

Icon Guide

Resources and Income

- Gold
- Wheat
- Wood
- Iron
- Any Basic Resource (Wheat, Wood, or Iron)
- Diamond
- Gold Income
- Wheat Income
- Wood Income
- Iron Income
- Any Income

Payment and Conditions

- pay ~ once
- pay ~ any number of times
- if ~ met, you may ~ one time
- ~ for the number of times the condition is met

Sweets Tags

- Shortcake Tag
- Tart Tag
- Tiramisu Tag
- Brownie Tag
- Macaron Tag
- Wagashi Tag
- ×-1 For each Brownie Tag you possess, reduce the Play Cost by 1 Gold.

Related to the Map Board

- Place a Road Token on your Map Board
- Place a Property Token on your Map Board
- Road Token on your Map Board
- Property Token on your Map Board
- Tent Token on your Map Board
- Building Token on your Map Board
- Research Lab Token on your Map Board
- Cookie Rabbit Token on your Map Board

Related to the Industry Development Board

- Industry Track
- Advance on the Industry Track
- Industry Point
- Industry Points gained from this pass
- Carriage Token
- Locomotive Token
- Food Track
- Advance on the Food Track
- Cookie Rabbit Token
- Place a Cookie Rabbit Token

Related to Tiles

- Any Terrain Tile
- Wheat Field Tile any/flipped
- Forest Tile any/flipped
- Mine Tile any/flipped
- Sea Tile any/flipped
- Place a Property Token on a Wheat Field Tile
- Property Token on a Wheat Field Tile
- Place a Property Token on a Forest Tile
- Property Token on a Forest Tile
- Place a Property Token on a Mine Tile
- Property Token on a Mine Tile
- Place a Property Token on a Sea Tile
- Property Token on a Sea Tile

Victory Points, City, and City Points

- Victory Point
- City
- City Point
- City with a Clock Tower Token
- City with a Research Lab Token
- City with a Cookie Rabbit Token

Industry Bonus

- Gain Any Industry Bonus
- Gain Agricultural Industry Bonus
- Gain Forestry Industry Bonus
- Gain Mining Industry Bonus

Prosperity Tracks

- Any Prosperity Track
- Orange Prosperity Track
- Green Prosperity Track
- Grey Prosperity Track

Related to Skills and Bonuses

- Special Trait
- Pass Ability
- Permanent Ability
- Immediate Ability
- One-Time Ability
- Income Ability
- Flip Ability
- End-of-Game Ability
- Starting Resources
- Basic Ability
- Placement Conditions for the Clock Tower Token
- Clock Tower Ability
- Port
- Flip Any Terrain Tile
- Passed at least 1 Industry Point Icon
- Draw 1 Card & Automate 1 Card from your hand (this card's Immediate Ability does not activate)
- Can place Terrain Tiles even if not adjacent
- Connected Port
- City Point Rate Tile
- Resource Cube
- Place a Resource Cube
- Substitute a Card with a Diamond
- Play a Pass Citizen Car
- Search for 2 Pass Citizen Cards from the Citizen Deck and add them to your hand
- Take 2 Citizen Cards with Macaron Tags from the Citizen Deck and add them to your hand

Others

- Wonder Icon
- Skill Tile
- Action Disc
- Advanced Skill Tiles

SWEET LANDS

Story

Welcome to the country of confectionery, Sweet Lands.

King Sugar Syrup, renowned for his insatiable love of sweets, has fallen gravely ill from his overindulgence. If his condition does not improve soon, the kingdom may find itself without a leader, teetering on the brink of chaos.

In his desperation, the king has declared a grand examination to find the most worthy heir to the throne.

And now, you — possessing the qualifications for royal succession — have been summoned to take part in this momentous trial.

Your task is **to transform the given land into the most prosperous realm within the time limit.**

Time is tight, so every moment counts in this endeavor.

Head straight to the designated land, collaborate with the local citizens, and build a magnificent realm.

Prove yourself worthy to become the next King of Sweet Lands!

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Components 1/2 < Used for Play Area Setup >

Boards

1 Main Board

1 Round Aid Board

2 Imitation Boards

1 Board for 3/4 Player

1 Board for 4 Players

Tiles

4 Additional Action Tiles

6 Milestone Tiles

4 Final Scoring Tiles

192 Terrain Tiles

60 Wheat Field Tiles

52 Forest Tiles

52 Mine Tiles

28 Sea Tiles

6 Special Terrain Tiles

36 Skill Tiles (12 types with 3 of each)

20 Round Aid Tiles

15 Standard Aid Tiles

5 Pass Aid Tiles

Shared Tokens

1 Round Marker

1 Starting Player Marker

105 Road Tokens

20 Diamonds

25 Action Discs

110 Resource Cubes

70 cubes with a value of 1

20 cubes with a value of 5

20 cubes with a value 10

Cards

207 Citizen Cards

4 Summary Cards

<For Variant Rules>

14 Advanced Skill Tiles

Game Setup

The following is the setup and rules for a 2 to 4 player game. For solo games, please refer to page 22.

Play Area Setup

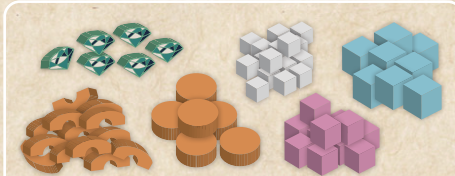


Place the Imitation Board marked for 3/4 players next to the Main Board during a 3-player game, and place both boards next to the Main Board during a 4-player game. Do not use these boards in a 2-player game. Return unused boards to the box.



Randomly select 5 Milestone Tiles and place them with a random side facing up beside the Main Board. Return the unused tile to the box.

Randomly select 2 Final Scoring Tiles and place them face-up beside the Main Board. Return unused tiles to the box.



Place the Road Tokens, Diamonds, Action Discs, and Resource Cubes into the Common Supply. Note: All the components of the Common Supply are considered unlimited. Please use a suitable substitute if any run out.

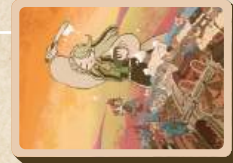
Place the Round Marker on the "1" space of the Round Track at the lower center area of the Main Board.

Place the four Additional Action Tiles face-down on the corresponding round tile spaces as shown in the diagram.

Place the Round Aid Board next to the Main Board.

Separate the Round Aid Tiles into 2 stacks according to their back sides, and shuffle each stack well. Randomly draw the number of tiles corresponding to the number of players from each stack, and place them face-up on the corresponding spaces on the Round Aid board. Return any remaining tiles to the box.

Shuffle all Citizen Cards thoroughly and place them face down in a stack within reach of all players. This stack is called the Citizen Deck.



Separate the Terrain Tiles and Special Terrain Tiles by type and place them together near the Main Board. This area is called the Common Supply.

Number of Players	1~2	3	4
Standard Aid Tiles	8	9	11
Pass Aid Tiles	2	3	3

Components 2/2 < Used for Individual Setup >

Boards

5 Map Boards (double-sided)



4 Industry Development Boards



4 Planning Boards



7 Character Boards (double-sided)

Tiles

8 Wood Discount Tiles



4 tiles with a value of -1
4 tiles with a value of -2

1 City Point Rate Tile
(Only used with the Lotus Che Character Board. See the appendix at the end of the rulebook for details.)



Individual Player Tokens

*Quantity is per player; game includes components for 4 players.

