

# **Introduction:**

Welcome to Sunnyside Hills! You are a new insurance company who is here to make it big, and Sunnyside is the perfect place to do that. Be careful, because you are not the only new insurance company in town. Everyone is here to be the biggest insurance company. Weather events, meddling politicians, and other obstacles will stand in your way. Can you be the one to make it big?

# **Goal:**

The goal of this game is to be the first player to reach one million dollars. The player will reach that point by collecting insurance premiums from their patients. Expanding their territory within Sunnyside Hills will grant the player bonuses to their premium collection, the number of patients they can hold at any time, or a number of other mechanics.

You want to collect the best and brightest patients who will fill your pockets! However, be aware that time always marches on, so your patients will pass away. But don't worry! There is always a new crop of potential patients residing here in Sunnyside Hills, the best place money could find!

# **Set-Up:**

At the beginning of every game, the players will spread out the lettered tokens face down onto the board's nodes. Once all of the nodes are placed, the players will flip them over to reveal the placements.

Once the tokens are placed, the players will then each place one building. The order for initial placement will be determined by a dice roll. The highest roll will go first, and the others will go in clockwise rotation. Each player will also draw one patient card and will start with fifty thousand dollars.

The actual game order will be the inverse of the placement order (*i.e.* whoever placed their initial building last will start the game, and whoever placed the initial building first will be last).

Players most likely need calculators (which are on all smartphones) to calculate the income once modifiers are applied.

# Player Turns:

Once the game has started, a player turn will go as follows:

- 1) The player will collect their money for their current patients. The amount of money is based upon the total of the patients age and illness scores, one thousand dollars per score point (e.g. if the total score for one patient is 7, then the player collects 7 thousand dollars for that particular patient). The player collects income for each of their patients, unless there is a modifier affecting that. The income collection can also be affected by any active policy or event cards, with either negative or positive bonuses possibly applied. After collection, they will also add one tally to their current patient's age score. If the patient ages out, then the player must discard that patient and place the card on the bottom of the patient draw pile.
- 2) Player will draw a patient card (or multiple based on their policy cards, event cards, and land purchases).
- 3) Player will then roll twice: once with two dice for the illness score and once with one die for the age score.
- 4) Now the player can either A) purchase a development opportunity or B) Trade or their patients. Players can both purchase a development opportunity and trade patients on the same turn. A
  - A) Three different development opportunities: 1) purchase event cards, 2) purchase policy cards, or 3) purchase lobbyists. Player can make as many transactions as their resources and other policy/event modifiers allow.
  - B) Unless there are modifiers from policy or event cards, the player can make as many trades as they want. The player whose turn it is must be involved in any trade occurring during their turn.
- 5) Once turn is done, the player moves the spinner one day forward.
- 6) If the spinner lands on a Monday, then a session of Congress is called.

## Costs/Other Numbers:

- 1) Event card: costs 50K
- 2) Policy card: costs 80K
- 3) Lobbysits: costs 60K
- 4) Land: costs 120K

Players collect 1k for each score point (*e.g.* if a patient has 13 total points, then the player collects 13k for that patient). They do this for each of their patient cards.

## Patient Cards:

These are the root of the game and how the player will collect their income. Players will collect income based on their total score of age and illness. Each turn, the player will add one tally to each of their patients' age scores. Once a patient exceeds the max age score (meaning once the patient age score reaches seven) the player will discard that patient and place their card at the bottom of the patient draw pile. The max age score starts at 6, but there are modifiers that can affect that total. Illness scores are static unless there is a modifier from an event or policy card.

The maximum number of patient cards starts at 6, but there are modifiers that can affect that max capacity.

Players will keep track of their patients' scores and their money total on a scorecard. This scorecard will be placed in view of all players so that players will keep each other honest (*e.g.* so that no player will keep a patient with an excellent illness score alive longer than their age score should have allowed).

## Land Types:

There are five types of land that a player can purchase, and they are represented by the lettered tokens:

- 1) **I:** stands for Inelasticity. This land type applies a 25% bonus to cards that have a total score less than or equal to seven (*e.g.* players collect 25% on top of what these cards would normally give them) This bonus is applied after other event or policy card bonuses. If players have more than one **I** card, then the bonuses decrease by half for each: the second is 12%, the third is 6%. So if a player has three **I** tokens, then their bonus income would be 43%.

- 2) **L:** stands for Levittown. The age rolls for a patient card is capped at three. For each successive **L** token owned, that is another patient card whose roll is capped (*i.e.* if the player owns one **L** token, but they draw two cards because of other bonuses, only one card's age roll is capped at 3. If that player then gets another **L** token, then both cards would have their age rolls capped).
- 3) **U:** stands for Urban. These are urban environments with higher population density, so the player picks up an additional patient card for each **U** token owned (e.g. two **U** tokens means two additional cards drawn per turn).
- 4) **N:** stands for Nursing Home. For each **N** token owned, patient max age score increase by one (e.g. two **N** tokens means that patients now age out at 8 instead of 6)
- 5) **H:** stands for HQ, headquarters. For each **H** token owned, the player max patient capacity increases by one (e.g. two **H** tokens means max capacity is now 8)

When players purchase new tracts of land, they take the lettered token and place it in front of them.

## Event Cards:

Event cards can be purchased by the player for a certain cost during the development opportunity phase of player turns. There are two types of events: Catastrophes and non-Catastrophes. Catastrophe events must be played as soon as they are drawn. Non-Catastrophe cards can be played at the owner's discretion except on the turn they were drawn (*i.e.* player cannot play non-catastrophe event card when right when they are drawn but can be played on any of that player's turn after that).

## Policy Cards, Lobbyists, and Congress:

Policy cards can be purchased during the development opportunity phase of player turns. There is a caveat, however: Policy cards cannot be purchased on weekend turns (*i.e.* Saturday and Sunday) because legislators could not possibly work on the weekend. There are policy and event cards that can modify these possibilities.

Lobbyists can be purchased during the development opportunity phase of player turns. They are represented by red tokens. These lobbyists represent the player's ability to vote on policies that are proposed during Congress sessions. Lobbyists, unlike policy cards, start out with no restriction on either the time they are available for purchase (*i.e.* they can be purchased every day of the week) or the number of lobbyists a player can have. Event and policy cards can place modifiers on those stats.

Every Monday a session of Congress is called. During this session, players can propose policy cards to be voted on. Players do not have to propose a policy card in their possession if they do not want, as it is up to their discretion. Only players who have lobbyist tokens can vote, and the number of votes they have equals the number of policy tokens they have. Players can

only vote yay or nay, and if they have lobbyists they must vote using all of their tokens (*i.e.* no abstentions).

Policies are passed based on the differential between yay's and nay's: if yay is at least +1 over the nay's, then that given policy passes. At first, only one policy can be passed per session, but there are modifiers for that. If there are more policies up for passage than there are policies allowed to be passed at that session, then the one with the highest differential passes.