

Suecia



Category: City Building, Economic
Mechanic: Area Control, Trading
Players: 3-5
Time: 90 minutes
Age: 14+

Components:
1 board, 12 mats, 90 cards, 24 tiles,
100 tokens, 150 chits

What is the game about?

You trade resources and invest in infrastructure in 16th century Stockholm to provide the emerging Kingdom with ever more advanced resources. Resources will always be bought and sold where the supply and the demand is the highest so you must carefully plan your infrastructure. In addition, you cannot rely on your own infrastructure but must frequently trade with your opponents for the King's grace.

How do you win?

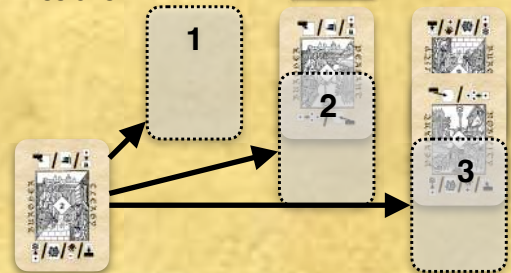
The players who has supplied the most resources to the Royal Missions wins.

How do you play?

Take turns to add estate cards to a card tableau. Each placed estate card lets you execute all the actions of the estate cards in that column.

- ❖ Peasant: Place farms or sell resources to shops.
- ❖ Burgher: Place shops or buy basic resources from shops to turn them into advanced resources.
- ❖ Clergy: Place churches to collect tax from farms or supply Royal missions with advanced resources.
- ❖ Nobility: Add provinces to the Kingdom or supply Royal missions with advanced resources.

Resources enter and exit the city to and from different sides of the city grid. As more advanced resources enter the economy, they can be invested in advanced farms and shops that enable the production of advanced resources within the Kingdom. However, such actions also require a combination of two similar estate cards in the same column so plan your card tableau wisely.



What makes the game special?

The unique mechanism of Suecia is the interdependent economy.

- ❖ Mutual trades: Most trades will benefit one or more opponents.
- ❖ Value chains: Basic resources are combined into advanced resources and eventually into victory points.
- ❖ Mergers: Marriages may be used to merge infrastructure and increase the productivity.

