

Suecia - The Founding of a Nation



A game of Trade and Development
during the Vasa Dynasty 1523-1654

for 3-5 players (playing time 90 minutes)

by Nicholas Hjelmberg
Nova Suecia Games
<http://www.novasuecia.se>
Version 1.0



Resource



Action



Building



Province



Estate



Ship



Mission



City (basic)



City (advanced)

1. Introduction

Gustav Vasa has liberated the Swedes from the Danish oppression and risen to the throne. But the new King's position is weak, as is his Kingdom. Sweden is indebted to the Hanseatic League, Denmark has not given up her claim to the Swedish crown and Europe suffers from religious turmoil.

But this is also an opportunity to start something new. By developing the economy, reforming the taxation and building a national army, Gustav Vasa sets out to consolidate his dynasty and his Kingdom. Take advantage of local resources, establish overseas trade routes, encourage domestic manufacturing and found new cities to pursue the King's will. This is only the foundation of a strong and powerful nation!

2. Game Components

The game consists of the following components:

- ❖ 1 game board, featuring the capital of Stockholm, 1 resource market track, and 4 card holders
- ❖ 144 resource and mission chits; 16 crop, 16 wood, 16 ore, 16 textile, 16 timber, 16 iron, 16 economy, 16 military, 16 religion (with denominations from 1 to 3).
- ❖ 6 double-sided action chits; basic and advanced face
- ❖ 6 basic province mats (with hexes for crop, wood and ore)
- ❖ 6 advanced province mats (with hexes for textile, timber and iron)
- ❖ 60 estate cards; 10 peasant/burgher, 10 burgher/clergy, 10 clergy/nobility, 10 nobility/peasant, 10 peasant/clergy, 10 burgher/nobility
- ❖ 15 double-sided ship cards; 5 Hansa, 5 Holland, 5 England
- ❖ 15 double-sided mission cards; 5 Baltics, 5 Finland, 5 Russia
- ❖ 24 double-sided city tiles; 8 crop (flips to 4 textile and 4 timber), 8 ore (flips to 4 iron and 4 textile), and 8 wood (flips to 4 iron and 4 timber)
- ❖ 100 player building discs; 20 black, 20 blue, 20 red, 20 white, 20 yellow

3. Game Setup

- 1) Place the **game board** on the table. For each resource, place **2 resources** in each corresponding resource square in the columns "3" and "9", leaving the other columns empty (12 resources in total). Sort the remaining resources and put them aside as a reserve.
- 2) Sort out the **basic provinces** (with yellow/red/blue hexes) and place them within reach in any order.
- 3) Sort out the **advanced provinces** (with orange/green/purple hexes) and place them within reach in any order.
- 4) Give each player a starting set of 4 unique **estate cards** (marked 1-4). Shuffle the rest and place in a pile face down on its designated place on the game board. Flip the top card face up.
- 5) Sort the **ship cards** by foreign nation symbols and place them with the face with less resource symbols up in their depicted space on the game board in any order; 3 England, 3 Hansa, and 3 Holland.
- 6) Sort the **mission cards** by foreign nation symbols and place them with the face with less resource symbols up in their depicted space on the game board in any order; 3 Baltics, 3 Finland and 3 Russia.
- 7) Sort the **city tiles** by resource symbols and place them within reach with the face with the basic face up in any order; 8 crop, 8 ore and 8 wood.
- 8) Each player chooses a color and takes the player **building discs** (representing farms, shops, churches, and castles) of that color. Each player also takes 1 of each **basic resource** (1 crop, 1 wood and 1 ore).



