Sunset over Water

By Steve Finn, Beth Sobel, and Eduardo Baraf

THE BEAUTIFUL WILDERNESS

Sometimes you need to get off the beaten path to find a beautiful landscape to paint. Wake up early, hike deep into nature, and find your perfect spot. Some paintings sell for commissions, others you'll keep for yourself, but you're always going that extra mile to find inspiration.

OBJECTIVE

Over six days, players gain Renown by hiking to beautiful locations to paint landscapes, which they'll later sell. Each day, players choose a Planning Card, which allows them to travel through the Wilderness and paint (*i.e., pick up Landscape Cards*). At day's end, they can sell paintings to earn Renown (*i.e., turn in Landscape Cards to gain Commission cards worth Renown*). Players also earn Renown by completing Daily Goals and by possessing Landscape Paintings at the end of the game.

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60 Landscape Cards

32 Planning Cards (*4x8 per player*)

4 Artist Tokens (*1 per player*)

4 Quick Reference Cards

30 Commission Cards

7 Daily Goal Cards

10 Solo Variant Cards

SETUP

1. Shuffle the **Landscape Cards** and place 25 of them face-up in a *5 x 5* grid in the center of the playing area. This is called the ***Wilderness***.

   A. Place the remaining Landscape Cards face-down in a draw pile next to the Wilderness. This is the **Landscape Deck**.

   B. Leave a space for discarded Landscape Cards next to the Landscape Deck. If the Landscape deck ever runs out, shuffle the discarded cards to form a new deck.

2. Shuffle the **Commission Cards** and place them face-down above the Wilderness. This is the Commission Deck.

   C. Draw Commission Cards and place one more than the number of players face-up into a Commission Row to the right of the deck.

   D. Turn over one more Commission Card and place it face-up on top of the Commission deck.***This Commission is unavailable to acquire.***

3. Shuffle the Daily Goal Cards and place them face-down near the Commission Row. This is the **Daily Goal Deck**.

   E. Turn one Daily Goal Card face-up next to the Daily Goal deck.

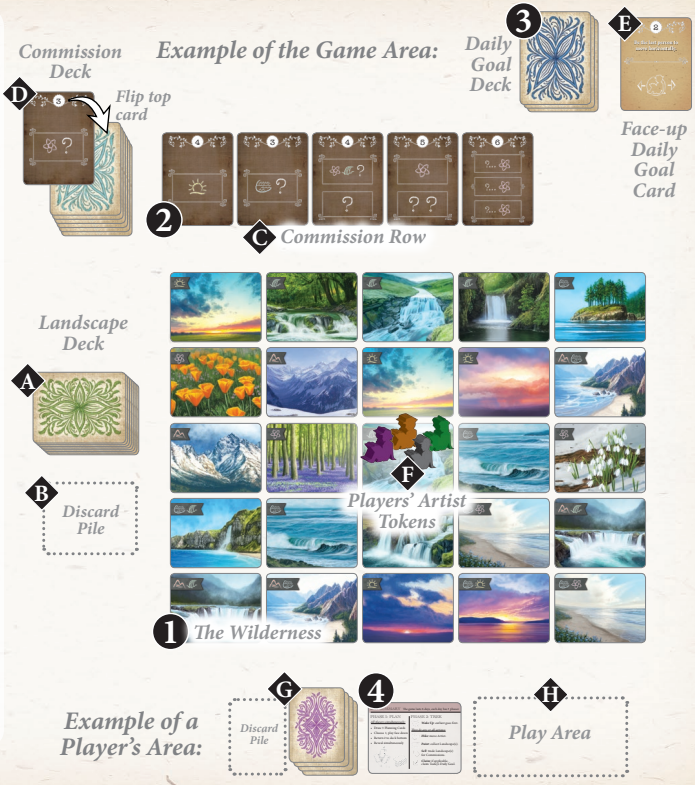
4. Each player chooses a color then takes the **Artist Token** and **8 Planning Cards** of their color, as well as a **Quick Reference Card**.

