1. White takes two steps on the right-hand bot track and reaches a space on the track that is connected to a notch via a cable root. 2. White takes a bot tile from the display on the game board and place it in the notch reached. From its next turn onwards, white may use the effect of the bot tile and receives 1 energy each time its pastures column is activated.

End-Of-Game Bot Tiles

These tiles give you victory points in the final scoring as shown on the tile. These victory points are usually dependent on certain conditions.

Example: 1. Black reaches the top space on the right-hand bot track, which is connected to a notch via a cable root, and may take 1 end-of-game bot tile from the display on the game board. 2. Black places it in the notch it has reached. In the final scoring, Black receives 1 victory point for every 2 energy stones in its personal supply, up to a maximum of 6.



See the [glossary](#) for details of all bot tiles.

Left Bot Track

By advancing on the left bot track, you earn a multiplier for the victory points you score by advancing on the right track.

Example: At the end of the game, black has reached the top spot on the right bot track with its cogwheel. The other cogwheel is on the left-hand track in the area for the multiplier 3. Black therefore receives 3 x (multiplier) 3 (victory points earned on the right-hand track), totalling 9 victory points for the two bot tracks in the final scoring.



Special Farm Cards: Village Festival

If you have bought a village festival card, do not place it in a column of your farm (except you place the card face down, ignoring its effects), but execute the village festival immediately **and then return it to the box**. The player who bought the village festival may perform it first and immediately receives an additional bonus (even without performing the village festival). *Afterwards, the other player may also perform the village festival* (even if the first player did not), but in any case *without* a bonus.

Example:

1. Black buys the card and triggers the village festival for both players.
2. As a bonus, black receives 2 resources and may choose any 2 cubes from the grain, water lilies and flowers. These must be stored, otherwise they are lost.
3. Black then carries out the village festival first and receives a total of 4 energy stones for 2 of his own cards in the pastures column.
4. White may now also carry out the village festival and receives 2 energy stones for 1 card in the corresponding column. The village festival card is finally returned to the box.

An overview of the village festival effects can be found in the [glossary](#).



Fulfil a Ship Order



If you perform action **8** you do not buy a card. Instead, you fulfil 1 ship order.

First remove the rightmost card from the village's card supply and place it on the discard pile. Then choose any one of the face-up ship orders at the bottom of the game board that you want to fulfil. To fulfil the order, you must discard *all* your farm goods required by the order to the general supply in one go.

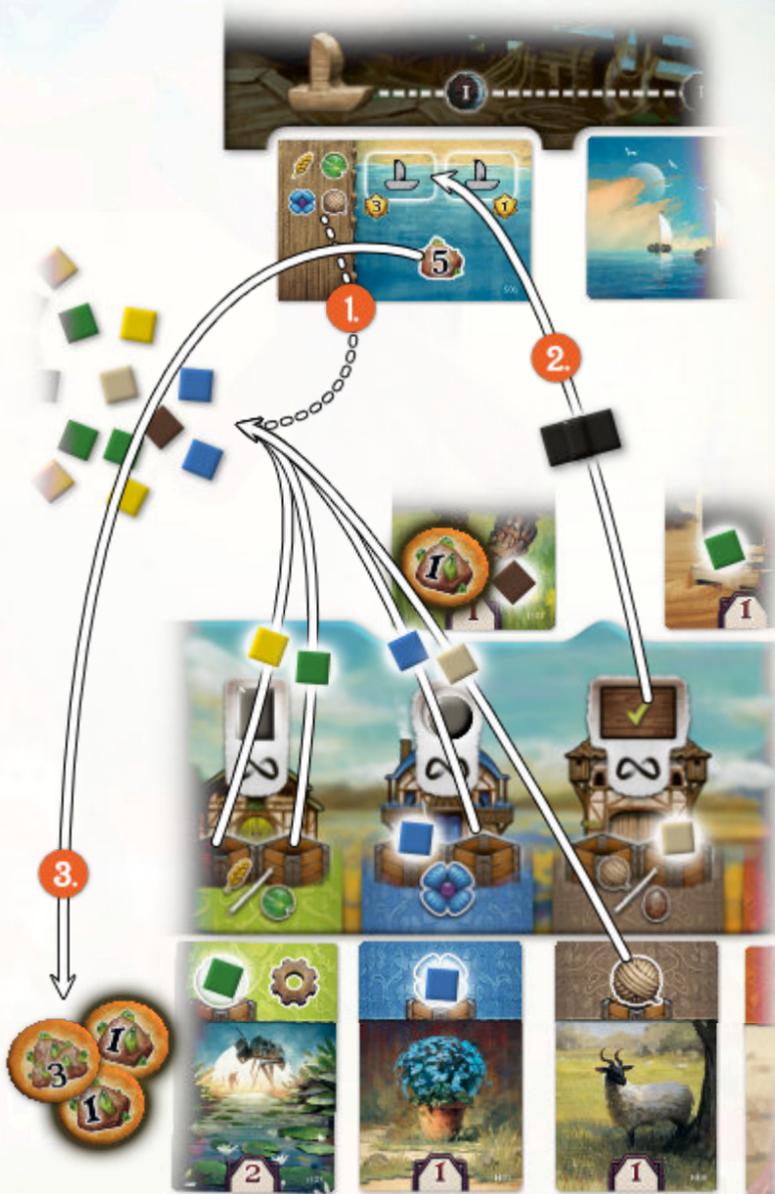
If you do not have enough farm goods, you may not select the »fulfil ship order« action (and must buy 1 card instead, see Action **A**, page 14).