4. Object of the Game

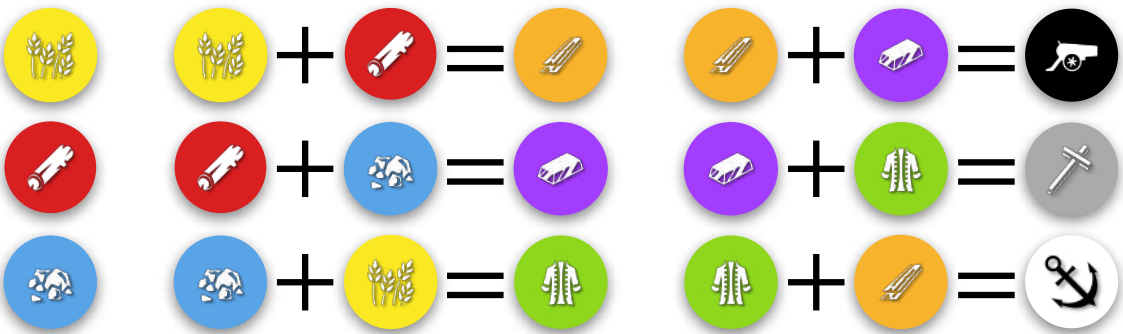
The object of Suecia is to produce resources, refine them through trade and manufacturing, and eventually use them in Royal missions. Frequently, a player will utilize other players' buildings, hence benefitting them too. The player who fulfils the most Royal missions wins.

6. Course of the Game

Through actions, the players place *buildings* (the wooden components) inside and outside the *city* (the game board) and use them to *supply* (produce and sell) and *demand* (buy and refine) *resources* (resource chits). Resources are moved into and out of the city, increasing both in **number** and in **value**. There is no money in the game - everything is paid with resources.

- ❖ As **resources** are moved to buildings, they are typically duplicated so that 1 resource goes to the **active player** and 1 resource goes to the **building owner** (which may be the same player). This symbolizes how the supplier gets paid and the demander gets a resource.
- ❖ Through certain resource movements, **basic resources** are combined and exchanged for **advanced resources** which in turn are combined and exchanged for **fulfilled missions** according to the diagram below.

Basic resources Advanced resources Fulfilled missions



- ❖ Initially, only basic resources can be produced. Basic resources require *ships* (cards) to be exchanged for advanced resources.
- ❖ Eventually, the advanced resources can be used to place buildings which produce advanced resources directly.
- ❖ Advanced resources require *missions* (cards) to be exchanged for fulfilled missions.

The diagram on back page summarizes the course of the game. The following pages details the actions and it may be easiest to skip the diagram first and refer to it while learning the actions instead.

7. Actions

7.1 Estate Cards

The players take turns to play *estate cards* to an *estate tableau* and take *estate actions*. The estate card displays 2 estates, each with a group of estate actions listed on either end of the card.

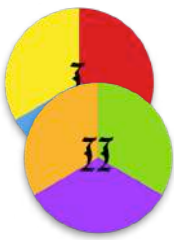


The estate tableau may hold a limited number of cards in each row and column depending on the player count. When all the tableaus are full, the game ends.

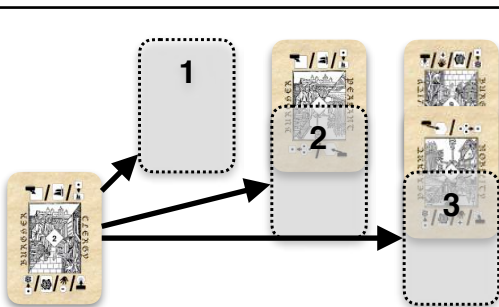
Players	Rows	Columns
3	3	6
4	3	5
5	3	4



- ❖ First, the player plays **any 1 estate card** from the hand to the card tableau. It is placed with the chosen estate on top, co-vering the bottom actions of any previous card in the column.
- ❖ Then the player takes **1 estate action** from EACH card in the column played to, e.g. 1-3 actions. One action is completed before the next is started, e.g. it is possible to use the 1st action to place an infrastructure and the 2nd action to use it.
- ❖ Lastly, the player draws **1 estate card** and either keeps it or replaces it with the face up card (as long as there are any left).



Estate actions are either *basic* or *advanced* depending on resources involved. For a basic action, 1 estate action is used, and for an advanced actions, 2 similar estate actions are used. A player may use action markers to keep track of the number and types of actions used in a turn. A player may pass an action.