9 Cookie Rabbit Tokens



1 Round Aid Token



1 Food Marker



3 Point Markers



1 Victory Point Marker

1 City Point Marker

1 Industry Point Marker

2 Industry Markers



1 Carriage Token

1 Locomotive Token

6 Prosperity Markers



8 Income Markers



4 Tens Markers (Cubes)



4 Ones Markers (Cylinders)

23 Property Tokens



Individual Player Setup

Each player prepares the following:

1

Take 1 Planning Board and 1 Industry Development Board and place them in front of you.

Beginning with the player to the right of the Starting Player and moving counterclockwise, each player selects 1 Character Board and 1 Map Board of their choice. Choose either side of the Character Board and insert it into your Planning Board. The assembled board is referred to as your Player Board.



*Insertion may cause the board to lift slightly, but it will flatten out during play.

Note: Character Boards have unique Basic Abilities and Clock Tower Abilities. Basic Abilities are activated from the start of the game, while Clock Tower Abilities activate when specific conditions are met. Each Character has different strengths that can help you score more points if utilized effectively. See the appendix at the end of the rulebook for details.

Beginning with the player to the right of the Starting Player and moving counterclockwise, select 1 space on the Round Aid Board to place your Round Aid Token. You cannot choose a space that already has a token placed on it.



11

Place 6 Prosperity Markers on each of the left-most spaces of the Prosperity Tracks on the left side of the Main Board.



10

Place your 3 types of Scoring Markers on the "0" space of the Scoring Track at the top of the Main Board.



9

Place Income Markers on each space outlined in white on the 4 Income Tracks on the left side of your Player Board. (This indicates your Income at the start of the game.)

Note: If any Income exceeds 49 during the game, place a Resource Cube on the 10 position to keep track.

8

Refer to the Starting Resources section on your Player Board and take the indicated amount of resources and Diamonds.

7

<For Variant Rules>

1 Turn Order Board



1 Turn Order Marker

*Quantity is per player; game includes components for 4 players.



<For Solo Game>

16 Solo Game Cards



8 A cards



8 B cards

Collecting / Paying

There are 4 types of resources in the game: Gold (Money), Wheat, Wood, and Iron. The Player Board has Resource Spaces corresponding to each resource located on the left side of the center of the board. When you collect resources, take Resource Cubes equal in value to the number of resources you collected from the Common Supply and place them on the corresponding Resource Space. Similarly, when paying with resources, return the cubes from your Resource Space to the Common Supply. Resource Cubes can be freely converted at any time.

Example: Player A collects 7 Wheat. They take one cube with a value of 5 and two cubes with a value of 1 each from the Common Supply and place them on their Wheat Resource Space.



The 3 types of resources, excluding Gold – Wheat, Wood, and Iron – are called Basic Resources. In addition, Diamonds are a separate type of resource. When you collect Diamonds, take them from the Common Supply and place them in front of you. When paying with them, return them to the Common Supply.

Game Objective

During the game, each player develops Cities on their Map Board whilst advancing on their Prosperity Tracks.
After 5 rounds, the game ends and the player with the most Victory Points is the winner!

Game Flow

The game consists of 5 rounds.
In each round, the following 4 phases are carried out in order.



Start Phase

Note: This phase is skipped for the 1st Round.

Advance the Round Marker 1 space to the right on the Round Track.
Based on the space it lands on, perform the following:
2nd Round: Reveal the 2 Additional Action Tiles for the 2nd Round by flipping them face-up.
3rd Round: Reveal the 2 Additional Action Tiles for the 3rd Round by flipping them face-up.

Income Phase

Each player collects their Income in the following order:
Note: Gaining bonuses can increase subsequent Income. Be sure to follow this order for collecting Income.

1

Round Aid Tiles

Check the space on the Round Aid Board where your Round Aid Token is located. Receive the resources or bonuses indicated on the Standard Aid Tiles (1 or 2 tiles) with Income Icons above this space.

2

Character

If the Character section of your Player Board shows an Income Ability, resolve it now. See the appendix at the end of the rulebook for details.

3

Income Tracks

Refer to the 4 Income Tracks on your Player Board and collect the corresponding resources equal to the Income shown.

4

Citizen Deck

Draw 5 cards from the top of the Citizen Deck and add them to your hand (see Player's Hand on the next page). Additionally, players who have activated an Extra Draw Area will draw 1 extra Citizen Card for each active area (as explained later).

Exception: For the 1st Round only, draw 6 cards (instead of 5 cards) from the top of the Citizen Deck and add them to your hand.

Action Phase

Beginning with the Starting Player and proceeding clockwise, each player takes their turn. On their turn, each player may:

- 1 Use an Action Space
- 2 Play a Citizen Card
- 3 Use a Flip Ability
- 4 Pass

Players can perform 1 of the above actions once and may also perform as many Free Actions (as explained later) as they wish.
If a player chooses to pass, their turn is skipped for the rest of the round.
The Action Phase ends when all players have passed.

Once you're familiar with the game, the next player can start their turn as soon as the current player decides their actions — there's no need to wait for them to finish every process!

Player's Hand

If instructed to draw Citizen Cards during the game, draw from the top of the Citizen Deck and keep them in your hand .

Cards discarded from your hand are placed face-up next to the Citizen Deck, forming a Discard Pile. During the Action Phase, you will discard or use Citizen Cards from your hand. There is an important restriction regarding this:
During the 1st through 4th Rounds, you cannot take actions that would reduce your hand to 0 cards, even temporarily.

This ensures that you will always have at least 1 card remaining in your hand at the end of each round, carrying over exactly 1 card into the next round (as explained later). In the final 5th Round, you may use all the cards in your hand.

1 Using an Action Space

The Main Board (and the Imitation Boards for a 3-4 player game) has multiple Action Areas. Each Action Area has an **effect** that can be executed, along with 1 or 3 **Action Spaces** (circular spaces).



You may choose any 1 Action Area, if there are still available Action Spaces. Place an Action Disc from the Common Supply into the leftmost empty space of that area and then execute the indicated effect. In this process, you must first discard a specified number of Citizen Cards from your hand based on the position of the space where you place the disc. This is referred to as the Hand Cost.

- Hand Cost for the 1st space from the left: Discard 1 Citizen Card of your choice.
- Hand Cost for the 2nd space from the left: Discard 2 Citizen Cards of your choice.
- Hand Cost for the 3rd space from the left: Discard 3 Citizen Cards of your choice.

Clarification: Even if you choose an Action Area with only 1 Action Space, you must still discard 1 Citizen Card of your choice as the Hand Cost.



Understanding Action Areas

In each Action Area, you pay the cost on the left side of the arrow ➡ to gain the action on the right side. The **red numbers on the cost side** indicate the quantity of a specific resource you must **pay**, while the **black numbers on the action side** indicate the quantity of a specific resource you will **collect** or the number of times an action can be performed. This notation is used not only in Action Areas but also in other places.



The 5 Action Areas at the top center of the Main Board are referred to as **Special Action Areas** 🧠. Similarly, the 6 Action Areas located at the bottom 3 spaces of the left 2 columns are referred to as **Basic Action Areas** 🏠, and the remaining 5 spaces are referred to as **Advanced Action Areas** 🏢.

Additionally, the Action Areas on the Imitation Board are all **Special Action Areas** 🧠. You can distinguish these by the **hat icon** 🧠🏠🏢 in the Action Space.

Below is a list of the effects of each Action Area. Following that, 7 particularly important actions resulting from these effects will be explained in detail.