Special Case: Very rarely, there may be no cards left in the village's card supply. In this case, you may perform the »Fulfil a Ship Order« action without discarding a card from the village's card supply.

Once you have discarded the farm goods required for the ship order, you must place 1 ship from your farm on a *free* ship space on the card. This indicates that you have already fulfilled the order and may not fulfil it again. In the final scoring, you will receive the victory points printed on the ship space (i.e. whoever comes first receives more victory points).

Then carry out the *effect* on the ship order card. Some effects do not give you an immediate effect, but victory points in the final scoring. You can find an overview of the individual ship orders in the [glossary](#).

You may both fulfil the same ship order during the course of a game. However, it is not possible to fulfil more than 6 ship orders. It is permitted to fulfil ship orders from Eras I and II in a later Era.



Example:

1. Black wants to fulfil the ship order. It discards 1 grain, 1 water lily, 1 flower and 1 wool to the general supply. **2.** Black must now place 1 ship from its own farm on a free ship space on the order card and receives 3 victory points in the final scoring. **3.** Black then carries out the effect of the ship order and receives 5 energy cubes.

Adding a Card

You must always add 1 card after your turn.

Adding a Card to the Village's Card Supply

If you have bought 1 card from the village's card supply or fulfilled a ship order: Move the cards in the village's card supply to the right to fill empty spaces. Then place a card from the draw pile on the leftmost empty space.

Add to your own Card Display

If you have bought 1 card from your personal card display, you must add 1 card to the empty space. To do this, choose 1 of the 3 cards from the village's card supply. Place the chosen card on the free space in your personal card display and then immediately set a **price** for the card. The price *must* correspond to the minimum price of the card, but it may be higher.

To set the price, take any combination of farm goods from your personal supply and place them on the card.

If you do not have enough farm goods to place at least a price equal to the minimum price on the card, you must replace the missing farm goods with *shortage markers*. You are not allowed to »voluntarily« take shortage markers if you can fulfil the price requirement in another way.

Then move the cards in the village's card supply to the right to fill empty spaces and afterwards place a card from the draw pile on the leftmost empty space.



Always place shortage markers face up on cards. It shows the icon for any 1 farm good.

If you buy a card with shortage markers on it from yourself, turn these markers over (to the minus side) and place them next to your own farm. Other farm goods are placed in the general supply as usual.

If you buy a card with shortage markers on it from the other player, give that player 1 of any farm goods for each shortage marker in addition to the other

Add to the other Player's Display

If you have bought 1 card from the other player's personal card display: The *other player* (not you) carries out the same steps as described under »add to your own card display«.

Example: Black has bought a card from white.

1. White must add 1 card to the empty space in its personal card display and chooses the card on the far right from the cards in the village. The card has a minimum price of »2«. **2.** White takes 1 grain and 1 energy stone from its personal supply and places them on the card as a price. **3.** The cards in the village's card supply are then moved to the right to fill any gaps and the empty space on the far left is filled with a card from the draw pile.



Tip: It can be useful to go above the minimum price of a card when setting the price if you want to »secure« this card for yourself or know that the other player really wants it.

Shortage Marker

farm goods required. The shortage markers are then turned over (to the minus side) and placed next to the other player's farm.

At the start of the final scoring at the end of the game, turn any shortage markers that are still on cards in your card display to the minus side and place them next to your farm. For each shortage marker next to your farm, you lose 1 victory point in the final scoring. You may never »voluntarily« take shortage markers.



The Farm Market

Using the farm market is a **free action** that you may use whenever it is your turn (including when you add a card or execute a village festival). You can exchange energy stones for resources at the farm market. You must spend these resources immediately (deliver them, hand them in for a ship order, buy 1 card, place them on a card as a price). You may not store them. You spend this amount of energy stones to receive the following resources:

- 2 energy stones for 1 grain **or** 1 water lily
- 3 energy stones for 1 flower
- 4 energy stones for 1 wool **or** 1 egg

Note: You can reduce the energy stone requirement for exchanging resources by 1 if you remove the matching wooden pieces (crate, barrel, ship). See also the chapter on the functions of wooden pieces in the [glossary](#).