Example: Yellow plays a Burgher card. Placing it in the 1st (empty) column gives her 1 basic Burgher action. Placing it in the 2nd column gives her either 2 basic Burgher actions or 1 advanced Burgher action. Placing it in the 3rd column gives her 1 basic Burgher action, 1 basic Nobility action and 1 basic Peasant action, after which no more cards may be placed here.

7.2 Estate Actions

The estate actions are divided into the groups *place*, *collect*, *supply* and *demand*. Depending on the estate card, the actions have different outcomes, where B) indicates basic action and A) indicates advanced action. Generally, actions involving basic resources are basic actions and actions involving advanced resources are advanced actions.

Action/Estate	Place (7.3)	Collect (7.4)	Supply (7.5)	Demand (7.6)
Nobility	Castle ^{BA}	Resource ^{BA} , Mission ^A	-	Shops ⇔ missions ^A
Clergy	Church ^{BA}	Resource ^{BA} , Mission ^A	-	Shops ⇔ missions ^A
Peasant	Farm ^{BA}	-	Farms ⇔ shops ^{BA}	-
Burgher	Shop ^{BA}	Ship ^B	-	Shops ⇔ ships ^B

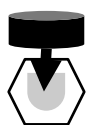
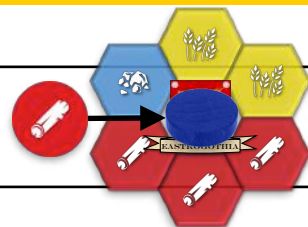
7.3 Place

The player places 1 **building** in a **space** not already containing such a building and pays 1 **resource** to the reserve. Placing a building in a basic province/tile is a basic action and placing a building in an advanced province/tile is an advanced action with one exception: flipping a basic city tile to its advanced face is a basic action (since a basic action was spent placing basic city tile).



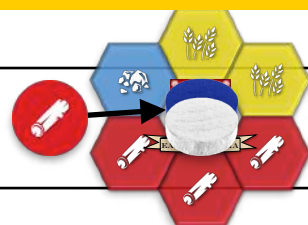
Building: Castle + Province mat from the reserve
Space: Crest hex in province (the province may be rotated but must border as many hexes on previously placed provinces as possible)
Resource: Matching the majority resource in the province

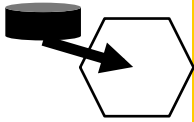
Example: Blue pays 1 wood to place 1 castle together with 1 province mat with 3 wood hexes.



Building: Church
Space: Crest hex in province (on top of castle)
Resource: Matching the majority resource in the province

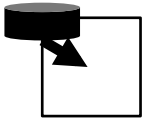
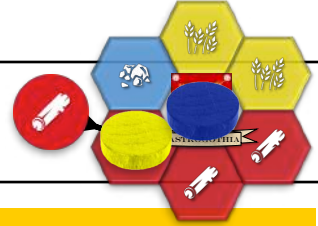
Example: White pays 1 wood to place 1 church in a province with 3 wood hexes.





Building: Farm
Space: Resource hex in a province
Resource: Matching the resource symbol on the hex

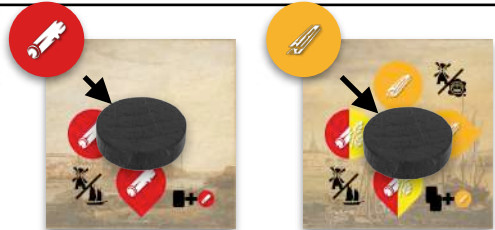
Example: Yellow pays 1 wood to place 1 farm in a local province wood hex.



Building: Shop + city tile from the reserve OR
 Flip previously placed city tile to its advanced face
 (flipping a city tile is a basic action)
Space: City square in the city
Resource: Matching the resource symbol on the city tile

Example: Black pays 1 wood to place 1 shop and 1 wood city tile in the city.

In a later action, she pays 1 timber to flip the city tile to its advanced face.

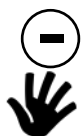


7.4 Collect

The player takes **items**, observing the items' **limit**. Taking basic resources or ships is a basic action and taking advanced resources or missions is an advanced action.



