

SUNRISE LANE

Preparation

Place the **game board** and the **Reference tile** on the table, in reach of all players. Then, follow the procedure below:

1

Give a set of **House pieces** of the same color to each player according to the number of players: 28 House pieces for a **2- or 3-player** game and 22 House pieces for a **4-player** game. Put any unused House pieces back into the box, they will not be used.

2

Place the **Scoring marker** of each player on the starting space of the Scoring Track surrounding the board. Set aside the **50+/100+ tokens**, they will be used if you reach the end of the Track and gain more points. Put any unused markers back into the box, they will not be used.

3

Place all **Park tokens** next to the board, in reach of all players, to form a common pool.

4

Shuffle the cards, then place them facedown next to the board, in reach of all players, to form a draw deck. **Deal 3 cards** from the deck to each player, face down. Keep your cards in your hand and keep them hidden from the other players until you play them.

5

Give the **First Player token** to the youngest player. They will be the first player during the game.

Even behind the appearance of the most serene and romantic residential neighborhood lies fierce competition between construction companies to build it! Grab the most prestigious plots of land and build beautiful houses, but don't forget the requirements of the town plan to accumulate bonus points and claim victory!



1 game board



55 cards



1 First Player token



4 Scoring markers
(1 of each color)



4 50+/100+ tokens
(1 of each color)



20 Park tokens



112 House pieces
(28 of each color)



1 Reference tile

Gameplay



A game of *Sunrise Lane* is played in turns over a variable number of rounds, starting from the **first player** and proceeding **clockwise**. When it is your turn, you must perform **1 of the 2 actions** below:

Build

Houses and/or Parks

Choose an **empty space** that is adjacent to the **central space** of the board or **any space containing House pieces or Park tokens previously placed** on the board, either by you or another player.

HOUSES

To build a House in the chosen space, you must **play 1 or more cards matching the color of that space**. For each card that you play, you **place 1 of your House pieces** in the chosen space, **stacked on top of each other**.

For each House piece that you place, you **immediately** get points equal to the **number of dots** shown on the space itself (so for **2 House pieces** stacked on a space with 2 dots, you get **2 x 2 = 4 points**). Advance your Scoring marker on the Scoring Track accordingly, then put the cards you played, face up, on a **discard pile** next to the deck.

After building a House, you **may** immediately build another House in a space that is **adjacent** to the space where you just built, as long as you have 1 or more cards matching the color of that space in your hand. You can keep building Houses in this way as long as you have **cards in your hand** to do so.

PARKS

Once per round, whenever you may build a House, you **may build a Park** instead. To build a Park, you **must discard 1 card of any color** from your hand to **place 1 Park token** from the pool. Parks follow the same building rules used for Houses, but you will not get any points when you build one, no matter how many dots are contained in the chosen space. If no more Park tokens are available, you cannot place any more Parks.

When you don't want to build any more Houses or Parks, **draw 1 card** from the deck to end your turn.



Draw

Cards

If you don't want to build any Houses or Parks this turn, you may instead **draw 2 cards** from the deck.



If after drawing you have **more than 5 cards** in your hand, you must **discard down to 5 cards** before the end of your turn.

If the deck of cards ever runs out, **shuffle the discard pile** to form a new deck.

GAME EXAMPLE

1

Linda has the 4 cards below in her hand. She chooses an empty space adjacent to one of Matthias' Houses and plays 1 purple card for 2 points (A). Then she plays 1 blue card on the space to its right for 1 point (B), followed by 1 green card on the space further to the right for 3 points (C). She receives $2 + 1 + 3 = 6$ points and advances her marker on the Scoring Track accordingly. Finally, Linda concludes her turn by drawing 1 card from the deck.



2

Matthias doesn't want to build any Houses this turn, so he draws 2 cards from the deck.

3

Luke chooses a 4-point space adjacent to a Park token previously placed by Linda and plays 1 red card for 4 points (A), followed by 1 purple card on the space above for 1 point (B). He could now choose either the yellow space to the left or the blue space to the right, but not both, because during a turn the next House must be built adjacent to your last one. Luke chooses to play 1 yellow card for 2 points (C) because that space will then allow him to play his green card on the space further to the left for 3 points (D). A total of 10 points! He then draws a card to end his turn.