Example:

Black wants to deliver 1 grain to a public delivery order. Since *black* has no grain in a storage, it exchanges the grain at the farm market. 1. *Black* gives 2 energy cubes in the general supply, 2. then takes 1 grain from the general supply and delivers it directly to the contract without storing it in its own farm. It is not allowed to store these exchanged resources.



End of an Era

As soon as you reveal the last of the 4 »Public delivery order« and »Ship order« cards of an Era, you trigger the end of an Era.

The Era then ends after the turn of the player who does **not** have the first player tree. This means that you both have the same number of turns in an Era.

Note: You may not be able to replenish the village's card display before or after this turn. In this case you don't have to replenish the village's card supply.

You then move on to the income phase.

Special Case Era III: If you have triggered the end of the Era in Era III and played the round to the end, you then both play *another* turn in turn order! However, you do not add a card in these two turns in the »Adding a Card« section. Then move on to the income phase.



Example: *White* has the first player tree and it is its turn. 1. When replenishing the card supply, the »Reveal Public Delivery Order« card is drawn from the draw pile. 2. The next public delivery order is revealed. As the second ship order of the Era was also revealed earlier, all 4 order cards for this Era are now face up. This triggers the end of the Era. 3. Return the reveal card to the box and replenish the card supply (if possible) with another card from the draw pile. *Black* then takes exactly 1 more turn before moving on to the income phase.

The Cards:

»Draw Village Festival«, »Reveal Public Delivery Order« and »Reveal Ship Order«

If you reveal one of these cards when replenishing the card supply in the village, you must immediately execute it as described below and **return it to the box**.

Draw Village Festival



Turn over the top card of the village festival card deck of the current Era to the left of the game board. Replace with this card the »Draw Village Festival« card which you return to the box. Remember: The village festival is not triggered now, but only as soon as it is bought by a person.

Reveal Public Delivery Order



In the upper section of the game board, reveal the face-down public delivery order that is furthest to the left. This order may now be supplied. Then return the reveal public order card to the box and draw another card from the draw pile to replenish the display.

Reveal Ship Order



Reveal the face-down ship order at the bottom of the game board that is furthest to the left. This order may now be fulfilled. Then return the reveal ship order card to the box and draw another card from the draw pile to replenish the display.

Farm Cards from Previous Eras

Farm cards can remain in your card display beyond the end of an era if nobody has bought them. It is therefore expressly permitted to buy a farm cards from Eras I and II in a later Era

Income Phase

Example:

Black has earned an income of 2 energy stones and 1 wool or 1 egg on the farm. 1. *Black* takes 2 energy stones into its personal supply and decides to take 2. 1 wool as income, which it places in a suitable storage.



If you have earned income, you will now receive it. Income is indicated by the -icon. If you are unable to store the resources you receive in a storage, it is forfeited without replacement.

If this was already Era III, proceed with the final scoring. (see [page 29](#)).

Otherwise, move on to the next Era and prepare it as described on [page 28](#).

Prepare a New Era

From Era II onwards, you need to carry out a few preparatory steps before you can start taking turns. Proceed as follows to prepare a new Era:

- Place all cards from the draw pile and in the village's card supply on the discard pile. If there are still village festival cards in the village's card supply, put them back in the box.
- Reveal the first face-down **public delivery order of the new Era**.
- Reveal the first face-down **ship order of the new Era**. This icon  on the game board reminds you to turn over the orders.
- Hand over the **first player tree** to the other player.

Take the **Farm cards of the new Era**. Set aside the two cards »Reveal Public Delivery Order« and »Reveal Ship Order«. Then shuffle the farm cards and form a face-down pile. Now take 2 of these farm cards face down and shuffle them with the set aside cards. Place the 4 cards face down in the draw pile space in the centre of the game board. Finally, place the remaining farm cards of the new Era face down on top of the 4 cards.

Draw 3 farm cards from the draw pile and place them *face up* from left to right in the 3 spaces next to the draw pile in the village's card display. Then deal 3 cards from the draw pile to each player's hand.

If you have revealed any »Draw Village Festival« cards or dealt them into your hand, immediately replace them with the top card from the pile of village festival cards of the new Era and return the »Draw Village Festival« cards to the box.

Example:

1. *White* wants to replace the village festival card in his own display with the farm card that *white* has just got into his hand. *White* returns the village festival card to the box.
2. *White* places the water lily resource, which was the price on the exchanged card on the new farm card.
3. As the new card has a minimum price of 3, *white* also places 1 energy stone and 1 egg on the card.
4. *White* does not want to place the other two cards it has in its hand and discards them.



You may now replace any number of cards in your personal card display with **the cards from your hand**. Place the farm goods from the replaced card on the new card. If the new card has a higher minimum price, you must add farm goods accordingly. If you cannot do this, you must leave the old card in your display or use shortage markers to fulfil the minimum price.