Items: 2 resources from the reserve, of which 1 is placed on the Resource Market (7.8)
Cost: None for basic resources, 2 combined basic resources for 1 advanced resource
Limit: May not collect a resource if only the **leftmost** resource column is empty



Items: 1 resource from the Resource Market
Cost: None for basic resources, 2 combined basic resources for 1 advanced resource
Limit: May not collect a resource if only **rightmost** resource column has resources

Example: Red wants to use 1 basic Nobility action to take 2 wood from the reserve but this illegal since it would place 1 wood in the leftmost column. Instead, she uses 1 basic Clergy action to take 1 wood from the Resource Market. The wood is not taken from the rightmost column so it is legal.

1	2	3	3	6	9

If she had used 1 advanced Clergy action, she could have paid 1 crop+1 wood to the reserve to take 1 timber from the Resource Market.



Items: 1 Ship card from the reserve
Cost: None
Limit: May not have more than 3 ships (but may return a ship to the reserve before taking a new one)



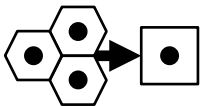
Items: 1 Mission card from the reserve
Cost: None
Limit: May not have more than 3 missions (but may return a mission to the reserve before taking a new one)

Example: Red wants a ship. She already has 3 ships and returns one to the reserve first before taking a new ship.



7.5 Supply

The player uses buildings to **produces resources** in a province and **supply** them to the city. Producing resources in a basic province is a basic action and producing resources in an advanced province is an advanced action.



Building: 1 selected group of farms which
 i) are adjacent
 ii) are placed on similar resource hexes
 iii) belong to the same player
Resources: 1 resource per farm in the group matching the resource symbol on the hex + 1 resource per adjacent church
Supply: To empty shops which demand the resource

Each shop demands resources according to its city tile. For each resource that supplies a demand, 1 is taken from the reserve to the active player AND 1 is taken from the reserve and placed on the city tile.



Basic shops demand 1 basic resource from basic provinces.



Advanced shops demand 2 basic resources from the basic provinces and 1 advanced resource from the advanced provinces.

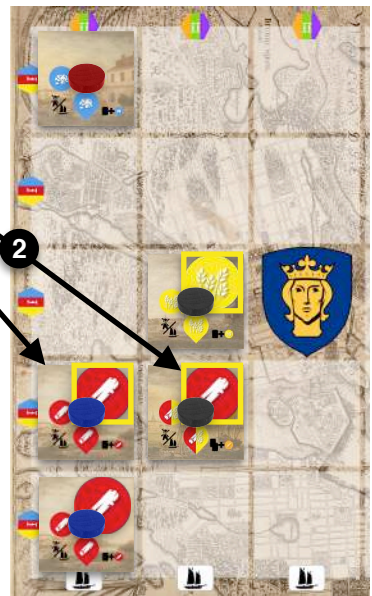
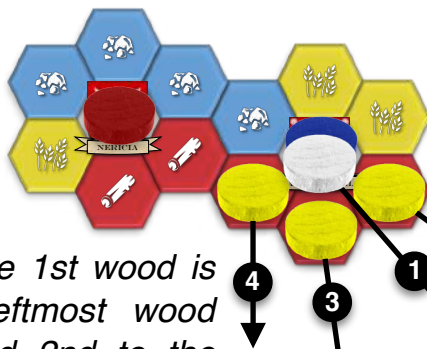
The supplying player supplies rows (basic resources) or columns (advanced resources) clockwise. Shops closest to the farm group are supplied first, i.e. basic resources are supplied from left to right and advanced resources from top to bottom.



If there are more supplied resources than demanding shops, every 2nd resource is lost and the remainder are demanded by the Resource Market as long as it is not **full** (see 7.8 Resource Market).

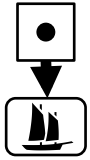
Example: Yellow selects a group of 3 farms next to a church to produce 4 wood.

Row 5 is full so the 1st wood is supplied to the leftmost wood shop in row 4 and 2nd to the second leftmost wood shop in row 4. The 3rd wood is supplied to the last empty wood space of the Resource Market and the 4th wood is lost. Yellow earns 3 wood.



