

# SANSSOUCI

Michael Kiesling

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## OBJECT OF THE GAME

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Design the best garden for the palace of Sanssouci by positioning the various Structure Tiles on your Garden Board. Choose wisely, as you can only place the tiles in certain sectors, and don't forget to connect them to each other, for nobles appreciate a walk without interruptions. The player with the highest score after 18 rounds will be the winner.

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King Frederick IV wants to remodel the summer palace built by his uncle Frederick the Great.

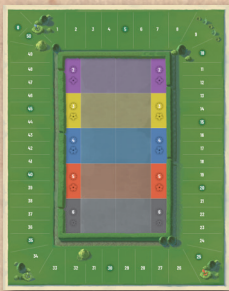
In the process, he has also decided to redesign its surroundings. That's where you come in. In Sanssouci, players will have to present a sketch for the new garden, incorporating statues, trees, fountains, walkways, and beautiful pavilions.

The aim is to design a garden that lives up to the magnificence of the palace, a place where the king can forget about his worries. It won't be an easy task, as you not only have to please the king himself but also various nobles who will walk along the garden of Sanssouci Palace. Do you accept the challenge?

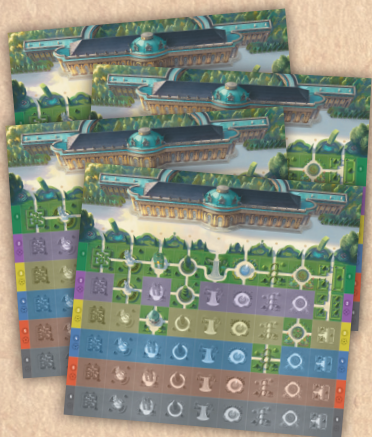




## CONTENTS



1 Main Board



4 Two-sided Garden Boards



81 Garden Structures Tiles



1 Fabric Pouch



4 Two-sided Reward Expansion Boards



9 Mission Cards



72 Action Cards



4 Scoring Markers



4 50/100 points Tokens



36 Noble Tokens



4 Wild Boar Expansion Tokens

## GAME SETUP

I. Place the Main Board in the middle of the table **1**.

II. Each player receives 1 Garden Board **2**, 18 Action Cards of the corresponding color **3**, 9 Noble Tokens **4**, and the corresponding Scoring Marker to be placed on the 0/50 space of the Main Board **5**. Shuffle the 18 Action Cards and pile them up next to the Garden Board as the draw pile **3**. Place the 9 Noble Tokens on the top row (♠) of the Garden Board **4**.

III. Shuffle the 9 Mission Cards and deal, face down, 2 cards to each player **6**. Put the remaining Mission Cards back in the box without looking at them. They will not be used in this game.

IV. Depending on the number of players, divide the Garden Structure Tiles according to the number on the back. For a 2-players game, only the tiles with "2+" on the back are used. For a 3-players game, the tiles

with "2+" and "3+" are used. For a 4-players game, all tiles ("2+", "3+" and "4") are used. For 2- and 3-players games, return the unused tiles to the box.



2 players



2 & 3 players



2, 3 & 4 players

V. Shuffle the Garden Structure Tiles that will be used in the game in the Fabric Pouch **7**. Then draw 10 at random and place them randomly on the marked spaces of the Main Board **8**.

VI. Each player draws the first 2 Action Cards from their draw pile to form their initial hand **9**.

VII. Reward Boards **10** and Wild Boar Tokens **11** are only used when playing with any of the mini expansions described on the last page of this rulebook.







## 🌿 COURSE OF PLAY 🌿

The last person to visit a palace will play first. On their turn, each player must perform the following actions in order:

1. Play an Action Card (it allows you to get a Garden Structure Tile).
2. Place the Garden Structure Tile on your Garden Board.
3. Move a Noble Token (optional).
4. Replace the tile on the Main Board.
5. Draw an Action Card.

Once all actions have been performed, the turn passes to the player on the left, in a clockwise direction.

### 1. Play an Action Card:

On your turn, you must choose one of the two Action Cards from your hand and play it face up in front of you. That card will determine which tile you can draw from the 10 available on the Main Board.

There are 3 types of Action Cards:



**Color:** It allows you to draw a tile from the Main Board corresponding to one of the two colors of that card. You can therefore choose between 4 tiles.