Basic Actions Areas

- A** Pay 6 Wheat, then place up to 3 Terrain Tiles.
- B** Pay 4 Wheat, then advance up to 2 spaces on the Food Track.
- C** Pay 4 Wheat, then place 1 Cookie Rabbit Token.
- D** Pay 6 Wood, then place up to 3 Road Tokens.
- E** Pay the specified cost, then place up to 2 Property Tokens.
- F** Pay 3 Iron, then advance up to 2 spaces on the Industry Track.

Special Action Areas



- G** Pay 2 Diamonds, then advance a total of 2 spaces on the Prosperity Tracks.
- H** Take 1 Action Disc from the Common Supply and place it in front of you. On subsequent turns, when you use an Action Space, placing this disc on the space will make the current Hand Cost 0 cards. There is no limit to the number of Action Discs you can hold, but if you still have them at the end of the round, they must all be returned to the Common Supply.
- I** Collect 1 Diamond.
- J** Draw 2 Citizen Cards.
- K** Collect 6 Gold / 8 Gold.
- L** Pay 4 Gold, then choose any Action Area from the indicated category (Basic or Basic/Advanced) and copy its effect. It doesn't matter whether the space within the area is empty or occupied.

Advanced Actions Areas

Among the Advanced Action Areas, 2 become available at the start of the 2nd Round, and another 2 become available at the start of the 3rd Round.

- M** Pay 8 Wheat and 8 Wood, then place up to 3 Terrain Tiles and up to 3 Road Tokens in any order.
- N** Pay 7 Wheat, then advance up to 3 spaces on the Food Track.
- O** Pay 9 Wheat, then place up to 2 Cookie Rabbit Tokens.
- P** In addition to the specified cost, pay 1 Wood, then place up to 3 Property Tokens.
- Q** Pay 5 Iron, then advance up to 3 spaces on the Industry Track.



Placing Terrain Tiles

Developing land is the initial step in building a prosperous city.

[This action allows you to take any **Terrain Tile*** from the Common Supply and place it on your Map Board.]



- Terrain Tiles are placed face-up (the side that does not show any effects facing up) on **hexes** (hexagonal spaces).
- Terrain Tiles can only be placed on hexes that are adjacent to **Capital Hexes** or hexes that already have **Terrain Tiles**, and these hexes must be empty.
- The Terrain Tile must match the **terrain type** shown on the hex (wheat field 🌾, forest 🌲, mine ⛛, or sea 🌊).
- Special Terrain Hexes do not have a terrain type. When placing a Terrain Tile here, you may place any **Special Terrain Tile** chosen from the Common Supply. The face-up side of each Special Terrain Tile shows powerful effects that are activated when flipped (as explained later).
- Terrain Tiles cannot be placed on Capital Hexes or outside the designated area.
- When you are able to place more than 1 Terrain Tile from a single action, resolve each tile 1 by 1 in order. The Terrain Tiles do not need to be placed adjacent to each other.
- You cannot move Terrain Tiles that are already placed or stack additional tiles on top of them.
- When placing a Terrain Tile on a hex marked with an icon, you immediately gain the bonus shown. See the appendix at the end of the rulebook for details.

*From now on, the term **Terrain Tile** will refer to both regular and Special Terrain Tiles unless otherwise specified.

Placing Road Tokens

It's essential to establish infrastructure to transport resources from developed land.

[This action allows you to take a **Road Token** 🛤️ from the Common Supply and place it on your Map Board.]



- Road Tokens are placed on the **edges** of hexes.
- Road Tokens can only be placed on the following:
 - ① **empty edges adjacent to edges of a Capital Hex.**
 - ② **empty edges adjacent to edges with roads already placed.**
- When you are able to place more than 1 Road Token from a single action, resolve each Road Token one by one in order. These Road Tokens do not need to be placed adjacent to each other.
- You cannot move Road Tokens that have already been placed or stack additional tokens on top of them.

Terrain Tiles Adjacent to Road Tokens

When 1 or more edges of a hex with a Terrain Tile are occupied by Road Tokens, flip the tile immediately. You gain the bonus shown on the flipped tile immediately (e.g., for a Terrain Tile, advance on the specified Income Track or Prosperity Track; Special Terrain Tiles have different bonuses as explained later). This applies whether you place a Road Token adjacent to an existing Terrain Tile or place a Terrain Tile adjacent to an existing Road Token.



Activating Adjacent Extra Draw Areas

Each Extra Draw Area on your Map Board can be activated to increase the number of Citizen Cards you may draw during the Income Phase. To activate an Extra Draw Area, you must meet both of the following conditions:

- ✓ A Terrain Tile is placed on any hex adjacent to the area (either face-up or face-down).
 - ✓ A Road Token is placed on any edge surrounding the area.
- Note: A Road Token merely touching the area at a point does not satisfy the requirement.



Each time you activate an Extra Draw Area, immediately draw 1 card from the Citizen Deck. Also, during the Income Phase , you draw 1 extra card for each activated Extra Draw Area. Once activated, an Extra Draw Area remains active for the rest of the game. The same area cannot be activated more than once.



Placing Property Tokens

Once the land has been developed and infrastructure is in place, industries will emerge.



【This action allows you to take any 1 Property Token  from your Player Board or Industry Development Board and place it on your Map Board.】

Important! For this action, you may place 1 of the following 5 types of Property Tokens: Cheese Tent Token (referred to as the "Tent Token"), Cream Puff House Token (referred to as the "House Token"), Brownie Building Token (referred to as the "Building Token"), Milk Research Lab Token (referred to as the "Research Lab Token"), or the Coffee Shop Token (referred to as the "Shop Token"). Although the Ice Cream Clock Tower Token (referred to as the "Clock Tower Token") is also considered a Property Token, it cannot be placed using this effect. The Clock Tower Token is a special Property Token that must be placed on your Map Board using a Free Action (as explained later).

Additionally, Cookie Rabbit Tokens are not considered Property Tokens.

	Place by the "Place a Property Token" Action	Place by Free Action when certain conditions are met
Property Token		
Not a Property Token		

Each type of Property Token must be taken in a specific order, and the indicated cost must be paid. These restrictions vary by Property Token, as shown in the table below.

After paying all the costs for this action, take 1 Property Token and immediately place it in any of the following locations:



On a Terrain Tile that has already been flipped and does not yet have a Property Token placed on it.



On a Capital Hex that does not yet have a Property Token placed on it.

Important! The placement areas for Tent, House, Building, and Shop Tokens on the Player Board show colors corresponding to certain terrain types. However, **you can place a Property Token on any Terrain Tile regardless of the terrain type.**

- Only 1 Property Token can be placed on each flipped Terrain Tile or Capital Hex. If there are no available locations, the "Placing Property Tokens" action cannot be performed.
- The tile must have been flipped at the beginning of your action. Some bonuses you receive from placing a Property Token may allow you to flip additional Terrain Tiles. However, you cannot place Property Tokens on these newly flipped tiles with your current action.
- Once a Property Token is placed on a Terrain Tile, you immediately receive the same effect as when the Terrain Tile was flipped over (as described earlier). Similarly, when you place a Property Token on a Capital Hex, you immediately gain the effect indicated on the Capital Hex.
- After placing all Property Tokens allowed by this action, you receive the corresponding bonus indicated on the Player Board, according to the type of Property Token as follows:

Milk Research Lab Token 	Cheese Tent Token Cream Puff House Token Brownie Building Token 	Coffee Shop Token 
Order: Take these tokens in the order indicated on the Industry Track (beginning at the left end of the top row and moving to the right, then from the right end of the bottom row and moving to the left). Cost: Indicated directly above the token taken.	Order: Take these tokens in order starting from the bottommost. Cost: The cost is indicated on the left side of the row from which the token is taken.	Order: You may take these tokens in any order. Cost: The cost is indicated directly to the right of the token taken.
		
