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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3



4



4



4









FRONT



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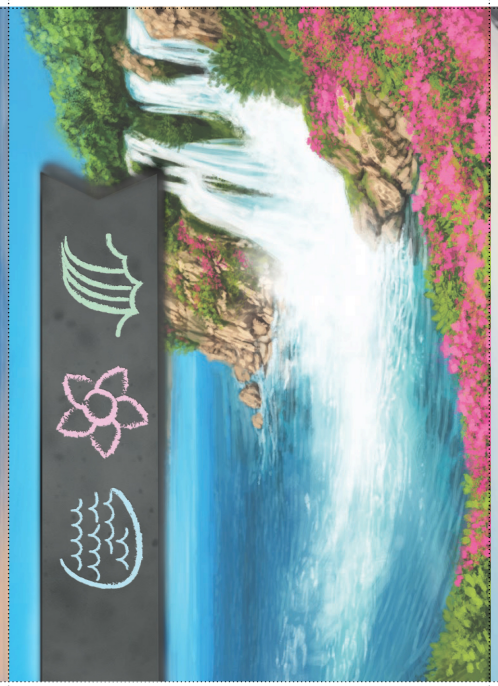
FRONT











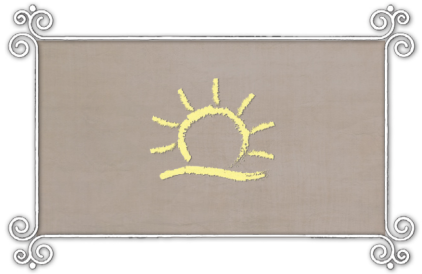


















FRONT

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FRONT

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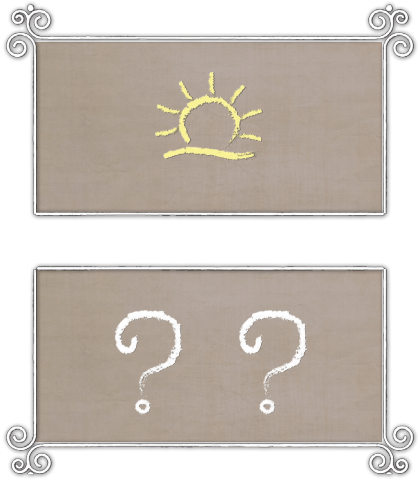

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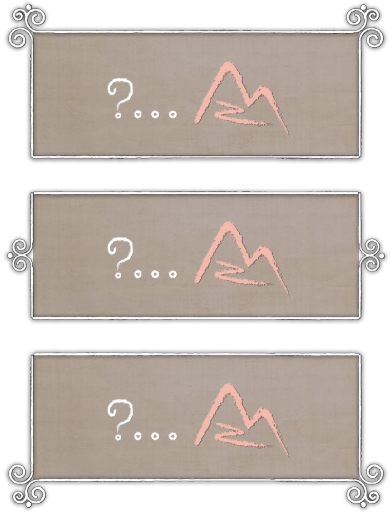

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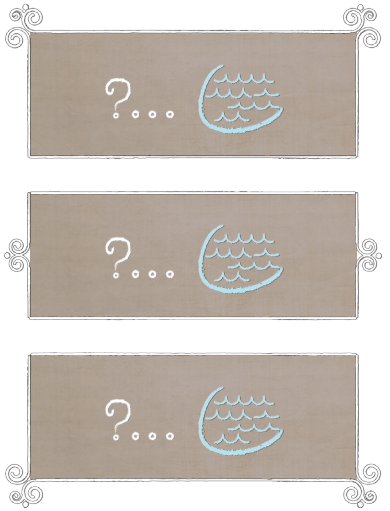

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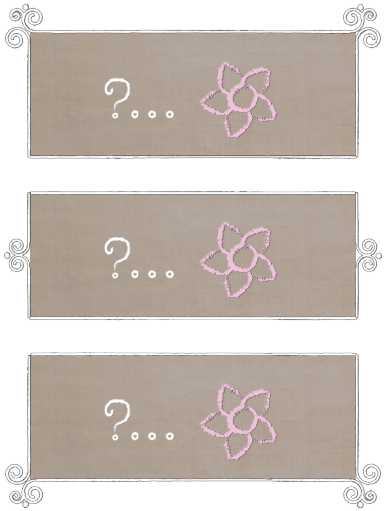