   F. Players put their Artist Tokens on the **center Landscape Card** in the Wilderness.

   G. Players shuffle their Planning Cards and place their own deck face-down in front of themselves.

   H. During the game, players place earned Landscapes, Commissions, and Daily Goals, and a Discard Pile for used Planning Card in a **Play Area** in front of themselves.

Setting up for a Solo Game? Go to page 10.



GAMEPLAY

Sunset Over Water is played over **6 rounds**, called **Days**. Each Day starts with a simultaneous *Planning Phase*, followed by individual *Trek Phases*, and ends with a *Cleanup Phase*. After the sixth day, a *Final Scoring Phase* occurs.

PHASE 1: PLANNING

Players start this phase by simultaneously drawing the top 3 cards from their own Planning Decks.

All players then choose 1 card to use for the day, placing it face-down in front of themselves, returning the 2 used cards to the bottom of their Planning Deck in either order face-down.

After all players have selected a Planning Card, they simultaneously reveal the cards.

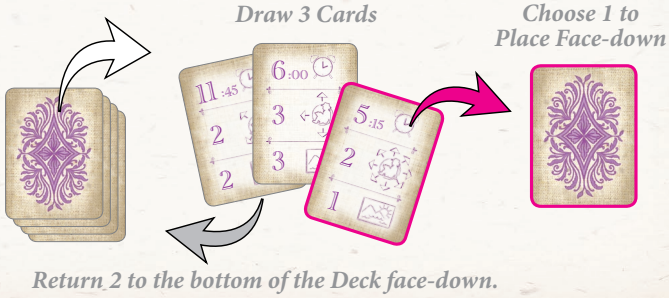
In the final round of play, there will be exactly 3 cards in their decks to choose from.

Each **Planning Card** has 3 key pieces of information:

Wake Up – shows the time to start to Day. The player who plays the Planning Card with the earliest time goes first during the *Trek Phase*.

Hike – shows the direction and amount of *movement points* an Artist can move in the *Trek Phase*.

Paint – shows how many Landscapes an Artist can paint during the *Trek Phase*.



PHASE 2: TREK

Players compare their Wake Up icons to establish turn order for the *Trek Phase*. The player who plays the Planning Card with the **earliest time** takes the first turn during the *Trek Phase*.

First	*Second*	*Third*	*Fourth*
5:15	8:30	8:45	11:30

On a turn, the following actions may be performed:

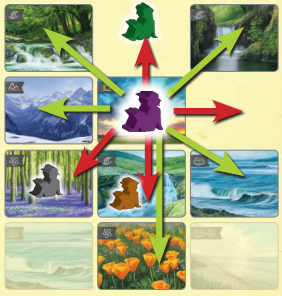
Hike | **Paint** | **Sell**

After taking these actions, the player immediately checks to see if they can **claim the Daily Goal** (☑).

After taking a turn, the player discards the Planning Card used for the turn into a Discard Pile near them. Each Planning Card is only used once per game.

HIKE

- The player moves his Artist Token through the *Wilderness* according to the movement arrows on the chosen Planning Card.
- An Artist Token may move as many movement points as shown on the selected Planning Card.
- Moving the Artist Token from one Landscape Card to the next costs *1 movement point*.
- The Artist Token may pass through another Artist Token, **but may not finish on the same Landscape Card**.
- The Artist Token may NOT pass through or enter a vacant space in the Wilderness (*i.e., spaces in which a Landscape Card has been removed by another Artist*).



- The Artist Token may not change direction while moving.
- Players do not need to use all of their movement points.