Bonus: Although there is no immediate bonus, this token allows you to advance further on the Industry Track (as described later).	Bonus: You immediately receive the bonus indicated directly below the token taken. If you take the token from the topmost row, you will perform an additional scoring calculation at the end of the game. See the appendix at the end of the rulebook for details.	Bonus: You immediately receive the corresponding Industry Bonus for the corresponding color once (as described later).

Advancing on the Industry Track

Advanced technology brings continuous prosperity to the city.

[This action allows you to advance your Industry Markers (Carriage Token or Locomotive Token) on your Industry Track by the indicated number of spaces.]



- At the start of the game, only the orange Carriage Token can be moved.
- When you move the Carriage token, immediately gain the bonus from each orange space you land on or pass.
- If you acquire a Locomotive Token through effects later in the track, place the green Locomotive Token on the 1st space of the Industry Track. Once acquired, you are free to allocate any space movement to either or both markers. Both markers may occupy the same space, and the Locomotive Token may overtake the Carriage Token.
- When you move the Locomotive Token, immediately gain the bonus from each green space you land on or pass.
- Neither of your Industry Markers can advance past a Research Lab Token that hasn't been removed yet. If both markers are on the space just before a Research Lab Token, you lose any space movement you would have used to advance them.
- If an Industry Marker is on the final space of the track and you gain the opportunity to advance further, you gain 1 Victory Point for each space it would have moved. This applies even if the other marker hasn't reached the final space.

Advancing on the Food Track

To attract the Cookie Rabbits to your city, you first need to establish a stable food supply.

[This action allows you to move your Food Marker to the right on the Food Track by the indicated number of spaces.]



- If the space your Food Marker lands on or passes has a bonus indicated below it, you gain that bonus immediately.
- On the 7th and 11th spaces, you receive a Wood Discount Token from that space. When placing Property Tokens in future turns, the Wood cost for each property is reduced by the number shown (see the appendix at the end of the rulebook for more details).
- If your Food Marker is on the final space of the track and you gain the opportunity to advance further, you receive 2 Wheat for each space it would have moved.

Placing Cookie Rabbit Tokens

The Cookie Rabbits, enchanted by the charm of your city, have decided to move in.

[This action allows you to take a Cookie Rabbit Token from your Industry Development Board and place it onto your Map Board.]

- Take the leftmost Cookie Rabbit Token from your Industry Development Board, but it must be either directly above or to the left of your Food Marker. For example, you cannot take the leftmost Cookie Rabbit Token unless your Food Marker has reached the 4th space.
- Place the Cookie Rabbit Token immediately in any of the following locations:
 - ① A Terrain Tile that has a Property Token but does not already have a Cookie Rabbit Token placed on it.
 - ② A Capital Hex that has a Property Token but does not already have a Cookie Rabbit Token placed on it.
- If there's a bonus shown below the Cookie Rabbit Token, you gain that bonus immediately.
- If you gain the opportunity to place a Cookie Rabbit Token but have no tokens left on your Industry Development Board, you earn 6 Victory Points for each token you would have placed.



Advancing on the Prosperity Tracks

You decide what prosperity means to you.

[This action allows you to advance your Prosperity Marker by the indicated number of spaces on the Prosperity Tracks located on the left side of the Main Board. Doing so affects the Victory Points you will earn at the end of the game from various elements (see Prosperity Tracks and Final Scoring below for details).]

- The Prosperity Tracks consist of a total of 6 tracks in 3 colors (orange, green, and grey) with 2 tracks of each color. Each track should have 1 Prosperity Marker. Some effects apply to a specific track color, while others allow you to choose any track.
- If you gain the opportunity to advance on the Prosperity Tracks by 2 or more spaces, you are free to allocate any space movement among multiple Prosperity Markers.
- When advancing a Prosperity Marker to the rightmost space, you must pay 1 Diamond.
- If the space your Prosperity Marker lands on or passes has a bonus indicated, you gain that bonus immediately.
- Only the first player to reach each rightmost space gains the powerful immediate effect shown there.
- The lower Prosperity Track of the same color has more spaces than the upper track.



Prosperity Tracks and Final Scoring

The Prosperity Tracks significantly influence the Victory Points you earn at the end of the game. Each Prosperity Track determines the Victory Point Rate for a specific gameplay element in your play area. For example, if you haven't advanced on the topmost Prosperity Track at all, you won't earn any Victory Points from the Terrain Tiles you've placed, no matter how many you have. However, if you have advanced on the topmost Prosperity Track by 1-2 spaces, you'll earn 1 Victory Point for every 3 Terrain Tiles. Advancing on it by 3-4 spaces improves this rate to 1 Victory Point for every 2 tiles, and if you reach the rightmost space, you'll earn 1 Victory Point for each tile. As mentioned earlier, only the first player to reach the rightmost space gains the immediate bonus effect. However, even if someone has already reached it, you can still advance to the rightmost space by paying 1 Diamond to improve your Victory Point Rate.



2 Playing Citizen Cards

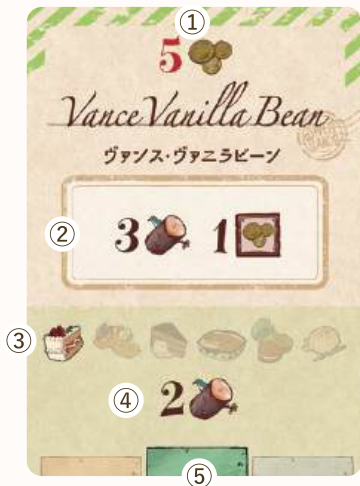
This action involves paying the cost and playing 1 Citizen Card from your hand . There are 2 types of Citizen Cards :

Immediate Citizen Cards and Pass Citizen Cards.

Immediate Citizen Cards

These are cards that have an immediate effect when played.

- 1 Play Cost: The cost that must be paid to play the card.
- 2 Immediate Ability: An ability that triggers only once when the card is played.
- 3 Sweets Tag: Each card has 1 or more of the 6 types of Sweets Tags.
- 4 Automation Ability: An ability that activates when you gain an Industry Bonus (as explained later).
- 5 Industry Tag: Used when performing Automation (as explained later).



•Before playing a card, you must pay its Play Cost.

If other abilities allow you to reduce the cost by referencing the Sweets Tags, the Sweets Tag(s) on this card cannot be included in that count.

Example: Most Brownie Cards have the ability to reduce their Play Cost by the number of Brownie Tags you possess. However, when utilizing this ability, you cannot include the Brownie Tag on the current card itself in this count.

- After paying the Play Cost, place the card from your hand in front of you and resolve its Immediate Ability in any order. Once the card is placed, it is considered to possess Sweets Tags. Therefore, if the Immediate Ability references Sweets Tags, you may include the tags on this card in the count.
- Afterward, if you wish, you may automate the card you just played by paying 1 Diamond . If you choose not to, place the card face-up next to your Player Board.

Pass Citizen Cards

These are cards that provide abilities when you pass.

- 1 Play Cost: The cost that must be paid to play the card.
- 2 Pass Ability: Provides Victory Points based on the degree to which the specified conditions are met when a pass is made.
- 3 Sweets Tag: Each card has 1 or more of the 6 types of Sweets Tags.

