FRONT



Sunset Over Water PNP V1.1
Pencil First Games, LLC

FRONT



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FRONT



3





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3





3



FRONT



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FRONT



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FRONT



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4



4



4









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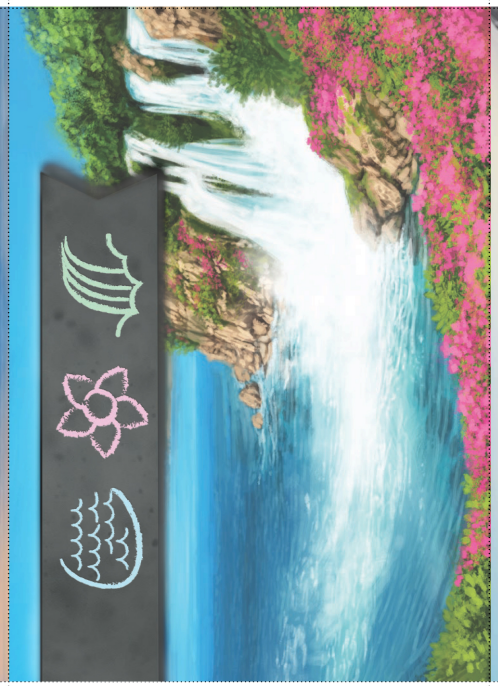
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FRONT











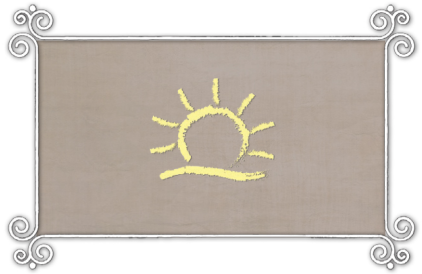


















FRONT

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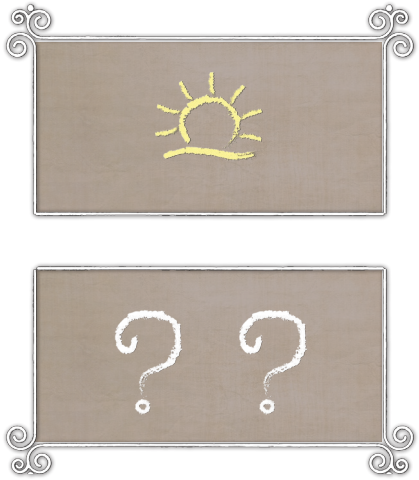
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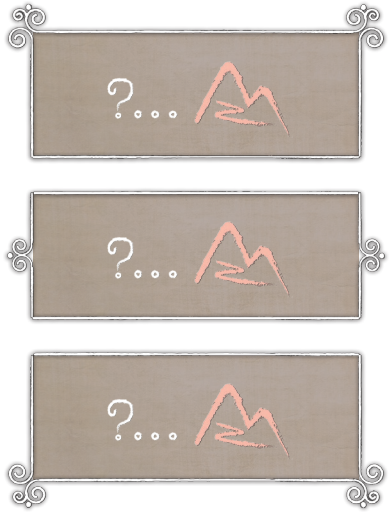