PAINT

- After the player has moved their Artist Token, they may pick up any Landscape Cards on the Artist's path up to the number shown on the Planning Card played in the *Trek Phase*. However, they may not pick up those occupied by another Artist. *This action represents the Artist painting the Landscape.*
- The player may pick up the Landscape Card where their trek began. ***At the game's start, only the final player to move from the center card may pick it up.***
- **New Landscape Cards ARE NOT drawn to replace the empty *Wilderness* spaces at this time.**
- Acquired Landscape Cards are placed face-up in front of the player as Landscape Paintings. *For convenience, you may overlap them so only the Landscape icons show.*

SELL

Renown Earned

Required Landscape(s) with Features

The player may now acquire **Commission Cards** by selling painted Landscapes.

- A player may sell as many Landscapes as desired and acquire more than one Commission Card per turn.
- A player must discard a set of (*or single*) Landscape Paintings that match the requirements of an available Commission Card. **A single Landscape can only be sold for a single Commission Card.** Sold Landscapes are discarded into a common discard pile.
- Acquired Commission Cards are kept face-up in front of the player.
- A new Commission Card is not drawn until the beginning of the next round.

Landscape Features:

Mountains *Coast* *Waterfall* *Wildflowers* *Sunset* *Any Feature*

The number of ***picture frames*** on each Commission Card dictates the number of Landscapes and the number of Features that need to be sold:

Sell 1 Landscape:
one with only a Sunset.

Sell 2 Landscapes:
one with a Coast, Waterfall, and any one other Feature. The other with any 1 Feature.

Sell 3 Landscapes:
all 3 must have a Waterfall. Then they may have other Features OR no other Features.

CLAIM A DAILY GOAL

Each day a single **Daily Goal Card** can be claimed. Multiple players may meet the requirement of the goal, but it is the **last person to meet the requirement** that keeps the card at the end of the day, and will score it at the end of the game.

- After performing actions, if a player accomplishes the requirement of the face-up Daily Goal Card, the player takes the card and keeps it face-up in their play area.
- If another player accomplishes the same requirement on that day, that player takes the Daily Goal Card from its current owner. The player who last completes the task in the day keeps the Daily Goal Card for end of game scoring.
- A new Daily Goal Card is NOT drawn to replace one when it is claimed. *It is replaced during Phase 3: Clean Up.*

PHASE 3: CLEAN UP

After all players have completed the *Trek Phase*, the players prepare for the next day. If the players have played 6 days (*having only 2 Planning Cards left in their Planning Card deck*) the game ends and the winner is determined (*see next page*).

If the game is not over, do the following:

Wilderness: From left to right starting in the top row and then moving down to the other rows, deal a new Landscape Card from the deck face-up into each empty space on the Wilderness, including those spaces occupied by a player's Artist Token, until the board is a full *5 x 5* grid. The Artist Tokens remain on the newly placed cards.

Daily Goal Card: Reveal a new Daily Goal Card from the deck.

Card not Claimed? *If the prior Daily Goal Card was not claimed by a player, discard it.*

Commission Cards: Deal new Commission Cards from the deck, starting with the face-up card on top of the deck, and place them face-up into the Commission Row replacing those acquired during the Day. Replace until the original number of cards determined at *Setup* is reached, and then flip and reveal the top card on the Deck.

No Commission Cards remaining? *In the unlikely event that there are not enough Commission Cards to fill the Commission Row, the game ends immediately.*

GAME END AND SCORING

The game ends after 6 Days (*only 2 Planning Cards remain in the deck*) OR if during Cleanup Phase there are not enough Commission Cards to refill the Commission Row. Each player calculates their own scores based on the cards they possess:

Add Renown from:

Commission Cards

21

+

Daily Goal Cards

6

+

Unsold Landscapes

1 Renown per 2 total Features (round down)

7 total Features: 3

=

Total Renown:

30

The player with the most Renown wins. In the event of a tie, the player with the most Daily Goal Cards wins. If there still is a tie, tied players share victory.

Wanderlust

RULES FOR SOLO PLAY

BY KEITH MATEJKA

Once in a blue moon, an artist has the chance to retreat into the Wilderness alone. Fortunately, they have access to local Ranger Stations to find the most scenic views in the Wilderness. Time to head out and start painting!