The flow of play is similar to Immediate Citizen Cards, but there are two key differences:

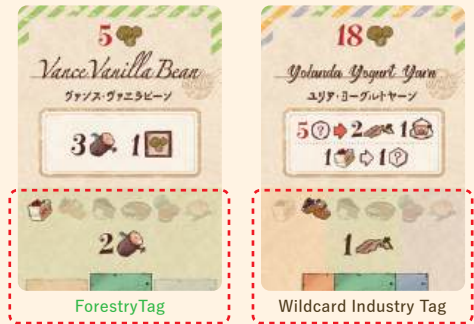
- The abilities of Pass Citizen Cards are not resolved immediately when used; instead they are resolved each time you pass.
- Pass Citizen Cards cannot be automated. The played card is placed face-up beside your Player Board.



Automation

By automating an Immediate Citizen Card, you can enhance your Industry Bonuses.

- You can only automate an Immediate Citizen Card right after playing it and resolving its Immediate Ability.
- To automate, pay a cost of 1 Diamond .
- Refer to the Industry Tag on the Immediate Citizen Card, and add the card to the corresponding Industry Column (Agricultural, Forestry, or Mining) at the bottom of your Player Board. When doing so, insert the card under the card placed just before it in that column (or under the bottom edge of the Player Board) so that only the Sweets Tags, Automation Ability, and Industry Tag remain visible.
- Some Immediate Citizen Cards have a wildcard Industry Tag, allowing them to be added to any Industry Column.
- Some Immediate Citizen cards have no Industry Tag. These cards have no Automation Ability and cannot be automated.
- There is a limit to the number of Immediate Citizen Cards that can be added to each Industry Column. The initial limit is 1 card 1 per column, but constructing 2 properties corresponding to that industry increases the limit to 2 cards 1, and constructing 4 properties raises it to 3 cards 1.
- Once an Immediate Citizen Card has been automated, it cannot be moved or removed.



Color	Orange	Green	Grey
Industry Tag	Agricultural Tag	Forestry Tag	Mining Tag
Property Token	Tent Token	House Token	Building Token

Industry Bonuses

During the game, there will be opportunities to gain Industry Bonuses, indicated by this icon . Every time you receive an Industry Bonus, resolve all the Automation Abilities shown in the corresponding Industry Column, in order from top to bottom.

This process includes both the abilities printed directly on the Player Board (at the right end of the Industry Column) and the abilities on each automated Immediate Citizen Card. If resolving an Automation Ability leads to another Industry Bonus, complete the current Industry Bonus resolution down to the bottom before moving on to the next Industry Bonus.



3 Using Flip Abilities

This action involves Flip Ability of a face-up Skill Tile in your possession (see below). After resolving the Flip Ability, flip the Skill Tile over.

Skill Tiles

When you gain a bonus with this icon during the game, choose and collect 1 Skill Tile from the right side of the Main Board and place it face-up in front of you. There is no limit to the number of Skill Tiles you can have, but you cannot have 2 of the same Skill Tile. Some Skill Tiles have Flip Abilities. Counting as a single action per turn, you may choose 1 of your face-up Skill Tiles and resolve its Flip Ability (see the Appendix at the end of the rulebook for details). Each Flip Ability can only be used once per round. After resolving, flip the Skill Tile over to indicate that the ability has been used this round. Skill Tiles with abilities other than Flip Abilities are not flipped over.

4 Pass

If you cannot or do not wish to perform other actions, you must pass. Immediately after passing, check each element in the following order:

City Points, Industry Points, and Victory Points

This game features 3 types of points: City Points, Industry Points, and Victory Points. When ever you earn any of these points, move your corresponding Score Marker on the Scoring Track at the top of the Main Board to the right. For example, if you earn 2 City Points, move your City Points Marker 2 spaces to the right.

- 1 Player Board: If the Character section of your Player Board has a Pass Ability, resolve it (or check its impact on other steps).
- 2 City Points: If you have 3 or more different types of Property Tokens continuously adjacent in a group on your Map Board, that group is considered to be 1 City. Clock Tower Tokens (as explained later) can also be counted as 1 type of Property Token. Cookie Rabbit Tokens are not Property Tokens. You cannot split 1 large City into 2 separate Cities. Also, placing Property Tokens to connect 2 or more Cities will cause them to be considered as 1 City. Players receive City Points based on the number of Cities on their Map Board.

	Number of Cities					
	1	2	3	4	5	6
City Points earned when passing	1	2	3	5	7	9

Example 1:



A House Token, Shop Token, and Clock Tower Token are aligned on consecutive adjacent hexes. Since the group contains 3 different types of Property Tokens, it is considered to be 1 City. There is another City separated by 1 hex. If you place a Property Token in the intervening hex that connects the 2 Cities, they will be considered 1 large City, reducing the City Points you would receive when passing.

Example 2:



2 Tent Tokens and 1 Research Lab Token are aligned on adjacent hexes. Although there are 3 Property Tokens, there are only 2 different types, so this group is not considered to be a City yet. A House Token was placed adjacent to this arrangement. As a result, this group now forms 1 City with 4 Property Tokens (3 types).

- 3 Industry Points: Check the total of Industry Point icons on your Carriage Token and Locomotive Token. You gain Industry Points equal to this amount.



- 4 Round Aid Tile: Check the space on the Round Aid Board where your Round Aid Token is located. You will gain Victory Points from the Pass Aid Tile above that space (0 or 1 tile).
- 5 Skill Tiles: Gain Victory Points from each Skill Tile you have with a Pass Ability.
- 6 Citizen Cards: Gain Victory Points from each Pass Citizen Card you have.

Afterward, you must move your Round Aid Token to another available space on the Round Aid Board. This will determine what kind of support you will receive in the next round.



The player who passes first receives the Starting Player Marker. Until this Action Phase ends, the turns of players who have passed will be skipped. The Action Phase concludes when the last player has passed.

Free Actions

In the Action Phase, during your turn, you can perform as many Free Actions as you want either before or after your main action. You can also perform Free Actions during your turn before you pass.

There are 8 types of Free Actions that all players can perform. Additionally, there may be unique Free Actions available only to a player based on their Character abilities.

You have the freedom to combine, repeat, and sequence Free Actions as you wish.

Free Action

1 3 ? → 1 ? / 1

2 15 →

3 4 → 1 ?

4

5 1 ? → 1

6 3 ? → 1 ?

7 1 / 1 → 2 ?

8

Free Actions are very useful and will be performed many times throughout the game!

- 1 Discard any 1 card from your hand, pay 3 Basic Resources in any combination, then place either 1 Terrain Tile or 1 Road Token.
- 2 Pay 15 Gold, then draw 1 Citizen Card.
- 3 Pay 4 Gold, then collect 1 Basic Resource of your choice.
- 4 Collect 1 Milestone Tile from beside the Main Board if you meet all its conditions.
- 5 Pay 1 Basic Resource, then collect 1 Gold.
- 6 Pay 3 Basic Resources in any combination, then collect 1 Basic Resource of your choice.
- 7 Return 1 Action Disc to the Common Supply, then collect 2 Basic Resources in any combination.
- 7 Discard any 1 card from your hand, then collect 2 Basic Resources in any combination.
- 8 If the conditions are met, place your Clock Tower Token on your Map Board for free.

Ice Cream Clock Tower Token and Wonder Icons

The Clock Tower Token is a special Property Token that can only be placed on your Map Board using a Free Action.

- The cost to place it is free, but you must meet all the conditions specified on the Character section of your Player Board.
- Other than that, the process is the same as when placing a regular Property Token.
- By placing the Clock Tower Token, you gain access to the powerful Clock Tower Ability shown on the Character section of your Player Board. See the appendix at the end of the rulebook for details.