7.6 Demand

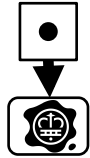
The player uses cards to **demand resources** from the city. To demand resources with a ship is a basic action and to demand resources with a mission is an advanced action.



Card: 1 selected group of ships with the same foreign nation symbol

Resources: Basic resources under the shop symbol to the right (2 for an unflipped ship, 4 for a flipped ship)

Demand: From shops which have a demanded resource



Card: 1 selected group of missions with the same foreign nation symbol

Resources: Advanced resources under the shop symbol to the right (2 for an unflipped mission, 4 for a flipped)

Exchange: From shops which have a demanded resource

Each shop supplies the resources placed on its city tile. For each resource that supplies a demand, 1 is paid by the active player to the shop owner AND 1 is taken from the shop to the ship or mission. The active player **MUST** have the resources to pay with, even if owning the shop.



Basic shops supply 1 basic resource to ships.

Advanced shops supply 2 basic resources to ships and 1 advanced resource to missions.



The demanding player demands from columns (basic resources) or rows (advanced resources) clockwise. Shops closest to the ship or mission group are demanded from first, i.e. basic resources to ships are demanded from bottom to top and advanced resources to missions from right to left.

If an advanced shop has 2 basic resources, they count as either 2 basic resources or 1 corresponding advanced resource. If that advanced resource is demanded, replace the basic resources with an advanced resource from the reserve.



If there are more demanded resources than supplying shops, missing resources are supplied from the Resource Market instead as long as it is not **empty** (see 7.8 Resource Market). For each such resource, the active player must pay 2 resources to the reserve instead of 1 resource to a player.

Example: Yellow has 2 England ships, demanding 1 crop and 1 wood each. The 1st column supplies 1 wood. The 2nd column supplies 1 wood and 1 crop.



The 1st ship demands 1 wood and 1 crop from the 2nd column and the 2nd ship demands 1 wood from the 1st column and 1 crop from the Resource market.



Yellow pays 1 crop and 1 wood to Black, 1 wood to Blue, and 2 crop to the reserve. Then she moves the resources from the shops and the Resource Market to the ships.



Example: Yellow has 1 mission demanding 1 timber and 1 textile. The 1st row has a textile shop but no textile. The 2nd row supplies 1 crop, 1 ore (which count as 1 textile), and 1 timber.

The mission demands 1 textile and 1 timber from the 2nd row so the crop and the ore are replaced by 1 textile from the reserve.



Yellow pays 1 textile to Red and 1 timber to Black. The she moves the resources from the Shops to the mission.

7.7 Bonus Resources and Actions

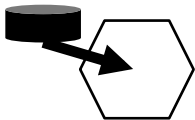
Many actions trigger bonus **resources** and **actions** for the players owning the involved buildings or cards (which may be the same player). Bonus actions may trigger additional bonus actions.

- ❖ The bonus resources are mandatory and taken immediately. There is no limit to how many bonus resources a player may get.
- ❖ The bonus actions are optional and the turn is interrupted so that the players can take them in turn order, starting with the active player.

- ❖ A player may only take one of each kind of bonus action, e.g. a player may never place two castles (7.7.1) but may place one castle and one church (7.7.3).

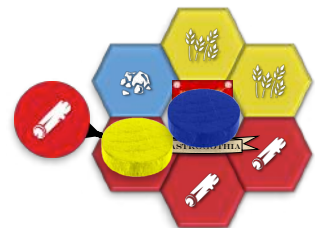
Action	Bonus Trigger	Bonus Resource	Bonus Action
Place farm	Castle in same province (7.7.1)	1 similar resource	Place new castle
Supply	Supplying farm (7.7.2)		Place new farm
	Adjacent church (7.7.3)	1 similar resource	Place new church
Demand	Demanding shop (7.7.4)		Place new shop
	Demanding Ship (7.7.5)	1 or 2 refined advanced resources	Flip first time, then replace with Mission
	Demanding mission (7.7.6)	1 or 2 fulfilled missions	Flip first time, then take 2 new Missions

7.7.1 Place Farm → Castle Bonus



When a farm is placed in a province (whether through a normal action or a bonus action), the player owning the **castle** takes 1 similar **resource** from the **reserve**. The player may also pay this resource to the reserve (and not another resource) to place **1 new castle** together with **1 new province**.

