

SONDERLAND

RULEBOOK

3-6 players | Ages 14+



YOUR GOAL

Complete your secret **Agenda** to win. Build a settlement, develop your skills, trade with other players and pay for survival each month. Your personal deck keeps its order, so the cards you keep shape what you can do next.

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SET UP THE GAME

Use the four Public decks (**Resource**, **Concept**, **Community**, **Misfortune**), the Agenda deck, the calendar, player pieces, shares, favors and six skill tracks per player. In the digital game, these components are supplied on screen.

1 Prepare the table

Shuffle each deck separately. Start in **March (Spring)**. Choose a player color. Each player starts with one worker, all six skills at **0**, no shares, a **hand size of 3** and a **play-area limit of 9**.

2 Take a secret Agenda

Each player receives **one** Agenda. Read its objective and keep it private. Its exact conditions tell you how to win. The digital game selects the first player; the first player changes each month.

3 Build your starting deck

Take **8 cards total** from any combination of the four Public decks. Choose which decks to draw from. Review the cards and **Release up to 3**, returning those cards to the bottoms of their matching Public decks.

4 Choose your deck order

Arrange the remaining **5-8 cards** in any order as your face-down Personal deck. The top card is drawn first. Do not shuffle your deck during play unless an effect instructs you to.

5 Begin Development

The first month skips Free Time. Draw your opening hand and follow Development on page 5. After that, use all four phases each month.

Private and public information

Hands, Personal deck faces and Agendas are private unless revealed by an effect. Cards in play, shares, skills, favors and workers are public. Deck sizes may be counted, but do not inspect or rearrange a deck unless an effect allows it.

Resource

Land, crops, materials

Concept

Buildings and tools

Community

People and actions

Misfortune

Illness and disaster

READ A CARD

The upper half is used when you **Play** a card in Development. The lower boxes are choices when you **Resolve** it from hand later.



REQUIREMENTS - LEFT

Meet the skill or card requirements; pay share costs. Wheat needs an available Land card to attach to.

TYPES - RIGHT

The silhouettes say what the card and its shares count as. Wheat is both Crop and Food.

PLAY EFFECTS - UPPER PANEL

Follow the text and its timing. A season wheel marks a seasonal effect. Wheat gains one share each Spring month.

RESOLUTION - LOWER BOXES

Choose one box when resolving this card. Wheat can raise Husbandry if its condition is met, or give one temporary Food.

RETURN ARROW

The circular arrow applies to the effect beside it. After that effect, choose to Bury the card in your Personal deck or Release it.

WHAT HAPPENS AFTER PLAY?



Permanent

Stays in play until an effect or a legal Release removes it.



Temporary

Stays in play; after it has held shares, losing its last share Releases it.



Return arrow

Use the effect, then Bury in your deck or Release.



No symbol

Use the one-shot effect, then Release the card.

SHARES AND SKILLS

SHARES BELONG TO A PLAYER

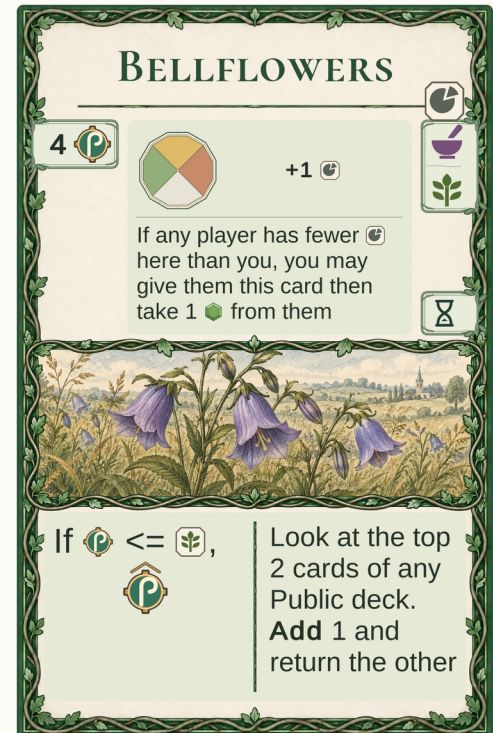
A share is one unit on a card. Its color shows **who owns the share**; the card may belong to someone else. You may spend your shares on any player's cards. Spend a share by removing it.