A requirement for placing the Clock Tower Token always includes the unlocking of a Wonder Icon. Wonder Icons can be obtained as bonuses when advancing on the Industry Track, the Food Track, or when placing Property Tokens.

When you obtain your first Wonder Icon, the condition of unlocking a Wonder Icon is fulfilled.

Each subsequent Wonder Icon earned is treated as a bonus allowing you to Collect 1 Skill Tile.

1	★
★ 2	1
3	1

Collecting Milestone Tiles

Milestone Tiles beside the Main Board can be collected during your turn as a Free Action if you meet all the conditions indicated. Once a tile has been acquired by a player, other players can no longer acquire that tile. There is no limit to the number of Milestone Tiles you can take in a single turn. Each Milestone Tile is worth 10 Victory Points at the end of the game.

Total 10

×7

30

×5

×6

30

×5

×6

Important!

When the third Milestone Tile has been collected from beside the Main Board, immediately return the remaining 2 tiles to the box.

Cleanup Phase

Note: In the 5th Round, there is no Cleanup Phase; instead, you proceed directly to Final Scoring.

- Once all players have passed during the Action Phase, proceed with the following steps in order as the Cleanup Phase.
- Remove all Action Discs from the Main Board and return them to the Common Supply.
 - Any player holding Action Discs must return all of them to the Common Supply.
 - Each player with 2 or more cards in hand must select 1 to keep and discard the rest.
 - Each player flips all their face-down Flip Ability Skill Tiles to be face-up.
 - If you are using a Character that provides a once-per-round Free Action, return the Resource Cubes placed on it to the Common Supply. See the appendix at the end of the rulebook for details.
- Afterwards, proceed to the Start Phase of the next round.

You can't carry over Action Discs or more than one card to the next round, so it's a good idea to use Free Actions to convert them into resources!

Game End and Final Scoring

After the Action Phase of the 5th Round, the game ends and players calculate their final Victory Points by totaling the following:

① Victory Points earned during the game

② Victory Points from each Prosperity Track

The rate of earning Victory Points depends on the position of your Prosperity Marker.

See **Prosperity Tracks and Final Scoring** on page 12 for details.

For each Prosperity Track refer to the following elements, in the order listed from top to bottom:

- The number of Terrain Tiles placed on your Map Board (regardless of side).
- The number of Cookie Rabbit Tokens placed on your Map Board.
- The number of Road Tokens placed on your Map Board.
- The number of Property Tokens placed on your Map Board (including Clock Tower Token).
- The number of automated cards.
- The Industry Points  earned during the game.

③ Victory Points from City Points

Gain 2 Victory Points for each City Point  earned during the game.

④ Victory Points from Tent Tokens, House Tokens, and Building Tokens

Since ② and ③ refer to the same elements, you may calculate them together.

You gain additional points if the following conditions are met:

 All 5 Tent Tokens are placed on your Map Board

Gain 2 Victory Points for each Cookie Rabbit Token on your Map Board.

 All 5 House Tokens are placed on your Map Board

Gain 1 Victory Point for each City Point  earned during the game.

 All 5 Building Tokens are placed on your Map Board

Gain 1 Victory Point for each Industry Point  earned during the game.

⑤ Victory Points from Gold

Gain 1 Victory Point for every 5 Gold left unspent.

⑥ Victory Points from Diamonds

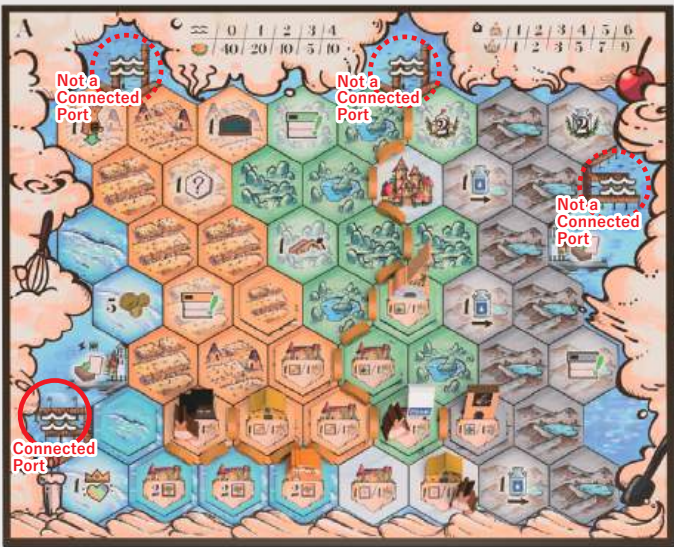
Gain 1 Victory Point for each unused Diamond.

⑦ Victory Points from Ports

Each Map Board has 4 Ports . Ports that are connected to a Capital Hex via a continuous path of adjacent Terrain Tiles are considered **Connected Ports** .

Depending on the number of Connected Ports, you may gain or lose Victory Points.

Number of Connected Ports					
	0	1	2	3	4
	-40	-20	-10	-5	10
Victory Points					



⑧ Victory Points from Milestone Tiles

Gain 10 Victory Points for each Milestone Tile collected.

⑨ Victory Points from Final Scoring Tiles

For each Final Scoring Tile, compare the number of indicated elements among all players and rank them. When ranking, assume there is **a virtual player with a number of the neutral score** indicated in the lower right corner of the tile.

For each tile, the **player in 1st place** receives 15 Victory Points and the **player in 2nd place** receives 7 Victory Points. If there are multiple players in 1st place, they all receive 15 Victory Points and no points are awarded for 2nd place. If there are multiple 2nd place players, they all receive 7 Victory Points. The virtual player does not earn victory points for being in 1st or 2nd place; they only serve to disrupt the scoring opportunities of the actual players.



The player with the most Victory Points is the winner!

If there are multiple players with the same score, the player with the most Cookie Rabbit Tokens on their Map Board wins. If it's still a tie, the tied players share the victory.

Try starting out by aiming for 270 Victory Points with each character. Once you're comfortable, strive to reach 320 Victory Points!

You made it!
Now let's play!

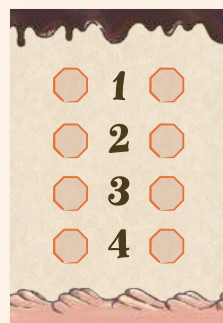
Variant Rules

For an even richer experience of Sweet Lands, consider trying these variant rules!

Variable Turn Order

When a player passes during the Action Phase, they move their Turn Order Marker to the topmost available space in the opposite column of the Turn Order Board, recording the order in which they passed in that round.

For the Action Phases from the 2nd Round onward, turns will not proceed clockwise from the Starting Player but will instead follow the order of who passed first in the previous round as recorded by the Turn Order Board.



Hand Drafting

Change the method for determining which Citizen Cards you receive during the Income Phase. Follow these steps during the 1st Round only:

- ① Each player draws 6 cards from the top of the Citizen Deck.
- ② Reviewing the 6 drawn cards, players select 1 card to add to their hand by placing it face down in front of them. All players simultaneously pass their remaining cards to the player on their left.
- ③ From the cards received from the player on their right, all players select 1 card to add to their hand. Again, all players simultaneously pass their remaining cards to the player on their left.
- ④ Continue this process until only 1 card is left to pass to the player on your left. The last card received from the right is placed face down in front of you. Now that you have collected 6 cards, take these cards and use them as your hand.