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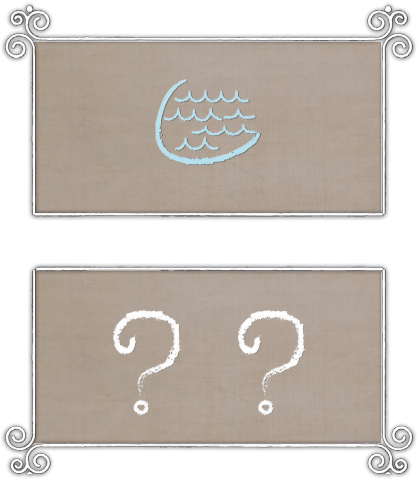

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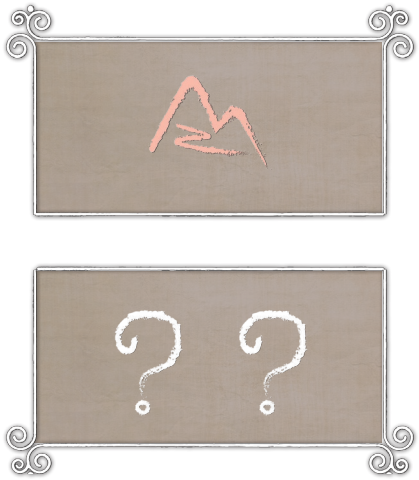

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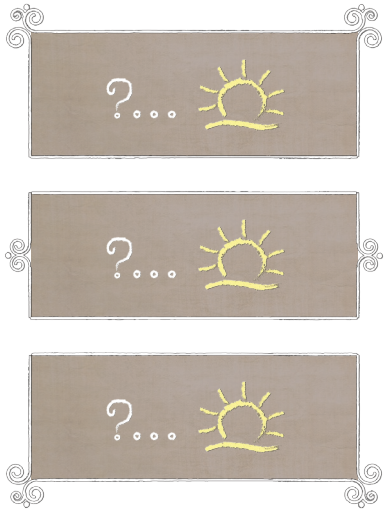

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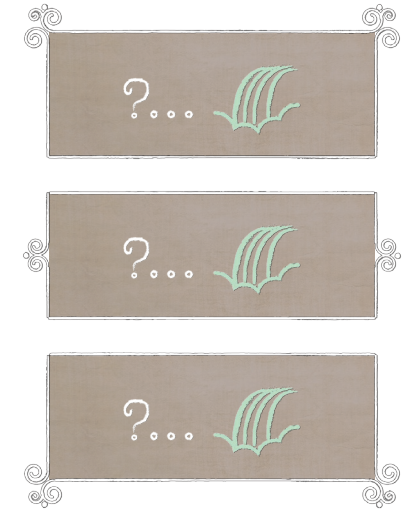
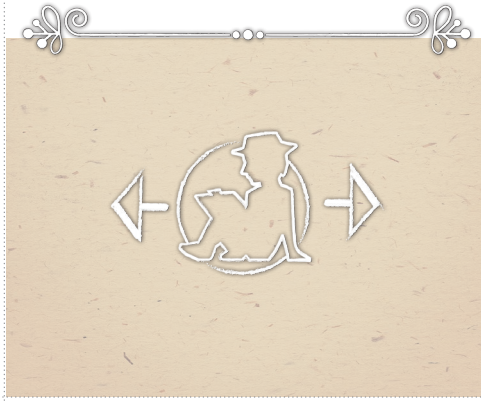


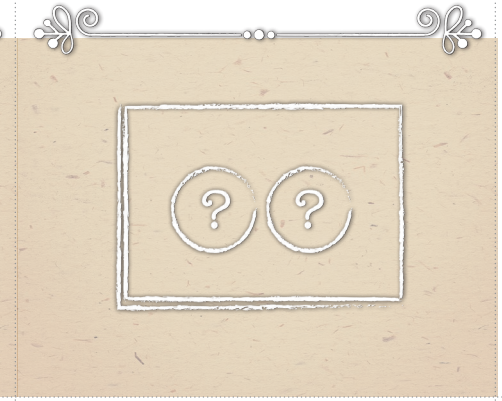
2

Be the last person to move horizontally.