THE CARD DEFINES THE RESOURCE

A share has every type printed on its card. A share on Bellflowers counts as both **Crop** and **Remedy**. But spending it uses that one share: it cannot pay two costs at once. Animals are not Food unless the card also has the Food type or says otherwise.

TEMPORARY FOOD AND WOOD

These loose resources can be spent or traded like matching shares, including for survival and play costs. Any left after survival are lost during cleanup. They **do not count toward Agenda share totals**. Shares on cards remain until spent or removed.



Example: One Bellflowers share can pay a Remedy cost. That share is then gone, including its Crop value.

SIX SKILLS, FROM 0 TO 5



Knowledge



Wile



Husbandry



Physique



Construction



Crafting

Skills are **not spent** when used as requirements. A gain symbol raises a skill by **1**. A small numbered cap limits that particular gain: a cap of 1 can raise a skill from 0 to 1, but cannot raise it again. Skills remain gained even when cards leave play.



Gain 1 level

Conditions: Read <= as "at most" and >= as "at least." Count the symbol shown: a card type means cards; a framed share symbol means shares.

FREE TIME AND DEVELOPMENT

1. FREE TIME

Skip this phase in the first month. In turn order, choose one Public deck. Each player draws one card for every player who chose that deck, **up to 3 cards**. If a deck runs short, take as many as remain in player order.

Look at your new cards. You may offer a **blind, equal-count exchange** with a player who chose the same deck. The game pairs your offer with an eligible player; card faces stay hidden until the exchange. You may skip offering cards. Put **all** cards remaining after exchanges on the **bottom of your Personal deck** in your chosen order. You cannot normally Release them.

Example

Four players choose Resource and one chooses Concept. Each Resource player draws 3 cards; the Concept player draws 1. Only the Resource players may exchange with one another.

2. DEVELOPMENT

All players draw from their Personal decks for their hand size (normally **3**), then finish any effects that happen before card play. Draw fewer only if your deck runs out. Hand size controls this draw; it is not a limit on cards gained later.

On your turn, **Play any number of legal cards**, one at a time, or none. Finish one card's effect before playing another. Meet every printed requirement and any attachment or space requirement. Skills, Land and Water are requirements to have; shares are costs to pay.

Cabin example: You need Construction 3 and pay 2 Wood shares plus 1 Ore share. Cabin stays in play and increases future monthly hand draws by 1. You do not draw an extra card immediately.

When finished playing, resolve your active seasonal effects (page 6). After starting that step, you cannot return to playing cards this turn.



SEASONAL EFFECTS AND WORK

FINISH YOUR DEVELOPMENT TURN

Activate every eligible seasonal effect in your play area, in the order you choose. An effect activates **once each month** when the current season is colored on its wheel. Newly played cards can activate. Complete the available effects before the next player begins Development.

3. WORK

Use each available worker you control once this month, or leave it unused. Put it on the current calendar space, on your own workable card, or on another player's workable card with permission. Resolve that work before placing another worker.

A card can normally be worked only **once per month**; the calendar can accept any number of workers. Effects can allow extra work. You receive the normal benefits of workers you control. A benefit for the **working player**, including a work skill gain, goes to the worker's original owner.

CALENDAR WORK

Spring March - May	Gain 2 temporary Food.
Summer June - August	Add 1 Resource or 1 Concept to your deck.
Fall September - November	Add 1 Community to your deck, or 1 Misfortune to any player's deck.
Winter December - February	Gain 2 temporary Wood.

A month is a full round

Everyone completes Free Time, then everyone completes Development, then Work, then Resolution. Each phase and pass follows turn order starting with the month's first player. Advance one month after cleanup. The calendar repeats after February; there is no fixed final year.