Note: The rule that you can ignore the minimum price of the card only applies in the game preparation round.

You can also voluntarily (further) increase the price on each new card. Replaced cards and hand cards that you do not want to use are discarded to the discard pile. **Exception:** Village festival cards are returned to the box as usual.

You can perform this step simultaneously. If one of you insists on carrying out this step in turn order, the player with the first player tree must carry it out first.

Now start the new Era and move on to taking turns.

End of the Game and Final Scoring

After the income phase of Era III, the game ends and you carry out the final scoring. Use the scoring pad to determine your victory points.  Enter the results in the appropriate fields and add everything up at the end.

Note: You will never receive victory points during a game of Suna Valo, but only now in the final scoring.

You receive victory points for:

- **Ship Orders:** Add up all victory point values next to your ships on these cards.
- **Ship Orders with Victory Point Effects:** If you have placed a ship on a ship order where the order effect gives you victory points, you will receive victory points depending on the information on the card. These are mainly the ship orders from Era III. See the **glossary** for details on the ship orders.
- **Completed Public Delivery Orders:** Add up all victory point values next to your own barrels on these cards.
- **Completed Personal Delivery Orders:** Add up all victory point values next to your crates on these cards.
- **Village and Farm Cards** with victory point values.
- **Farm Board:** By playing away certain crates, barrels and ships, you gain victory points for the empty spaces of these pieces. Add up all the values of the spaces where there are no more wooden pieces.
- **Row Bonus Marker:** You receive 5 victory points for each row bonus marker on the victory point side.
- **Bot Tracks:** Determine the victory points for your bot tracks by multiplying the multiplier you have achieved on the left-hand track with the victory point value you have achieved on the right-hand bot track.
- **End-Of-Game Bot Tile:** Depending on the condition of your end-of-game bot tile (if you have earned one), you will receive additional victory points.
- **Remaining Farm Goods:** Now add up the resources in your storages and the energy stones in your personal supply. You receive 1 victory point for every 5.
- **Shortage Marker:** For each shortage marker next to your farm, you must finally subtract 1 victory point. Don't forget to place any shortage markers that are still on cards in your personal card display next to your farm with the minus point side facing you.

Whoever has collected the most victory points for the benefit of Suna Valo wins the game. In the event of a tie, the player who *does* not have the first player tree wins, i.e. has not started the game.

You can find a detailed example on the following page »

End of the Game and Final Scoring

(continued)

Example:

1. Black has fulfilled 3 ship orders and receives 5, 3 and 2 victory points (VP), totalling 10 VP.
2. Black receives 1 VP per card in the transport dock column as a VP effect from a ship order, totalling 3 VP.
3. Black has also completed 3 public delivery orders and receives 3, 3 and 2 VPs, totalling 8 VP.
4. Black receives 11 VP for completing 3 personal delivery orders.
5. 1 Farm card in the discoveries column gives black 2 VP.
6. Some crates, barrels and ships removed from the farm give black 4 VP.
7. A row bonus marker is on the victory point side and therefore scores 5 VP.

8. The positions on the bot tracks score 4×3 , totalling 12 VP.
9. The end-of-game bot tile gives 1 VP for each ship on ship orders, i.e. 3 VP.
10. Black now adds up the resources in the storages and the energy cubes in its personal supply, totalling 13 and scores 2 VP.
11. 2 shortage markers next to the farm mean -2 VP.

This gives Black a total of $10+3+8+11+2+4+5+12+3+2-2 = 58$ victory points.



Glossary

Note: Many cards, improvements and tiles described in the glossary give you resources as a reward or effect. As always: If you cannot store the resources you receive in your storages, they are forfeited without replacement.

Improvements through Crates, Barrels and Ships

By placing crates, barrels and ships on completed or fulfilled orders, you either unlock steps on the bot tracks or improvements to your farm. The improvements are as follows:



If you place a farm card with its backside in a column when performing action **A** (symbol on the right), you additionally receive 1 step on the bot tracks, which you may use as a free action during the activation of the column. You also receive 2 VP in the final scoring.



When fulfilling a ship order, you may discard any 1 of the required farm goods less, for example a total of 3 instead of 4 of the required farm goods. You decide which farm good you want to save.



If you buy 1 card from the village's card supply, you may pay 1 farm good less (also 0 instead of 1).



You exchange grain or water lilies at the farm market for only 1 energy stones instead of 2. You also gain 2 VP in the final scoring.



You exchange flowers at the farm market for only 2 instead of 3 energy stones. You also receive 2 VP in the final scoring.



You exchange wool or eggs at the farm market for only 3 instead of 4 energy stones. You also receive 2 VP in the final scoring.



You may store as much grain and water lilies as you like in this endless storage.



You may store any number of flowers in this endless storage.



You may store any number of wool and eggs in this endless store.

Reminder: You may never move resources back and forth between your storages!