Advanced Skill Tiles

As part of Game Setup, before selecting Character Boards, randomly draw Advanced Skill Tiles equal to the number of players + 1, and place them next to the Main Board. Return unused tiles to the box.

During the game, when you gain an opportunity to take a Skill Tile, you may pay 1 Diamond to take an Advanced Skill Tile instead.



Solo Rules

Sweet Lands can be played in solo mode. In a solo game, a virtual player (Mio) will occupy Action Spaces on the Main Board and spaces on the Round Aid Board, interfering with the player's actions.

Game Setup

【Play Area Setup】

Follow the same steps as in the 2-player setup (see page 1).

However, solo mode is played without Milestone Tiles and Final Scoring Tiles.

After completing the steps, carry out the additional steps below:

- ① Shuffle the 8 Solo Cards with "A" on the back thoroughly and place them face-down in a stack next to the Main Board. This stack is called the A Deck.
- ② Similarly, create a face-down B Deck with the Solo Cards labeled "B" and place it next to the Main Board.



【Individual Player Setup】

Complete the Individual Player Setup for yourself as outlined on page 3.

Additionally, choose a color for Mio and place the Round Aid Tokens of the chosen color next to the Round Aid Board. No further Individual Player Setup is required for Mio.

Game Flow

The game follows the same procedures as in a standard 2-player game, with the following modifications:

Income Phase

At the start of the Income Phase, reveal the top card from Deck A and the top card from Deck B. Place 1 Action Disc from the Common Supply on the Action Spaces indicated on each card. During this round, these Action Spaces are considered occupied (as if Mio had used them).

Action Phase

You take your turns consecutively. After you pass and move your Round Aid Token, place Mio's Round Aid Token on the space where your token was previously placed. This circular space is then considered occupied (as if Mio had selected that space). This process begins once you pass during the 1st Round. Until then, Mio's Round Aid Token remains off the Round Aid Board.

Game End and Final Scoring

After the Action Phase of the 5th Round, the game ends and scores are calculated in the same manner as a 2-Player Game. Mio does not earn Victory Points.

If your final score exceeds 250 Victory Points, you will be recognized as an expert pâtissier with a promising future as a king. If you surpass 300 Victory Points, your name will go down in history as a benevolent and beloved ruler of Sweet Lands!

Try playing with different characters!



Appendix

If you are able to perform an action due to abilities or bonuses separate from the Action Space, you generally do not need to pay the costs specified for each action, unless otherwise stated.

Ability and Bonus Terms

	Special Trait: Indicates something that is given from the start of the game.
	Pass Ability: An ability that activates when you pass during the Action Phase of each round.
	Permanent Ability: Abilities or bonuses that can be applied each time the specified conditions are met.
	Immediate Ability: An ability that activates once immediately.
	One-Time Ability: An ability that activates only once at the specified timing.
	Income Ability: An ability that activates during the Income Phase of each round.
	Free Action: An action that can be performed once per round during your Action Phase. After performing it, take 1 Resource Cube with a value of 1 from the Common Supply and place it in the designated area within the Character section of your Player Board. This cube will be removed during the Cleanup Phase.
	Flip Ability: An ability that can be obtained by flipping the Skill Tile once per round during your Action Phase. This is not a Free Action, so it uses up a turn. The flipped Skill Tile will be returned to its face-up position during the Cleanup Phase.
	End-of-Game Ability: An ability that activates during Final Scoring at the end of the game.

Character Board

Name	Basic Ability	Clock Tower Ability
Biscuit Bastet	Free Action: Once per round, advance on the Industry Track by 1 space for each City you have with a Research Lab Token.	Pass Ability: Gain 1 Industry Point for each City you have with a Research Lab Token.
Nata Pastel	Permanent Ability: When selecting the “Advance on the Industry Track” Action Area, the cost is reduced by 1 Iron.	Pass Ability: Gain 1 Victory Point for each Industry Point you earn from this pass.
Solbee Chocolat	Free Action: Based on the number of spaces you have advanced on the Food Track, you can gain up to 3 types of Free Actions. Each of these can be activated once per round at different times: Advanced at least 3 spaces → Collect 1 Wheat. Advanced at least 5 spaces → Place 1 Road Token. Advanced at least 9 spaces → Advance 1 space on any Prosperity Track.	Pass Ability: Gain 1 Victory Point for each Cookie Rabbit Token on your Map Board.
Rikka Berry	Permanent Ability: When choosing the "Place a Cookie Rabbit Token" Action Area, you may pay with Wood to replace any amount of the required Wheat cost.	Pass Ability: Gain 1 City Point for each of your Cities that contains at least 1 Cookie Rabbit Token.
Lotus Che	Free Action: Once per round, select 1 face-up Terrain Tile on your Map Board and flip it over to gain its effect. As if you had placed a Road Token adjacent to it.	Immediate Ability: Take Lotus Che’s City Point Rate Tile and place it to cover the City Point Rate on your Map Board. Pass Ability: When gaining City Points, refer to the City Point Rate on your tile.
Alice Tearose	Permanent Ability: If any 3 Property Tokens are consecutively adjacent, they are considered to be 1 City — even if they include the same type.	Permanent Ability: Your Clock Tower Token satisfies all the conditions to be a City (whether the Clock Tower Token is alone or other Property Tokens are consecutively adjacent, it is considered 1 City). Pass Ability: Gain 1 Victory Point for each of your Cities.

Name	Basic Ability	Clock Tower Ability
Elsa Skyr	Permanent Ability: When placing a Terrain Tile, you can choose a hex that is not adjacent to other Terrain Tiles. Pass Ability: Place 1 Terrain Tile.	Pass Ability: Gain 2 Victory Points for each Connected Port.
Eline Macaron	Special Trait: Your starting Income is set higher than that of other characters.	Pass Ability: Gain Victory Points equal to the lowest Income of a single Basic Resource.
Sena Delight	Special Trait: You have 1 of each of the 6 different Sweets Tags. Permanent Ability: Each time you play a Citizen Card, increase your Gold Income by 1.	Permanent Ability: Each time you play a Citizen Card, gain 2 Victory Points.
Carmen Mel	One-Time Ability: During the Income Phase of the 1st Round, draw 2 additional Citizen Cards and automate any 2 cards from your hand for free. Permanent Ability: Each time you gain an Industry Bonus, take a Resource Cube with a value of 1 from the Common Supply and place it on this board. Note: In the rare instance that there are fewer than 2 cards from the 8 cards that can be automated, return all cards to the bottom of the Citizen Deck and draw 8 new cards.	Pass Ability: Gain 1 Victory Point for each cube on this board.
Sakura Mochi	Special Trait: You have 1 Sweets Tag for Wagashi. Free Action: Once per round, discard 1 Citizen Card from your hand to gain 1 Action Disc from the Common Supply.	Immediate Ability: Look through the Citizen Deck and choose any 2 Pass Citizen Cards. Shuffle the deck well, then play 1 of the cards for free. Take the other card into your hand.
Gretel Stollen	Income Ability: Collect 1 Diamond. Permanent Ability: You can pay Diamonds instead of cards to use an Action Space. Substitute any number of cards with the same number of Diamonds.	Permanent Ability: Whenever you pay with Diamonds using your Basic Ability, gain 3 Victory Points for each Diamond spent.
Jasmine Mei	Permanent Ability: Each time you receive the "Gain 1 Skill Tile" bonus, you receive 2 Skill Tiles instead of 1.	Pass Ability: Gain 1 Victory Point for each Skill Tile you have.
Coral Lyla	Income Ability: Advance 2 spaces on the Prosperity Tracks of the color with the least total progress (sum the spaces advanced on both tracks of each color). You may advance a single track by 2 spaces or both tracks by 1 space each.	Pass Ability: Gain 2 Victory Points for each space advanced on the Prosperity Tracks of the color with the least total progress (sum the spaces advanced on both tracks of each color).