RESOLVE THE CARDS IN YOUR HAND

First, every player takes a Resolution turn. Then every player pays for survival. Only after survival does everyone clean up their remaining hand (page 10).

CHOOSE ONE RESOLUTION BOX

On your turn, resolve as many cards from hand as you wish, in any order. Reveal each card and choose **one** lower box. Meet the conditions and costs in that box; the card's upper Play requirements do not apply.

FOLLOW ITS DESTINATION

A resolved card normally goes to the bottom of its matching Public deck. A return arrow lets you Bury it in your Personal deck instead. Follow any destination explicitly written on the card.

MISFORTUNES ARE FORCED

You must resolve each Misfortune that can resolve before ending this step. You may use another card first if it legally deals with that Misfortune. Follow the **Forced** instruction and any **Otherwise** instruction exactly. Remedy only helps when the card says so.



Anthrax: Playing it in Development costs 1 Remedy and Releases it. Left in hand, it forces you to Release an Animal from your area if possible. Otherwise, Remove 1 Food and Bury Anthrax in your deck. If you have no Food, still Bury it; this forced loss does not itself cause death.

Playing and resolving are different

A Resolution does not trigger "when played" effects. A cost or condition before **then** must be completed before you receive what follows. Unresolved ordinary cards may stay in hand through survival, then must be Buried in your deck or Released during cleanup.

TRADE AND CALL IN FAVORS

TRADING

Agree on a complete exchange before transferring anything. Finish the current action first. Offers can be accepted, countered or declined. A trade may include **shares, temporary Food or Wood, cards already in play, favors, and permission to work another player's area.**

Each side must give something; work permission may also be granted for free. Each side may offer **at most one Favor per trade.** Hand cards and cards in Personal decks are not normal trade items. Free Time exchanges are a separate rule.

Traded shares change owner but stay on their cards. Trading a card moves its attachments with it and needs enough space in the receiving area. Its shares keep their owners unless separately traded. Changing ownership does not replay its "when played" effect.

WHAT A FAVOR MEANS



A Favor is a debt from one player to another. If you hold Blue's Favor, **Blue owes you.** You can transfer that Favor in a trade; Blue remains the debtor. Card effects may also create or spend Favors.

During your active turn, return a held Favor to take control of its giver's **unused, available worker** for this month. You cannot take a worker already used, committed to a contract, or controlled by another player. You can call on the same giver only once per month.

BORROW SKILLS IN DEVELOPMENT

Commit that worker to a contract for one card you play. For each required skill, use the higher of your level and that player's level. Do not add the two levels. You still pay all other costs. The worker cannot Work this month.

CONTROL A WORKER IN WORK

Use it at a location you may legally work. Taking someone's worker does not grant access to that person's cards. Normal benefits go to you; benefits for the working player go to the worker's original owner.

Work permissions allow the agreed number of uses and expire at month end. All borrowed workers return to their original owners during cleanup.

SETTLEMENTS AND COMMON CARDS

YOUR PLAY AREA

Your settlement normally holds **9 unattached cards**. An attached card shares its parent's slot. Make legal space before playing or receiving a card that would exceed your limit. The player whose area holds a card is its owner.

X on a Land requirement equals the number of Land cards already in your area, before adding the new one. Your first Land has $X = 0$. A skill or held-Favor requirement is a threshold to meet, not a payment.

ATTACHMENTS

Attach a card only as its text allows, normally to a matching card already in your area. A parent can have **one attachment**; attachments cannot have their own attachments. Both cards keep their own effects, types and shares. Attached cards still count for relevant card effects and goals.

RELEASING CARDS FROM PLAY

On your own turn, you may voluntarily Release a card only if it has no shares. To Release a parent this way, its attachment must also have no shares. Releasing a parent Releases its attachment too; Releasing only the attachment leaves the parent. A forced effect may Release cards with shares; those shares are lost.

COMMON CARDS

Some effects put a card in the **Common area**, outside everyone's settlement. It is one shared card, even when the digital game shows it beside each player's area. It uses no personal area slot.