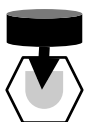
Example: Yellow pays 1 wood to place a farm in a wood hex in a province with a blue castle. Blue immediately takes 1 wood and decides keep it and not pay 1 wood to place a new castle and province.



7.7.2 Supply → Farm Bonus and Church Bonus

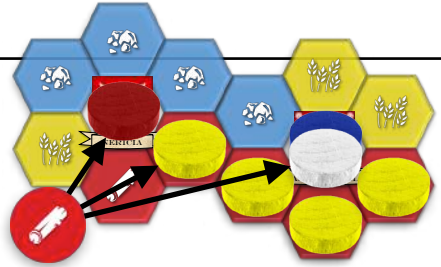


When a farm group supplies resources, the player may pay 1 of the supplied resources (and not other resources) to the reserve to place **1 new farm**.



If a church is adjacent to any of the supplying farms, the player owning the church takes 1 similar **resource** from the **reserve**. The player may also pay this resource (and not another resource) to place **1 new church**.

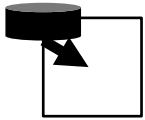
Example: Continuing the example on page 8, Yellow supplied 3 wood. She chooses to pay 1 of the wood to the reserve to place a new wood farm.



The supplying farm group triggers a bonus resource for White's adjacent church. White takes 1 wood from the reserve but cannot pay it to place a church into the only other province requires an ore to place a church.

The placed bonus farm also triggers an bonus action for Red's castle in the province. Red may either keep it or pay it to place a wood province.

7.7.3 Demand



When a ship or a mission demands a resource from a shop, the player owning the shop may pay 1 of the demanded resources (and not another resource) to place **1 new shop** together with **1 new city tile**.



If the ship or a mission has all the resources listed under the shop symbol, they are returned to the reserve in exchange for the resources listed under the hand symbol to the left and given to the player owning the ship or the mission. In this way, ships refine 2 or 4 basic resources to 1 or 2 advanced resources and missions refine 2 or 4 advanced resources to 1 or 2 fulfilled missions.

The player owning the ship or the mission may **flip it** for free. If it is already flipped, the player may replace it. Ships are replaced with any **1 mission card** and missions are replaced with any **2 mission cards**.



Example: Continuing the example from page 10, Yellow's mission demanded 1 timber from Black's shop and 1 textile from Red's shop. The mission is completed and Yellow returns the textile and the timber to the reserve in exchange for 1 fulfilled religion mission. Black takes 1 timber and Red takes 1 textile from the reserve.



In addition and in turn order, Yellow flips the mission card, Black pays the received timber to place a new timber city tile and Red pays the received textile to place a new textile city tile.

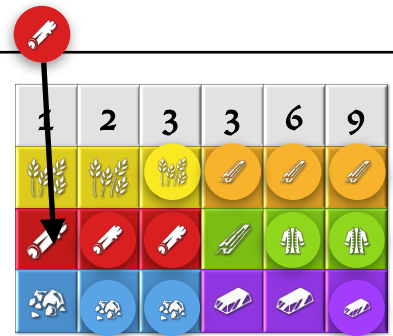
7.8 The Resource Market

The Resource Market serves as an additional source of supply and demand of resources and may be used in the actions 7.4 Collect, 7.5 Supply and 7.6 Demand.

Each resource space can hold up to 2 resources. Resources are moved to or from the Resource Market from left to right. Irrespective of how many resources that are moved in an action, only 1 resource of each kind is physically moved to or from the Resource Market while the rest are moved to or from the Reserve.

If there are 0 resources of a kind in the Resource Market, it is *empty* and such resources cannot move from the market. If there are 6 resources of a kind in the Resource Market (2 in each resource space), it is *full* and such resource cannot move to the market.