Special Terrain Tiles



① Advance a total of 2 spaces on the Prosperity Tracks.

② Advance up to 2 spaces on the Industry Track and collect 2 Iron.

③ Place up to 2 Terrain Tiles and collect 2 Wheat.

④ Place up to 2 Road Tokens and collect 2 Wood.

⑤ Collect 5 Gold and increase your Gold Income by 7.

⑥ Collect 2 Diamonds and draw 1 Citizen Card.

Pass Aid Tiles



① Gain 3 Victory Points for each City .

② Gain 1 Victory Point for each card you have played (including automated cards).

③ Gain 1 Victory Point for each of the most numerous type of Terrain Tiles on your Map Board.

④ Gain 3 Victory Points for each Connected Port .

⑤ Gain Victory Points equal to the lowest Income of a single Basic Resource.

Map Board (Partial)

End-of-Game Ability

1 Ports: Gain or lose points based on the number of Connected Ports (see page 20).

One-Time Ability

2 Special Terrain Hex: When selecting this hex as the location for placing a Terrain Tile, place any Special Terrain Tile chosen from the Common Supply.

Immediate Ability

3 Collect 1 Skill Tile .

4 Capital: Advance on any Income Track by 1 space or advance on any Prosperity Track by 1 space.

5 If an Extra Draw Area is activated (see page 9):
⚡ Immediate Ability: Draw 1 card from the Citizen Deck. From now on, during the Income Phase , draw 1 additional Citizen Card.

Industry Track (Partial)

1 ⚡ Special Trait: Place your Carriage Token here at the start of the game.
∞ Permanent Ability: The Carriage Token gains the effect of each orange space it reaches or passes.

2 ⚡ Immediate Ability: Place 1 Terrain Tile and 1 Road Token in any order.

3 ∞ Permanent Ability: (if this is your first Wonder Icon): Fulfills the condition of "Unlock a Wonder Icon".
⚡ Immediate Ability: (if this is your second or subsequent Wonder Icon): Collect 1 Skill Tile .

4 ⚡ Immediate Ability: Place your Locomotive Token on the starting space of the Industry Track.
∞ Permanent Ability: When advancing on the Industry Track, you are free to allocate any space movement to either or both Industry Markers. The Locomotive Token gains the effect of each green space it reaches or passes.

5 ⚡ Immediate Ability: Collect 1 Skill Tile .

6 Pass Ability: Total the number of the icons the Carriage Token and Locomotive Token have passed on the Industry Track and gain Industry Points accordingly.

Food Track (Partial)

1 ⚡ Immediate Ability: Place 1 Terrain Tile and 1 Road Token in any order.

2 ∞ Permanent Ability: (if this is your first Wonder icon): Fulfills the condition of "Unlock a Wonder Icon".
⚡ Immediate Ability: (if this is your second or subsequent Wonder icon): Collect 1 Skill Tile .

3 ⚡ Immediate Ability: Collect a -1 Wood Discount Tile. While holding this tile, the cost of placing each Property Token during a "Place a Property Token" action is reduced by 1 Wood. This discount can be combined with other discounts.

4 ⚡ Immediate Ability: Collect a -2 Wood Discount Tile. While holding this tile, the cost of placing each Property Token during a "Place a Property Token" action is reduced by 2 Wood. This discount can be combined with other discounts.

Skill Tiles / Advanced Skill Tiles

Immediate Ability

1 Advance a total of 3 spaces on the orange Prosperity Tracks.

2 Advance a total of 3 spaces on the green Prosperity Tracks.

3 Advance a total of 3 spaces on the grey Prosperity Tracks.

Pass Ability

4 If you have 1/2/3 cards in each of the 3 Industry Columns, gain 6/12/24 Victory Points.

5 If you have advanced on the Food Track by at least 3/6/9 spaces, gain 3/5/7 Victory Points.

6 If you gain at least 2/4/6/8 Industry Points from this Pass Action, gain 3/5/7/10 Victory Points.

Flip Ability

7 Collect 1 Wheat, 1 Wood, 1 Iron, and 1 additional Basic Resource of your choice.

8 Collect 1 Diamond. 9 Collect 8 Gold.

Permanent Ability

10 Gain 2 Victory Points each time you place a Property Token.

11 Gain 3 Victory Points each time you place a Cookie Rabbit Token.

12 Gain 3 Victory Points each time you receive an Industry Bonus.

Pass Ability

1 Gain Victory Points for each City on your Map Board.

2 Gain Victory Points for each of your Connected Ports.

3 Gain 2 Victory Points for each Sweet Tag of the most numerous type you possess.

Flip Ability

4 Pay 4 Iron, then advance up to 3 spaces on the Industry Track.

5 Pay 4 Wheat, you may then advance 1 space on the Food Track and/or place 1 Cookie Rabbit Token.

6 Increase your Gold Income by 5.

7 Place up to 1 Terrain Tile and 1 Road Token in any order.

8 Draw 2 Citizen Cards, then discard 1 card from your hand.

Permanent Ability

9 Each time your Gold Income increases, gain Victory Points equal to the amount of the increase.

10 When playing a Citizen Card that lacks a cost-reduction ability from Brownie Tags, you can still reduce its cost by 1 Gold for each Brownie Tag you possess.

11 The card limit in each of your Industry Columns is increased by 1. ⚡ Immediate Ability: Draw 1 Citizen Card, then you may automate 1 Immediate Citizen Card from your hand for free. This effect activates immediately when you acquire this tile (this card's ⚡ Immediate Ability does not activate).

12 Gain 2 Victory Points each time you play a Citizen Card.

13 Replace the cost of the Action Area "Pay 6 Wood, then place up to 3 Road Tokens" with "Pay 3 Wood".

14 Replace the cost of the Action Area "Pay 6 Wheat, then place up to 3 Terrain Tiles" with "Pay 4 Wheat".

*These changes also apply when copying the effect of an Action Area.

1

2

3

4

5

6

7

8

9

10

11

12

13

14

Milestone Tiles

1a

1b

2a

2b

3a

3b

4a

4b

5a

5b

6a

6b

1a. You have placed at least 10 Wheat Field and/or Sea Tiles on your Map Board.

b. You have placed at least 10 Forest and/or Mining Tiles on your Map Board.

2a. You have placed at least 5 Property Tokens on your Map Board.

b. You have at least 2 Connected Ports

3a. The Food Marker on your Food Track has advanced at least 7 spaces.

b. You have acquired your second Wonder Icon.

4a. You have played at least 6 Citizen Cards (including automated ones).

b. You have at least 4 Shortcake Tags in your possession.

5a. Your Gold Income is at least 30.

b. Counting the spaces you have advanced on your Prosperity Tracks by color, you have moved at least 5 spaces in one color.

6a. The Industry Marker on your Industry Track has advanced at least 8 spaces.

b. Your Victory Point Marker has advanced at least 15 spaces.

Final Scoring Tiles

1

2

3

4

1 The number of the most numerous single type of Terrain Tile on your Map Board.

2 The highest Income of a single Basic Resource.

3 The number of automated cards.

4 The number of Terrain Tiles placed along the perimeter of your Map Board.

1

2

3

4