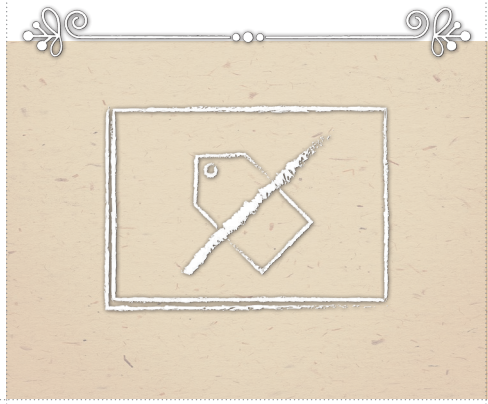
2

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



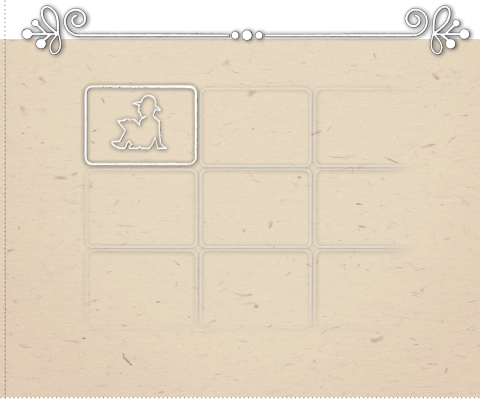
2

Be the last person to not sell a Landscape Painting.



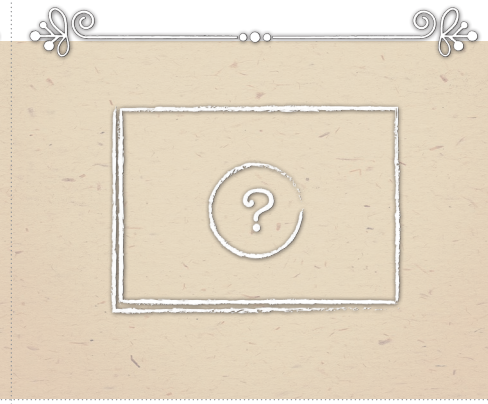
2

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



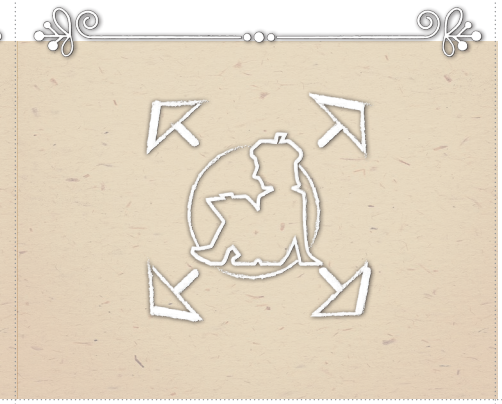
2

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



2

Be the last person to move diagonally.

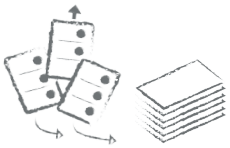


DAY SUMMARY The game lasts 6 days, each day has 3 phases:

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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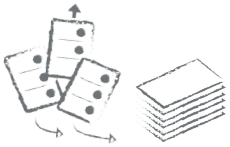

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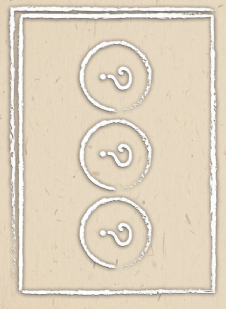

Be the last person to paint a Landscape with exactly 3 Features.