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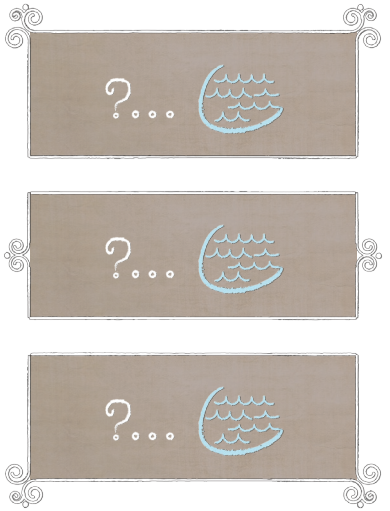
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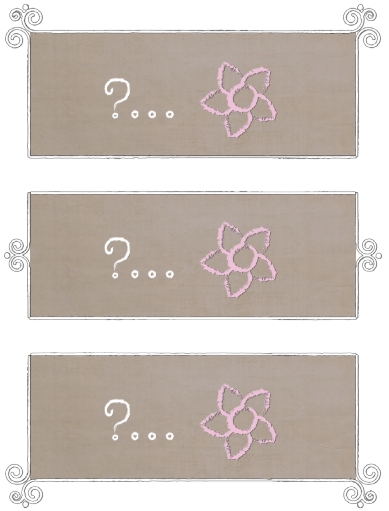
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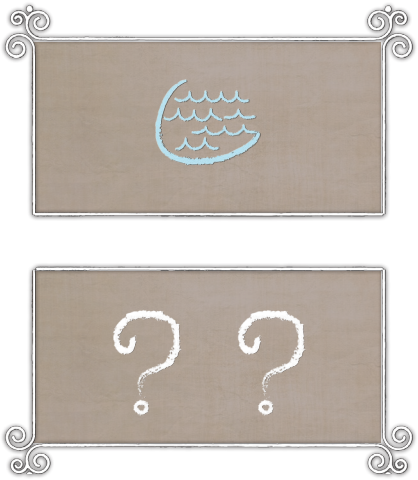
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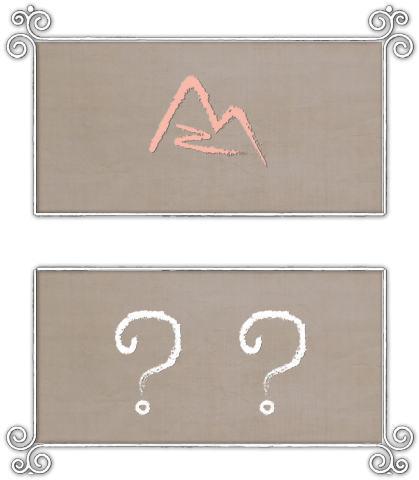
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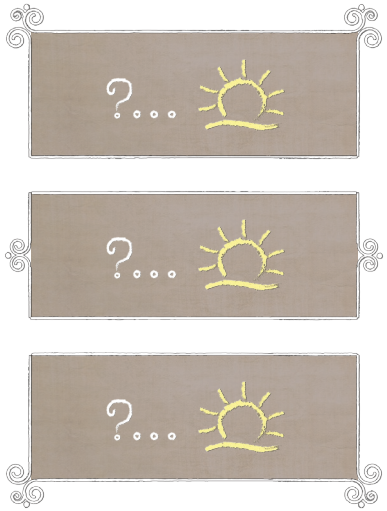
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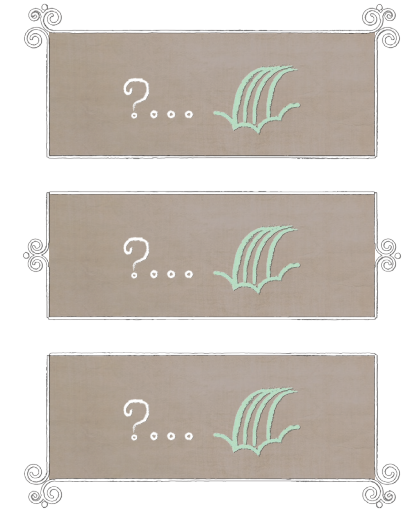
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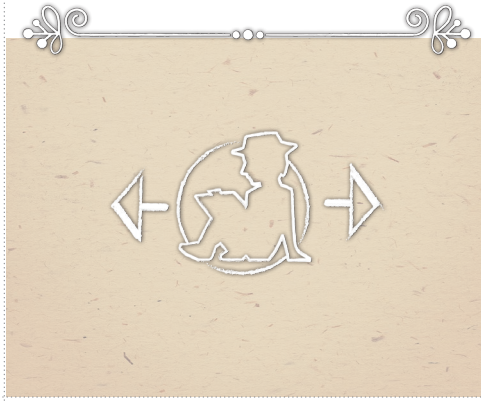


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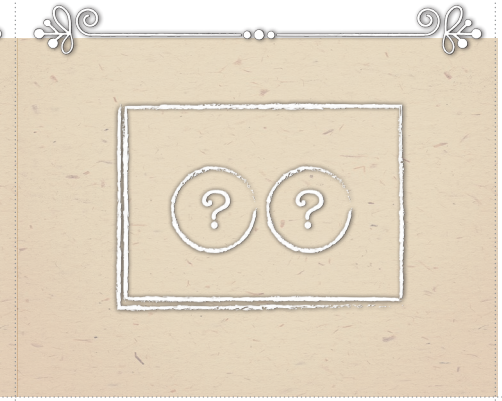
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Be the last person to move horizontally.



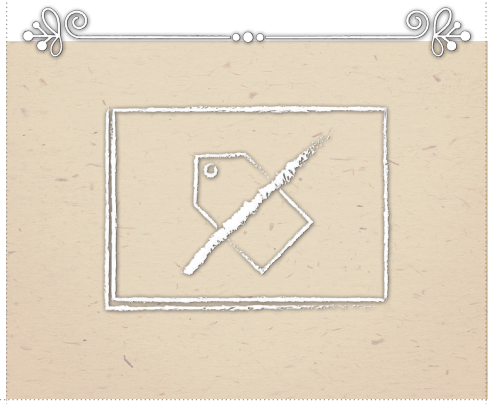
2

Be the last person to paint a Landscape with exactly 2 Features.