4

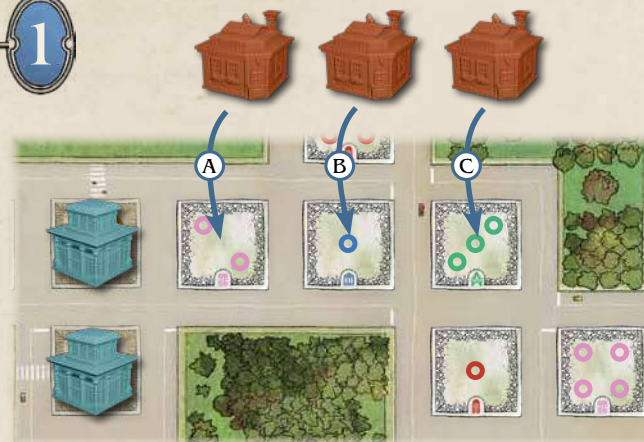
It's Linda's turn again. With no useful cards to play, she decides to draw 2 cards from the deck.

5

Matthias plays 1 purple card to build a House next to one of Luke's for 3 points (A). The only adjacent space to this newly built House is yellow, but Matthias has no yellow cards, so he discards 1 blue card to place 1 Park token on that yellow space (B). Even if this gives him no points, the Park token now allows Matthias to play his last 3 green cards and place 3 House pieces on the space to the left for a whopping 15 points (C). After this, Matthias ends his turn by drawing a card.



1



3

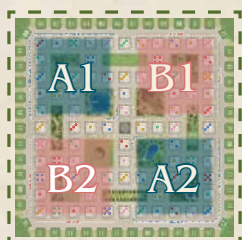


5



Game End

The game end is triggered when a player has **2 or fewer House pieces left**. After their turn, the game continues until the **end of the current round**, so that all players have played an equal number of turns. The game end is also triggered **immediately** if there are no empty spaces left in bonus areas A and B (see below). Before determining the winner, you get **bonus points** depending on the position of your Houses on the board.



There are 4 smaller bonus areas (marked either by red or blue lines in the corners), each scored independently and separated by the cross-shaped lines of beige spaces through the central park, and 1 bonus area that comprises the full game board.

For each bonus area, players are ranked according to different criteria:

A



Tallest Houses (areas marked in blue): Players are ranked according to who has **the most 5-floor Houses**. If there are none, consider 4-floor Houses, and so on, until comparing **2-floor Houses** if needed. Single-floor Houses are not considered for this ranking.

B



Most Houses (areas marked in red): Players are ranked according to who has built **the most Houses** (no matter how tall).

C



Most Spaces Connected (whole board): Players are ranked according to who has the single **biggest group** of adjacent spaces containing **Houses** of their color.

For each kind of bonus, the 1st ranked player gets **10 points**, the 2nd ranked player gets **6 points**, and the 3rd ranked player gets **3 points**. In case of a tie, the tied players share the position, both scoring the indicated points. The next ranked player will take the next position.

If you don't have any Houses in an area, you are not eligible to get bonus points for the Tallest Houses and/or the Most Houses in that area.

Add the bonus points you get to your current total on the **Scoring Track**. After this, the player with the **most points** is the winner! Any ties are broken in favor of the player who has **more cards left** in their hand. If the game is still tied, the **victory is shared**.



The game is over and now it is time to score the bonus points. The board area indicated above in blue awards points for the Tallest Houses. Matthias (blue) has a 3-floor House, so he takes 1st place and scores 10 bonus points. Both Luke's (yellow) and Linda's (red) Tallest Houses have 2 floors, but Luke has 2 Houses this tall while Linda only has 1, so Luke takes 2nd place and scores 6 points. Linda scores 3 points. Matthias has 2 Houses with 2 floors, too, but he already scored 1st, so he is out of contention for 2nd. The bonus for the Most Spaces Connected is calculated considering the entire game board. The current area shows that Linda (red) has 4 spaces connected, while both Luke (yellow) and Matthias (blue) have 3 spaces connected.

CREDITS



HORRIBLE
GUILD

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