You receive 2 energy stones **immediately** and in each subsequent income phase. You also receive 1 VP in the final scoring.



You receive 1 grain or 1 water lily or 1 flower **immediately** and in each subsequent income phase. You also receive 1 VP in the final scoring.



You receive 1 wool or 1 egg **immediately** and in each subsequent income phase. You also receive 1 VP in the final scoring.

Glossary

(continued)

Special Farm Cards

At this point, we will look at farm cards that have special features.



With these cards (*H22, H24, H41, H42*), you can choose whether to attach them to the crop areas column or the floriculture column. If such a card is activated, it still produces 1 flower, even if it is in the crop area column. And vice versa: It still produces 1 water lily or 1 grain, even if it is in the floriculture column.



You do not produce or gain anything from these cards (*H40, H46, H49, H52*), when you activate them. However, you place them in their respective column and thus activate the entire column as usual. You also receive the victory points shown in the final scoring.



With these cards (*H28, H43*), you produce either 1 wool or 1 egg and place it in the storage. The storage is therefore a suitable storage for wool and egg. If there is 1 resource (whether wool or egg) in the storage, the card does not produce.

Characters

During game preparation, you will receive a character with a special ability. Place this character clearly visible next to your farm so that you do not forget its abilities.



Character 1 (C01): Whenever you activate your transport dock column, you may make 1 additional delivery (at any time during activation). This also applies if you receive deliveries by activating your personal delivery orders column. The additional delivery must then go to a personal delivery order.

Note: This character is well suited for the first game.



Character 2 (C02): Whenever you have to place farm goods on a card to set a price, this price may be 1 less than the minimum price, for example 2 farm goods on a card with a minimum price of 3. The price can drop to 0, but not below. You therefore receive no refund for a card with a minimum price of 0. The effect of this character also applies in the »prepare new era« phase if you replace old cards with new ones, but *not yet* in the game preparation phase when placing farm goods on the initial cards.



Character 3 (C03): You may store any 3 resources on this card, which you obtain, for example, by producing the column heads, cards in the discoveries column or through orders and as payment when buying cards. Resources that you produce on cards may also be stored here immediately as an exception. However, as usual, cards whose storage space is already occupied do not produce. You are still not allowed to simply move resources from one storage to another.

Note: This character is well suited for the first game.



Character 4 (C04): Before you add 1 card, you may also reveal the top card of the draw pile. Then choose from this card and the cards on offer in the village to add a card. If you choose the card from the draw pile, the village's card supply is not replenished. However, if you choose a card from the village, the village's card supply is replenished as usual. In this case, with the card that you have just revealed from the draw pile.

Special Cases: If you reveal one of the »Reveal Public Delivery Orders« or »Reveal Ship Orders« cards as the top card of the draw pile, first execute it as usual and reveal a new card from the draw pile. Then be sure to follow up on your draw, even if you have triggered the end of an Era. If you have revealed a »Draw Village Festival« card, discard it as usual and place the top village festival from the village festival card deck of the current Era on the draw pile; you may then also select this village festival to add it to your personal card display.

Note: This character is suitable for advanced games.



Character 5 (C05): As soon as you have used one of your progress bot tiles, you immediately receive 1 farm good of your choice.

Note: This character is well suited for the first game.



Character 6 (C06): Once during your turn, as a free action, you may »swap« exactly 1 farm resource on a card in your personal display with 1 farm resource from your farm. Put resources back into a suitable storage or energy stones next to your farm and replace it with the desired farm good. The swap takes place almost simultaneously. For example, you can swap 1 water lily for 1 grain and use the same storage space if the storage space allows it. You may also swap the same farm goods, e.g. place 1 flower in the endless storage area (if enabled) and replace it with 1 flower from a storage area on one of your farm cards. You may *never*

Characters (continued)

use this character outside of your turn, not even when placing farm goods in the game preparation or the »Prepare a New Era« phase.

Note: This character is suitable for advanced games.



Character 7 (C07): As soon as you fulfil a ship order, you may activate **exactly 1 of your cards** in the crop areas, floriculture or pastures columns. This character's effect takes effect *after* you fulfilled the ship order, performed the effect and placed your ship.

Note: This character is well suited for the first game.



Character 8 (C08): At the beginning of your income phase, you may choose exactly 1 farm card from the discard pile, place it in the appropriate column of your farm, and then activate exactly that 1 card. You may not place the back of the card in any column. You may search the entire discard pile. If you take a personal delivery order card, you may activate your transport dock column for deliveries to exactly this card. In Era I, there may be no matching farm cards in the discard pile. However, you can ensure that there are matching cards in the discard pile by fulfilling a ship order.

You can complete a row, receive a row bonus and activate the row if necessary (after activating the card you have just placed). In rare cases, you may complete 4 rows with the help of this character. In this case, you will not receive a row bonus for this fourth completed row (more than 3 are not possible).