Landslide example: When played in Development, it stays in the Common area for the rest of the month. No player may work Wood or Ore cards that month. Release Landslide at month end.

A card's **Public type** and the **Common area** are different things. A Public card does not automatically belong in the Common area. Use the placement and access rules printed on the card.



SURVIVE, CLEAN UP AND WIN

SURVIVAL: EVERY PLAYER PAYS

After everyone finishes resolving cards, Remove **1 Food**. In Winter, then Remove **1 Wood** as a separate payment. Use your shares anywhere in play or matching temporary resources. If you cannot pay, you get a chance to trade before that payment fails. Card Resolution does not reopen.

DEATH DOES NOT ELIMINATE YOU

Each unpaid survival payment causes a death, as do card effects that say so. Lower your highest nonzero skill by **1**; choose among ties. If all skills are 0, skip the skill loss. Return your Agenda to the bottom of its deck and take the top Agenda as your new secret goal. **Keep your cards, shares and favors**, and continue playing.

Winter has two separate payments

If you pay neither Food nor Wood after the two trading opportunities, you suffer **two deaths**. Resolve the skill loss and Agenda replacement each time.

CLEANUP

After everyone's survival step, Bury each leftover hand card at the bottom of your Personal deck, in your chosen order, or Release it to its Public deck. Lose all unused temporary Food and Wood. Clear month-long effects and work permissions; return workers to their owners. Advance the month and pass first player to the next seat.

COMPLETE YOUR AGENDA TO WIN

The digital game checks victory automatically. Most goals win as soon as their conditions are met; some must be met at a named moment. A replacement Agenda can also win immediately. Read the objective itself; strategy guidance is optional.

Timing examples: Architect requires you to **play** a Building with a printed Construction requirement of 5 or more. Dreamer checks for 5 or more Concepts in hand **after survival, before cleanup**. Survivor requires resolving at least 4 Misfortunes in one month and surviving that month.

WORDS AND ICONS

Add	Move top cards from the named Public deck to the bottom of your Personal deck, unless another destination is stated. Do not look unless told.
Draw	Take a card into your hand from the top of your Personal deck, unless another deck is named.
Place / +	Gain the indicated shares or temporary resource. Follow the stated destination; a plain share gain is on that card.
Remove / -	Remove the specified shares. Use shares you own unless the effect says to affect another player.
Release	Return a card to the bottom of its matching Public deck. It can be drawn again when that deck reaches it.
Bury	Put a card at the bottom of the deck it came from, unless another destination is named.
Steal / Swap	Steal changes share ownership to you. Swap exchanges ownership of the chosen shares. Shares on cards stay there.

CARD TYPES AND SHARE TYPES



Land



Water



Food



Wood



Ore



Crop



Remedy



Animal



Building



Tool



Trait



Social



Personal



Public



Crime



Disaster



Illness



Any share



Food share



Temporary Food



Temporary Wood

Silhouettes identify a card's types. Framed resource symbols in costs and effects refer to shares of that type. Card text overrides a general rule whenever it gives a specific exception.

QUICK REFERENCE

- 1

Free Time
Choose a Public deck. Draw 1 per player who chose it, maximum 3. Blindly exchange equal counts within that group, then order the cards at your deck's bottom. Skip in month one.
- 2

Development
Draw for hand size. On your turn, play as many legal cards as you wish. Then activate all eligible seasonal effects once for this month, in your chosen order.
- 3

Work
Use available workers on legal cards or the current calendar space. Resolve each work action immediately. Each card is normally worked once per month.
- 4

Resolution
All players resolve hand cards, including forced Misfortunes. Then all players pay survival. Then clean up remaining hands, temporary resources and month-long effects; return workers, advance the month and change first player.

Every month	Winter also	Starting values
1 FOOD	1 WOOD	Hand 3 Area 9

REMEMBER

- Add** goes to a deck; **Draw** goes to a hand.
- Release** goes to the Public deck bottom.
- Bury** uses the source deck, unless specified.
- Skills are checked, not spent.
- One share cannot pay two costs at once.
- Finish the current effect before starting another.

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