See the rules on the next page →

WANDERLUST: SOLO PLAY RULES

SETUP

1. Set up the *5 x 5* grid of the Wilderness as normal, EXCEPT **replace the 4 Landscape Cards** that are diagonally adjacent to the center card with the **4 Ranger Station Cards**.
2. Like a 2-player game, deal **3 face-up Commission Cards** into the Commission Row and **1 Commission Card is flipped face-up** on top of the Commission Deck.
3. ***The Daily Goal Cards are not used.*** Return them to the box.
4. Place **1 Artist Token** on the center Landscape Card, and take a set of matching **Planning Cards** as well as a **Quick Reference Card**.
5. Place the **Solo Journal Card** in the player's area.
6. Shuffle the **5 Inspiration Cards** and randomly select one. Place it face-up in front of the player. Return all other Inspiration Cards to the box.

4 Ranger Station Cards

3 Commission Cards

Inspiration Card

Solo Journal Card

GAMEPLAY

The Solo Variant is played over **8 Days** (*Rounds*) instead of 6, and there are key differences in each phase.

PHASE 1: PLANNING

On Day 1, draw 3 Planning Cards and place them face-up in the player's area. From those 3 Cards, choose 1 to play. DO NOT return the 2 unchosen Planning Cards to the bottom of the Planning Deck.

Place the chosen Planning Card on the left side on the **Solo Journal Card**, and perform the following action based on the *Wake Up time*:

Early Morning (5:00 - 7:45)
Replenish all empty Landscape spaces in the Wilderness.

Mid Morning (8:00 - 10:45)
Discard the highest Renown Commission Card in the Row and do not replace it. If there is a tie for highest, discard the leftmost.

Late Morning (11:00 - 12:45)
Discard the 2 highest Renown Commission Cards (*same method as Mid Morning*).

PHASE 2: TREK

Hike – Ranger Stations: If the Artist moves on or through a Ranger Station, they immediately replenish all empty Landscape spaces surrounding the Ranger Station (*diagonal or orthogonal*). For each empty location, deal a card from the Landscape Deck into spaces in order from left to right, top to bottom. Players may end their *Hike* on a Ranger Station.

Paint: The player cannot *Paint* a Ranger Station.

Sell: On Day 8 (*the final Round*), the player may acquire the face-up Commission Card on the Commission Deck as well.

Important: As there are no Daily Goal Cards in the Solo Variant, there is no Daily Goal Cards step.

PHASE 3: CLEAN UP

Planning Cards – Draw a new Planning Card to add to the face-up cards (*3 total at a time*). On *Day 7*, when there are no more Planning Cards in the deck, continue playing without drawing.

Landscape Cards – DO NOT draw and replenish empty spaces.

Commission Cards – Before refilling cards into the Commission Row:

- Slide all remaining cards in the row to left, filling any empty spaces.
- Refill the open spaces with cards from the Commission Deck from left to right starting with the "face-up" Commission Card.
- Flip the top card of the Commission Deck.

GAME END AND FINAL SCORING

After the final Planning Card is played on *Day 8*, add up the total Renown:

- **Commission Cards:** Add up the Renown.
- **Unsold Landscapes:** Total the number of Features on any Unsold Landscape Cards the player has in their play area and gain ***1 Renown* for every 2 Features**, rounding down.
- **Inspiration Bonus:** Gain ***1 Renown*** for each completed Commission Card that includes the feature matching the player's Inspiration Card.
- **Return Home Bonus:** If the player's Artist Token ends the game on the **center space of the Wilderness**, gain an additional ***2 Renown***.

WANDERLUST FINAL SCORING

< 20	*Paint-by-Numbers*
20 – 25	*Hobbyist*
26 – 31	*Apprentice*
32 – 37	*Journeyman*
38 – 43	*Master Painter*
44 >	*True Artisan*

Name	Date	Score	Notes

CREDITS

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