Glossary

(continued)

Village Festivals

If you have bought a village festival card, do not place it in a column of your farm (unless you turn it over but then you will not trigger the festival), but execute the village festival immediately and put the card back in the box afterwards. The player who bought the village festival may perform it first and immediately receives an additional *bonus*. Afterwards, the other player may also perform the village festival, but in any case *without* a bonus.



Village Festival 1 (E01): You receive 2 energy stones for each card in your crop area column.

Bonus: You receive 3 energy stones.



Village Festival 2 (E02): You gain 2 energy stones for each card in your pastures column.

Bonus: You receive any 2 of the following resources: grain, water lily, flower.



Village Festival 3 (E03): You gain 2 energy stones for each card in your discoveries column.

Bonus: You receive any 2 of the following resources: wool, egg.



Village Festival 4 (E04): You may fulfil 1 ship order (same as action 8).

Bonus: When fulfilling the ship order, you may discard any 1 of the required farm goods less, for example 1 flower and 2 wool instead of 2 flowers and 2 wool. The bonus applies in addition to the improvement on your farm, which allows you to pay any 1 farm good less when fulfilling a ship order. The bonus only takes effect if the village festival is carried out.



Village Festival 5 (E05): You may fulfil 1 ship order (same as action 8).

Bonus: When fulfilling the ship order, you may discard 2 fewer of the required farm goods, for example 2 wool instead of 2 flowers and 2 wool. The bonus applies in addition to the improvement on your farm, which allows you to pay 1 less of any farm good when fulfilling a ship order. The bonus only takes effect if the village festival is carried out.



Village Festival 6 (E06): You receive 2 energy stones for each of your barrels on public delivery orders (i.e. per public delivery order you have already completed).

Bonus: You receive any 2 of the following resources: grain, water lily, flower.



Village Festival 7 (E07): You gain 2 energy stones for each cogwheel icon on the farm cards in all your columns.

Bonus: You may take 2 steps on your bot tracks.



Village Festival 8 (E08): You gain 2 energy stones for each card in your floriculture column.

Bonus: You receive any 2 of the following resources: wool, egg.



Village Festival 9 (E09): You may fulfil 1 ship order.

Bonus: When fulfilling the ship order, you may discard any 3 of the required farm goods less, for example 1 wool instead of 2 flowers and 2 wool. The bonus applies in addition to the improvement on your farm, which allows you to pay any 1 farm good less when fulfilling a ship order. The bonus only takes effect if the village festival is carried out.

Village Festivals (continued)



Village Festival 10 (E10): You gain 2 energy stones for each card in your transport dock column.

Bonus: You may make 2 deliveries.



Village Festival 11 (E11): You gain 2 energy stones for each card in your personal delivery orders column.

Bonus: You receive 2 victory points in the final scoring. After resolving the village festival, place this card next to your farm as a reminder instead of putting it in the box.



Village Festival 12 (E12): You may activate up to 3 different cards of your choice from the crop areas, floriculture, pastures and discoveries columns. Each activated card must be in a different column.

Bonus: You receive 2 victory points in the final scoring. After completing the village festival, place this card next to your farm as a reminder instead of putting it back into the box.

Note: Village festival cards that refer to cards in a column also mean cards that were played with their backs into the columns.

Glossary

(continued)

Ship Orders

To fulfil a ship order, you must return *all* farm goods required by the order to the general supply. Once you have fulfilled a ship order, you may perform the indicated effect. You then also place 1 ship from your farm on a free ship space on the ship order card. You will receive the corresponding victory points in the final scoring. You may both fulfil the same ship order. You also both receive the effect at the moment you fulfil the order. You may not fulfil a ship order more than once each.



Ship Order 1 (S01): To fulfil the order, you must discard 1 grain, 1 water lily, 1 flower and 1 wool.

Effect: You receive 5 energy stones.



Ship Order 2 (S02): To fulfil the order, you must discard 1 wool, 1 egg and 2 energy stones.

Effect: You receive any 3 of the following resources: grain, water lily, flower.



Ship Order 3 (S03): To fulfil the order, you must discard 2 grain and 2 water lilies.

Effect: You receive any 2 of the following resources: wool, egg.



Ship Order 4 (S04): To fulfil the order, you must discard 1 grain, 1 water lily, 1 flower and 1 wool.

Effect: You may remove any one figure (crate, barrel or ship) from the left bot track. Put it back in the box. You may not use it again later and can therefore fulfil 1 less order of the corresponding type during the game. In addition, you may take up to 2 steps on your bot tracks.



Ship Order 5 (S05): To fulfil the order, you must discard 2 flowers and 2 wool.

Effect: You may activate any 1 of your columns, with the exception of the personal delivery orders column.

Note: If you want to supply your personal delivery orders column, simply activate your transport dock column.



Ship Order 6 (S06): To fulfil this order, you must discard 4 energy stones.