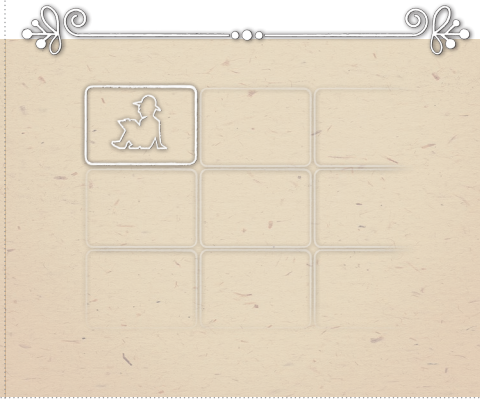
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Be the last person to not sell a Landscape Painting.



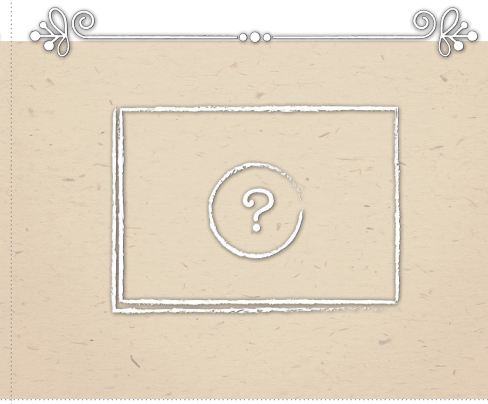
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Be the last person to end the day in a corner Landscape.



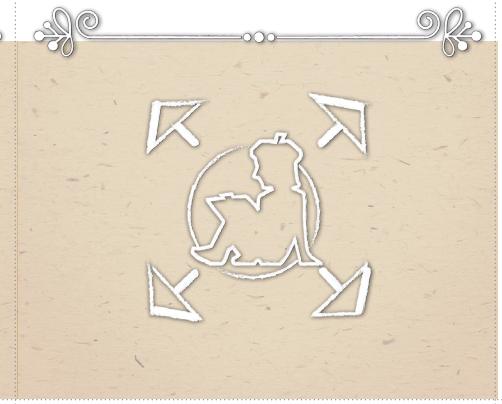
2

Be the last person to paint a Landscape with exactly 1 Feature.



2

Be the last person to move diagonally.

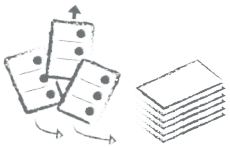


DAY SUMMARY The game lasts 6 days, each day has 3 phases:

PHASE 1: PLAN

All players simultaneously:

- Draw 3 Planning Cards
- Choose 1, play face-down
- Return 2 to deck bottom
- Reveal simultaneously



PHASE 2: TREK

Wake Up: earliest goes first.

Then do any or all actions:

Hike: move Artist.

Paint: collect Landscape(s).

Sell: trade Landscape(s) for Commission Cards.

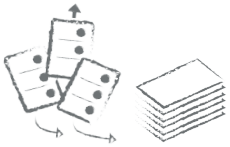
Claim: if applicable, claim Today's Task Card.

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All players simultaneously:

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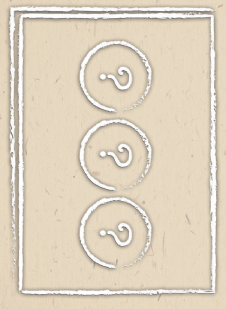
Then do any or all actions:

Hike: move Artist.

Paint: collect Landscape(s).

Sell: trade Landscape(s) for Commission Cards.

Claim: if applicable, claim Today's Task Card.



Be the last person to paint a Landscape with exactly 3 Features.

2

Planning Card

SOLO JOURNAL

Wake Up:	***Action:***
Early Morning 5:00 - 7:45	*Replenish*
Mid Morning 8:00 - 10:45	*1 Card*
Late Morning 11:00 - 12:45	*2 Cards*

SOLO PLAY:

RANGER STATION



Replenish Landscapes

SOLO PLAY:

RANGER STATION



Replenish Landscapes

SOLO PLAY:

RANGER STATION



Replenish Landscapes

SOLO PLAY:

RANGER STATION



Replenish Landscapes

Artist Standee Instructions:

1. Cut out each color standee
2. Fold the standee into a tent shape
3. Bind the two flaps at the bottom with glue/tape

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SOLO PLAY +1 ***per Commission***

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SOLO PLAY +1 ***per Commission***

FRONT

12:00
4
3
6:30
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3
8:00
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5:45
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7:15
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6:00
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LANDSCAPE CARD

LANDSCAPE CARD

LANDSCAPE CARD

LANDSCAPE CARD

COMMISSION CARD

COMMISSION CARD

COMMISSION CARD

COMMISSION CARD

BACK

COMMISSION CARD

COMMISSION CARD

COMMISSION CARD

COMMISSION CARD

COMMISSION CARD

COMMISSION CARD

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COMMISSION CARD

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DAILY GOAL CARD

DAILY GOAL CARD

COMMISSION CARD

COMMISSION CARD

DAILY GOAL CARD

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DAILY GOAL CARD

DAILY GOAL CARD

BACK

SOLO GAME

SOLO GAME

SOLO GAME

DAILY GOAL CARD

SOLO GAME

SOLO GAME

PHASE 3: CLEAN UP

1. Check for game end (*see right*)
2. Replenish Landscape Cards
3. Deal new Commission Cards and a new Daily Goal Card

GAME END:

1. Complete 6 Days (*rounds*)
2. Not enough Commission Cards to completely refill the Commission row

FINAL SCORING:

Players total Renown from:

Commissions + Daily Goals + 1 *Renown per* ***2 Features*** *in all unsold Paintings*

Tiebreaker: 1. Most Daily Goals 2. Most Commissions

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SOLO PLAY

SOLO PLAY

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SOLO PLAY

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FINAL SCORING:

Players total Renown from:

Commissions + Daily Goals + 1

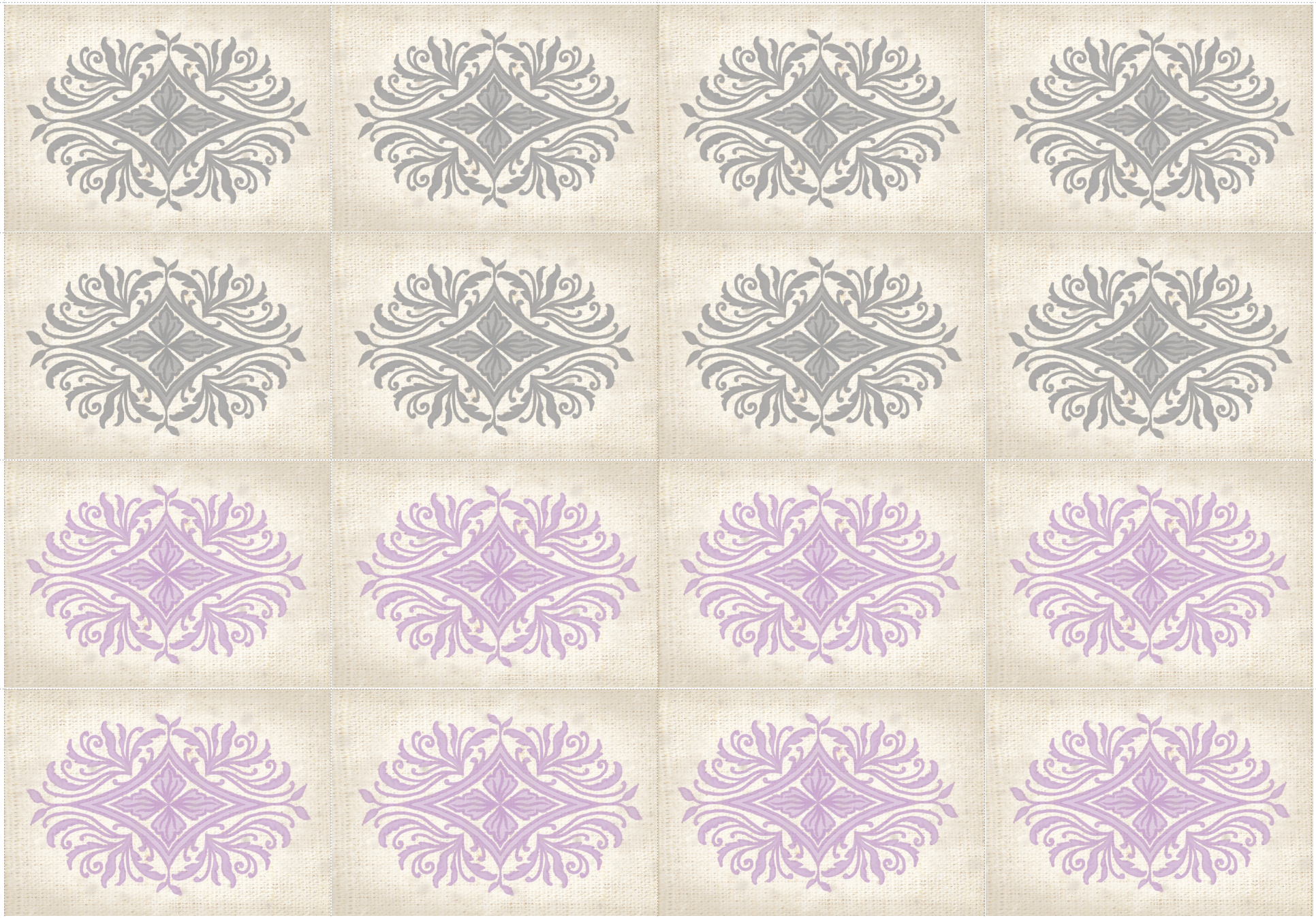
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