**Structure:** It allows you to draw a Garden Structure Tile from the Main Board that matches the one on the card. If there is no such tile available on the Main Board, you can choose any of the tiles displayed on the Main Board.

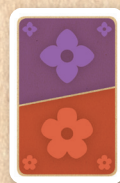


**Wild Card:** You can choose any tile on the Main Board.

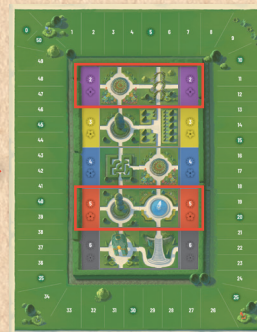
Once the Action Card is played and the corresponding tile is drawn, discard the Action Card.

### 2. Place the Garden Structure Tile:

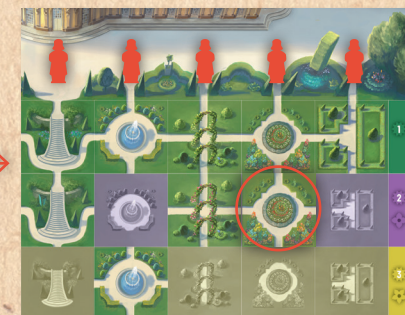
After drawing a tile, place it on an appropriate square of your Garden Board. This means that the square must match the structure pictured at the top of the column on your board as well as the row color matching the square from which the tile was taken on the Main Board.



*Abel plays a color action card.*



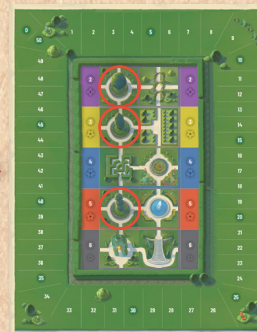
*This card allows him to take one of these four garden structure tiles from the main board.*



*Abel chooses the flowers tile found in the purple sector and positions it in the corresponding sector on his garden board.*



*Camilo plays a structure action card.*



*This card allows him to take one of these three garden structure tiles from the main board.*



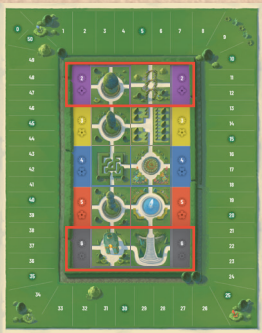
*Camilo chooses the tree tile found in the yellow sector and positions it in the corresponding sector on his garden board.*

There is no determined order to occupy the squares of your garden. You can place a tile on a square in the last row (gray) on your first turn, that might be disconnected from the pre-printed tiles on your Garden Board.

If the corresponding square is already occupied by a Garden Structure Tile (or pre-printed structure), you must turn the tile over to the side with the gardener and place it in any free square of the same row or column as where it should have gone.

If there is no space available in the same row or column of the corresponding square, you may place it on any available space in your Garden Board.





Ángela plays a color action card.

This card allows her to take one of these four garden structure tiles from the main board.

Ángela chooses the tree tile found in the purple sector, but her board already has that tile, so she positions it on its gardener side in the same row.

**Important:** All gardeners have the same function, even when they have different characteristics in their pictures. Numbers shown on the tile should not be taken into account.

### 3. Move a Noble Token (optional):

After placing the tile on your Garden Board, **you can move one** of the 9 Noble Tokens along one of the walkways to score points. To do so, the following rules must be observed:

- Noble Tokens **can only be moved over Garden Tiles that are connected to each other** (structure, gardener, or pre-printed structures).
- The Noble Token **must finish its move in the same column it started**, at least 1 row further down from where it started. To do so, the token can be moved upwards and sideways as long as the aforementioned rule is followed.
- A Noble Token can pass over a tile occupied by another Noble Token or across a tile with gardeners. **But it may never finish its move on these tiles.**

After moving a Noble Token, the player whose turn it is will receive as many victory points as indicated by the row to which the Noble Token has been moved. Victory points will be counted with the Score Tracker of your color on the Main Board.



Berta places a gardener's tile in the intersection between the yellow row and the ladder column.

This allows her to move her noble token from the tree column 5 spaces to the yellow row, earning her 3 points.

### 4. Replace the tile on the Main Board:

The player whose turn it is must take a tile at random from the Fabric Pouch and place it on the empty square of the Main Board. At the end of each turn, the Main Board should always have 10 tiles available.