Effect: You receive 3 victory points in the final scoring.



Ship Order 7 (S07): To fulfil the order, you must discard 2 grain, 2 flowers, 1 wool and 1 egg.

Effect: You may activate one of these columns: crop areas, floriculture or pastures.



Ship Order 8 (S08): To fulfil the order, you must discard 2 grain, 2 water lilies, 1 flower and 1 wool.

Effect: You may remove any one figure (crate, barrel or ship) from your farm or bot tracks. Put it back in the box. You may not use it later and can therefore fulfil 1 less order of the corresponding type. You also receive 3 energy stones.



Ship Order 9 (S09): To fulfil the order, you must discard 2 water lilies, 2 wool and 2 eggs.

Effect: You may activate any 1 of your columns, with the exception of the personal delivery orders column.



Note: If you want to supply your personal delivery orders column, simply activate your transport dock column.

Ship Order 10 (S10): To fulfil the order, you must deliver 1 grain, 1 water lily, 2 flowers, 1 wool and 1 egg.

Effect: You may place exactly 1 farm card from the discard pile in the appropriate column of your farm and then activate exactly this 1 card. You may not place the card with its back in any column. You may search the entire discard pile. If you take a personal delivery order card, you may activate your transport dock column for deliveries to exactly this card. You may complete a row, receive a row bonus and activate the row if necessary (after activating the card you just placed).



Ship Order 11 (S11): To fulfil the order, you must discard 2 grain, 2 water lilies, 1 wool and 1 egg.

Effect: You may immediately take 1 bot tile from the bot tiles that you put back in the box at the start. Choose 1 of them. You may not choose a bot tile from the display on the game board. Place the tile clearly visible next to your bot track. You can use it as usual from your next turn on. You can therefore receive up to 3 bot tiles during the course of a game as a result of this ship order.

Ship Orders (continued)



Ship Order 12 (S12): To fulfil the order, you must discard 6 energy stones.

Effect: You receive 1 grain or 1 water lily, 1 flower and 1 wool or 1 egg.



Ship Order 13 (S13): To fulfil the order, you must discard 1 grain, 1 water lily, 2 flowers, 2 wool and 2 eggs.

Effect: In the final scoring, you receive 1 victory point for each card in your transport dock column. Flipped cards also count.



Ship Order 14 (S14): To fulfil the order, you must discard 2 grain, 2 water lilies, 2 wool and 2 eggs.

Effect: In the final scoring, you receive 1 victory point for every 2 cards in your crop areas and floriculture columns. Cards showing both colours count as 1 card. Flipped cards also count.



Ship Order 15 (S15): To fulfil the order, you must discard 9 energy stones.

Effect: In the final scoring, you receive 1 victory point for each card in your discoveries column. Flipped cards also count.

More ship orders on the next page »

Glossary

(continued)

Ship Orders (continued)



Ship Order 16 (S16): To fulfil the order, you must discard 2 grain, 2 water lilies, 2 flowers, and 2 wool.

Effect: In the final scoring, you receive 1 victory point for each of your crates on personal delivery orders (i.e. for each personal delivery order that you have completed up to that point).



Ship Order 17 (S17): To fulfil the order, you must deliver 2 grain, 2 water lilies, 2 flowers and 2 eggs.

Effect: In the final scoring, you receive 1 victory point for each card in your pastures column. Flipped cards also count.



Ship Order 18 (S18): To fulfil the order, you must discard 2 energy stones, 2 flowers, 2 wool and 2 eggs.

Effect: In the final scoring, you receive 1 victory point for each of your barrels on public delivery orders (i.e. for each public delivery order that you have completed by then).

Bot Tiles

By advancing on the right-hand bot track, you gain **progress bot tiles** (up to 2). Place them in the space provided on your bot track.

When you reach the top space on the right-hand bot track, you may also immediately take 1 of the **end-of-game bot tiles** from the selection on the game board. Place it in the space provided on your bot track.

Progress Bot Tiles



Progress Bot Tile 1 (BF01): When you activate your floriculture column, you receive 1 energy stone.



Progress Bot Tile 2 (BF02): When you activate your crop area column, you gain 1 energy stone.



Progress Bot Tile 3 (BF03): When you activate your pastures column, you gain 1 energy stone.



Progress Bot Tile 4 (BF04): When you activate your pastures column, you gain 1 of the following resources: grain, water lily, flower.



Progress Bot Tile 5 (BF05): When you activate your discoveries column, you gain 1 of the following resources: wool, egg.



Progress Bot Tile 6 (BF06): When you activate your transport dock column, you gain 1 of the following resources: grain, water lily, flower.



Progress Bot Tile 7 (BF07): When you activate your personal delivery orders column, you may take 1 step on the bot tracks.



Progress Bot Tile 8 (BF08): When you activate your personal delivery orders column, you gain 1 of the following resources: wool, egg.