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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FRONT

12:00
4
3
6:30
3
3
8:00
4
2
10:30
3
2
5:45
2
1
7:15
4
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9:15
3
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11:30
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5:15
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11:45
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6:00
3
3

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BACK

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

COMMISSION CARD

COMMISSION CARD

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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

DAILY GOAL CARD

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

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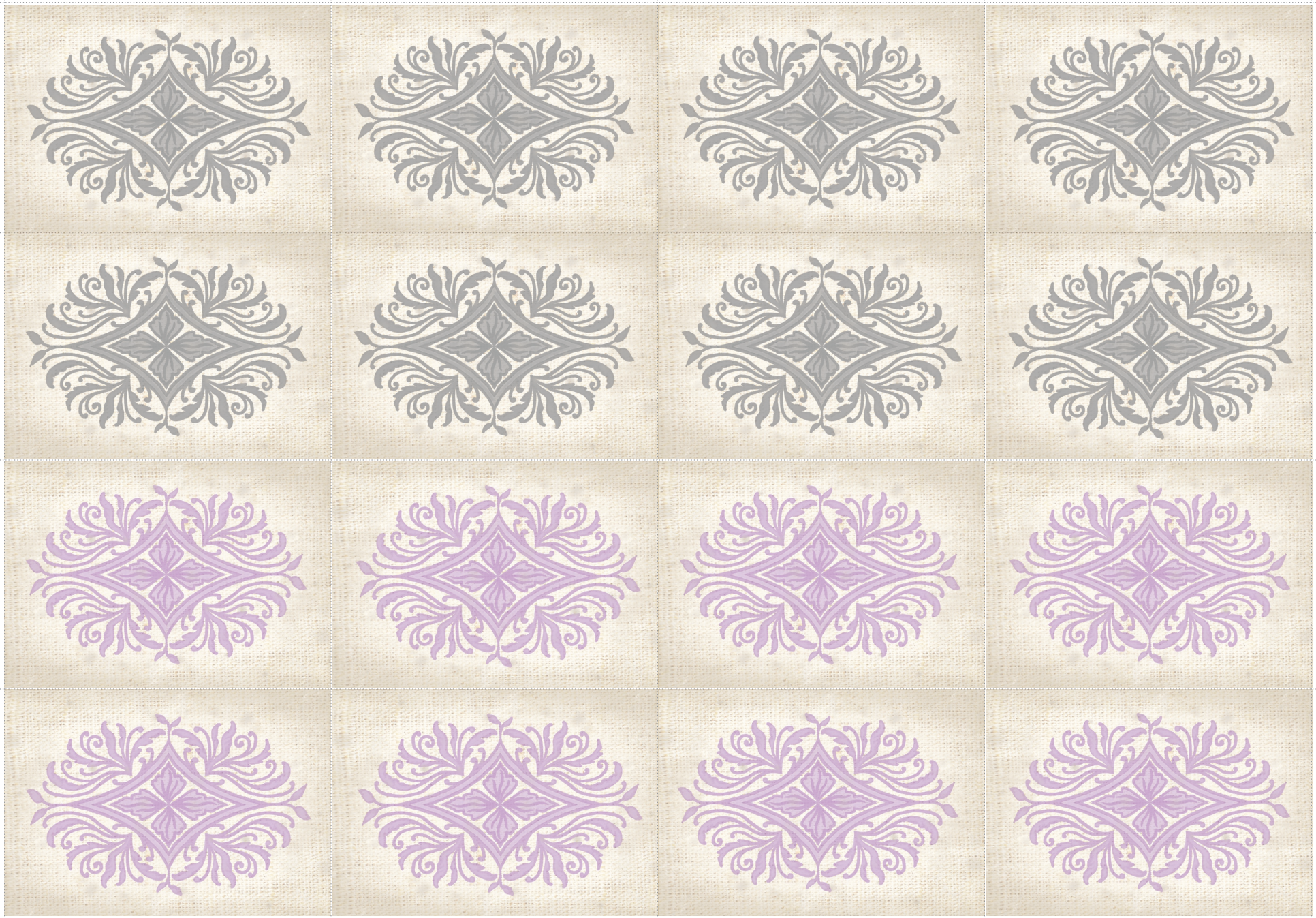
BACK

BACK



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