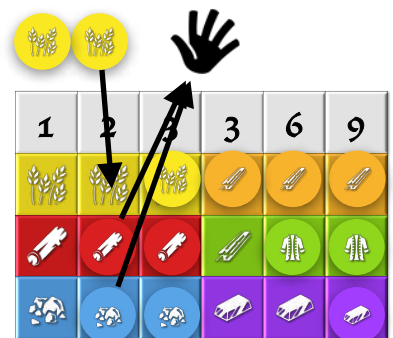
Example: Yellow supplies 2 wood to the Resource Market. It is not full yet so 1 wood is placed in the "1" column and 1 wood is placed in the reserve. Unless wood is taken from the Resource Market, it will only be possible to supply 1 more wood to it.



The Resource Market may also be at any time during an action when the player wishes to exchange resources. Resources may then be bought according to the price in the leftmost occupied column and sold according to the price in the leftmost vacant column. The normal restrictions apply, i.e. resources cannot be bought from an empty market or sold to a full market and only 1 resource is physically moved to or from the Resource Market.

No "change" is given in resource exchanges. If the selling price exceeds the buying price, the surplus is forfeit.

Example: Yellow sells 2 crop (yellow), of which 1 is placed in the "2" column and 1 in the reserve. The market price is $2 \times 2 = 4$. For that amount, she can buy 2 wood and/or ore in any combination (market price 2) each) or 1 timber (market price 3). She cannot buy 1 textile, since the market price is 6. She decides to buy 1 wood and 1 ore.



7.9 Component Limits



Chits (resources) are unlimited - if they are depleted, use a substitute.



Cards and tiles (estate cards, city tiles, ship cards, and mission cards) are limited - once they are depleted, no more can be added to the game.



Wooden components (building discs) are semi-limited - if they are depleted, a player may relocate an already placed component.

8 End of Game

The game ends when all the players have filled their estate card tableaus.

The players score victory points for their buildings and fulfilled missions and the player with the most victory points wins. In case of a tie, the player with the most resources wins. (Count resources on tiles and cards as well and count advanced resources as 3 basic resources.)



- ♣ Basic buildings: 1 victory point
- ♣ Advanced buildings: 3 victory points
- ♣ Fulfilled missions: 10 victory points

Example: A game ends where Yellow has 3 fulfilled missions, 4 buildings in basic provinces, 5 shops, of which 2 has been flipped to the advanced side, and 2 buildings in advanced provinces. Yellow also has 2 iron in her shops and 1 of each basic resource on the hand. This earns her 49 victory points distributed as follow:

- ♣ *Basic buildings: $7 \times 1 = 7$ victory points*
- ♣ *Advanced buildings: $4 \times 3 = 12$ victory points*
- ♣ *Fulfilled missions: $3 \times 10 = 30$ victory points*

In a tiebreak, her resources count as $2 \times 3 + 3 \times 1 = 9$ resources.



Castles are placed together with provinces to the west of the city (basic provinces) and to the north of the city (advanced provinces).

Churches are placed in central province hexes, on top of the castles. They give bonuses to adjacent farms.



Farms are placed in province hexes. Basic farms supply basic resources. Advanced farms supply advanced resources.

Ships are placed to the south of the city. The resource symbols show which resources the ship demands from shops and which resources the ship returns to its owner.



Shops are placed in city squares together with city tiles. The resource symbols show which resources the shop demands from farms (west and north). Supply to ships and missions (south and east). Basic shops demand/supply basic resources only. Advanced shops demand/supply advanced resources as well.



Missions are placed to the east of the city. The resource symbols show which resources the mission demands from shops and which fulfilled missions the mission returns to its owner.

Credits

Game design: Nicholas Hjelmberg
 Artwork: Nicholas Hjelmberg
 Production: The Game Crafter
 Game testers: Johan Arve, Tomas Gustafsson, Robert Ryner
 Special thanks: My wife Su-San Oh for having to listen to my endless historical and game-technical considerations