Bot Tiles (continued)

End-Of-Game Bot Tiles



End-Of-Game Bot Tile 1 (BE01): For each of your columns containing 3 or more cards, you receive 1 victory point in the final scoring.



End-Of-Game Bot Tile 2 (BE02): For every 2 energy stones in your personal supply, you receive 1 victory point in the final scoring, up to a maximum of 6 victory points. You do *not* discard the energy stones.



End-Of-Game Bot Tile 3 (BE03): You receive 2 victory points in the final scoring for each row bonus marker you have earned, regardless of whether you have turned it to the victory point side or the activation side.



End-Of-Game Bot Tile 4 (BE04): For each of your barrels on public orders, you receive 1 victory point in the final scoring (i.e. for each public delivery order you have completed).



End-Of-Game Bot Tile 5 (BE05): For each of your crates on personal delivery orders, you receive 1 victory point in the final scoring (i.e. for each personal delivery order you have completed).



End-Of-Game Bot Tile 6 (BE06): For every 2 resources in your storages, you receive 1 victory point in the final scoring, up to a maximum of 6 victory points. You do *not* discard the resources.



End-Of-Game Bot Tile 7 (BE07): For each of your ships on ship orders, you receive 1 victory point in the final scoring (i.e. for each ship order you have fulfilled).



End-Of-Game Bot Tile 8 (BE08): You receive 3 victory points in the final scoring.

Credits

Author: ode.

Illustrations: Lukas Siegmon

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Development and realisation: The Game Builders

Editors: Dirk Schröder, Thorsten Hanson

Rules correction: Carsten Burak, Tobias Rieger, Julian Steindorfer

Credits

I had the idea for Suna Valo after a game of the wonderful *7 Wonders Duel* by Antoine Bauza and Bruno Cathala (Repos Production, 2015), when I once again lost prematurely due to science. I find the premature victory scenario a wonderful element of tension – as long as it doesn't materialise. I wanted to design a game that took on the feel of *7 Wonders Duel*, which I love so much, but without the premature victory and with enough independence. The way you activate cards you have already placed with new cards was inspired by *Deus* by Sébastien Dujardin (Pearl Games, 2014) and by *In the Hall of the Mountain King* by Jay Cormier and Graeme Jahns (Burnt Island Games, 2019 – German version by Skellig Games, 2021). The way you get cards in Suna Valo is inspired by my favourite game in the Key series, *Key Harvest* by Richard Breese (R&D Games, 2007). I would like to thank all the authors and publishers of these games for the inspiration and the many enjoyable hours with their games!

Special thanks in the creation of Suna Valo go to my developer Dirk Schröder, who has always brought all the sprawling strands together. My thanks also go to Thorsten Hanson, who really thought of every little detail when it came to the rules for chain moves. And to Lukas Siegmon, who once again visualized the Solar Punk world and my game so wonderfully.

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Game Overview

Each turn, choose between action **A** or **B**

A Buy 1 card. Then place it in the appropriate column to activate it. Or: Turn the card face down to place it in any column.

Exception: Village festival - Whoever buys the card gets the bonus and performs the village festival effect first. Then return the card to the box.

B First place the rightmost card from the village on the discard pile. Then fulfil any open ship order. All goods must be delivered "in one go".

End of an Era

As soon as all 4 order cards of an Era are face up, the round is played to the end and then finished.

Exception: In Era 3, there is one additional turn per player (without adding cards).

Don't forget

- At the end of an era, you will receive income if you have earned any.
- At the beginning of an era, you will receive 3 farm cards in your hand and can exchange them for your current card display.
- Buying cards - When do I pay what to whom?
 - Buying from the village: Pay a number of any farm goods equal to the sum of the minimum price of the card and the price of the card slot in the village to the general supply.
 - Buying from your own display: Place all farm goods from the card into the general supply.
 - Buying from the other player's display: Pay exactly the farm goods on the card to the other player. They receive these farm goods and the farm goods on the card for their own supply.

Important Icons

	Era I/Era II/Era III
	Buy a card, place it in the appropriate column and activate the column
	Buy card, place it with backside up in any column and activate the column
	Activate the column of a specific colour, in this case green column
	Activate a column of any colour
	Activate exactly 1 card in your blue column (other colours analogous)
	Fulfil ship order (Action B)
	Move any 1 of your cogwheels 1 step up the bot track
	Deliver any 1 resource to public or personal delivery order
	Space for 1 crate/barrel/ship
	Delivery space on public or personal delivery order for grain (other resources analogous)
	Reward for delivery to public delivery order (<i>here</i> : 1 energy stone)
	Bonus for carrying out a village festival
	Common village festival effect
	Minimum price of a farm card (<i>here</i> : 2)
	Additional costs when buying from the village offer (<i>here</i> : 1)
	A farm good is any 1 resource or 1 energy stone
	Any resource