### 5. Draw an Action Card:

Once the tile from the Main Board has been replaced, the player whose turn it is must draw a new Action Card from his or her drawing pile, bringing their hand back to 2 cards.

**Note:** In the round before the last (the 17th round), there will be no cards left to draw. So, in the last turn, you can only play the card left in your hand.

**Important:** You may always count the cards left in your draw pile to see how many rounds are left in the game, but you may never look at the cards to see what comes next.

## ✦ END OF THE GAME ✦

The game is over once every player has played their last Action Card and completed their turn (round 18). Additional victory points are earned as follows:

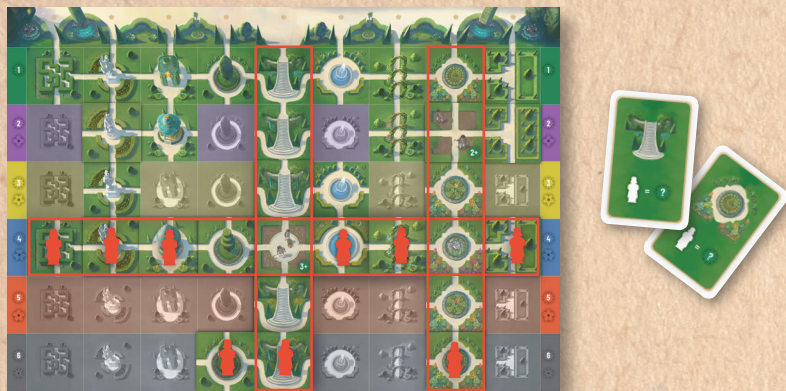
- For each completely built row (excluding the first one), you will receive 10 points minus the value of the row (2-6). Gardeners count as space built in the garden.
- For each completely built column, you will receive 5 points. Gardeners count as space built in the garden.
- For each of your Mission Cards, you receive as many victory points as indicated by the row where your Noble Token is placed on that walkway.

The player with the most victory points wins. In the event of a tie, the player with the most gardeners on his or her Garden Board is the winner. If the tie persists, victory is shared.

## ✦ PRONUNCIATION ✦

Sanssouci ('sã:susi)





Abel gained 70 points with his noble tokens during the game.

Also, at the end of the game, he receives:

- 6 points (10 - 4) for the entire blue row.
- 10 points (5 + 5) for its two full columns.
- 12 points (6 + 6) for their mission cards.

In total, Abel scored  $70 + 6 + 10 + 12 = 98$  points.

## MINI EXPANSIONS RULES

The rules of the base game remain the same for both expansions, with minor exceptions detailed below. You can play with both mini expansions together or use only one of them.

### REWARDS

When setting up the game, each player receives at random one of the 4 Rewards Board along with the Garden Board. Place this board over the Garden Board, making it fit in the bottom four rows (the widest part should be placed on the last row of your Garden Board).

Before placing the Rewards Board over the Garden Board, you can look at your Mission Cards and decide which of the two sides of the expansion board you want to use.

12 of the 16 squares of the expansion board have rewards or punishments that are activated once a Structure or Gardener Tile is placed on top of them.



Adds 1, 2 or 3 victory points once the corresponding structure is placed on top of it. If you place the tile on the gardener side, nothing happens.



Adds 3 victory points if the tile placed on it is a gardener. If you place the tile on the structure side, nothing happens.



Subtracts 2 or 3 victory points if you place any tile on top of this square (structure or gardener). If you don't have enough victory points to lose, you simply lose as many as you can. You cannot have less than 0 points.

### WILD BOAR

When setting up the game, each player receives a Wild Boar Token of the corresponding color that must be placed in the central square of your Garden Board (the intersection of the stairs column and the blue row).

Each time a player places a Structure or a Gardener Tile on the Wild Boar square, receives 1 victory point and must move the Wild Boar to the free adjacent square (orthogonal, not diagonal). If the Wild Boar has nowhere to move, it is removed from the board and it grants 3 additional victory points.

If by the end of the game, despite all efforts, the Wild Boar is still on the board, that player loses as many victory points as the number of tile free squares in the area where the Wild Boar is located.



At the end of his game Abel's wild boar is still on the board. Abel will lose 5 points for the 5 free spaces area where the wild boar is.



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