

Sugartopia

シュガートピア

Rulebook

2-4 ppl. 20 min. 8+

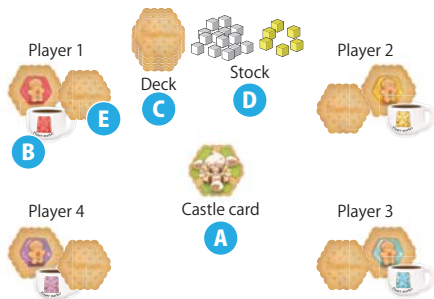
Game design: jun1s, Artwork: Osamu Inoue

In Sugartopia, the lands are cookies, the sheep are cotton candy, and the bears are gummy. Players collect sugar from Cotton Candy Sheeps for the king who loves sweets.

Contents



Preparation



1. Pick the **Castle card** from the hex cards, then put it on the center of the table. **(A)**
2. Each player receives a **Gingerman card** and a **Player Marker card** of the same color and places them in front of him so that other players can see them. **(B)**
3. Shuffle 21 land cards face down to form a deck, and place it in a location where everyone can reach it. **(C)**

4. Place all **Sugar cubes** and **Honey cubes** together near the deck. This is called **"stock"**. **(D)**

5. Everyone draws a land card from the deck and holds it secretly as a hand. **(E)**

6. The player who recently ate sugar cubes becomes the start player and performs the first turn.

Playing the game

1. Place a card

At the beginning of the turn, the turn player reveals his hand so that everyone can see it, and then places it according to the following rules.

Placement rules

- At least one side of the new card must touch one or more cards already in play.

• The new card must be placed so that all roads and grasslands drawn on the adjacent cards are connected to each other (road to road, grassland to grassland).

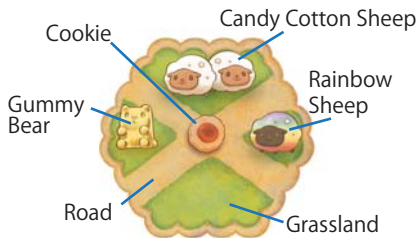


It cannot be placed because the road is not connected.



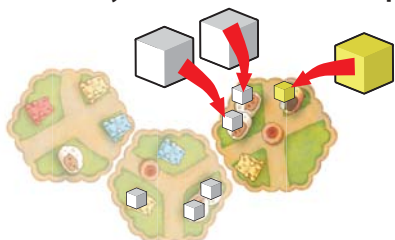
It can be placed because all the road and grasslands matches adjacent cards.

Details of Land card



2. Processing after card placement

- ① Place a **Sugar cube** on each **Cotton Candy Sheep** drawn on the placed card.
Place a **Honey cube** on the **Rainbow sheep**.

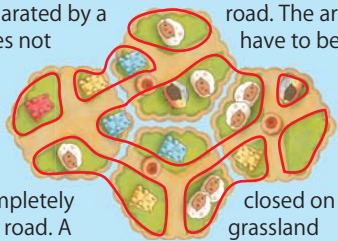


Grassland Area

When Land cards are placed next to each other, the grasslands are **connected and spread**. Each of these connected grasslands is called an **"grassland area"**. An area is a connected grassland separated by a road. The area does not have to be

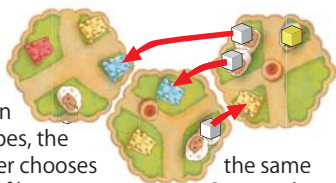
completely closed on the road. A grassland consisting of only one card is also an area.

The sections enclosed by the red line above are all individual grassland areas.



- ② For each area adjacent to the placed card, if there are **Gummy Bears** that does not have a Sugar cube yet (=hungry bear), **move each Sugar cube** to the Gummy Bear in the same area.

If there are more hungry bears than Sugar cubes, the turn player chooses number of bears as the same Sugar cubes and moves the sugar there.



- ! Honey cubes **cannot** be moved to bears.

Honey cubes **remain** on cards until the end of the



- ③ When any **grassland area is completed** (=the whole area is enclosed by a road, and there is no empty space in the area.) by placing a card, the **Score Calculation 1**. is immediately performed for that area.

- ! Moving cubes is part of the fun of the turn. Unless you are asked to help, do not move the cube in other player's turn.

3. Place a Gingerman card

Only once during the game, each player can place their own **Gingerman card** instead of land cards.

Gingerman cards are special Land cards that are **entirely road**. It can be placed adjacent to **grasslands and roads**.

If you want to place other Land cards next to the Gingerman card later, you can place them without any restrictions.



- ! If you are playing with a player who is not familiar with the game, you should skip the rules for Gingerman cards until you get used to the game.

4. End of the turn

When the end of the turn, **draw a Land card** from the deck and move a turn to the next player. If there is no deck, draw nothing.

At the beginning of the turn, players who do not have a hand or Gingerman card will **pass**.



End of the game and Score calculation

The game ends when everyone passes.

Calculating score according to the following steps.

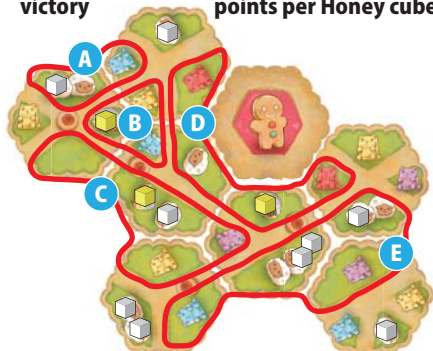
1. Acquisition of Sugar and Honey

Each player picks up all the Sugar cubes placed on his/her color Gummy Bear and places them in front of him/her.

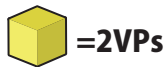


Next, for each grassland area where Sugar cubes remain, the player with the **most bears in that area** gets all of those Sugar cubes. When tied, they will divide the cubes equally and return the remainder to the stock. Non-player colored bear shares are returned to the stock. **1 victory point for each Sugar cube** earned.

Honey cubes are distributed in the same way as Sugar cubes, apart from Sugar cubes. **2 victory points per Honey cube.**



- Since Blue has the most bears, Blue gets all the Sugar cubes (in this case, 1) left in this area.
- Divide the Honey cubes equally because Blue and Yellow have the most bears and the number is same. However, since it is less than one, Blue and Yellow get nothing. Return the Honey cube to the stock.
- Since Purple and Yellow have the most bears and are the same number, first divide the Sugar cubes equally. However, since it is less than one per person, they get nothing and return it to the stock. Return the Honey cubes to the stock as well.
- Since Red has the most bears, Red gets all the Honey cubes (in this case, 1) left in this area.
- Since Blue and Purple have the most bears and are the same number, they share 3 Sugar cubes equally and get 1 each. The remaining one is returned to the stock.



2. Cookie Bonus

Gain **2 victory points for the number of cookies** on your way from the position of your Gingerman to the castle. You can't go through the same path more than once (you can go through the same card twice). You **cannot go beyond other Gingermen**. Players who do not reach the castle will receive 0 cookie bonus.



Example:

Red picks up two cookies and returns to the castle, so Red gets $2VPs \times 2 = 4$ cookie bonus.

Because **Blue** cannot go beyond the Red gingerman, Blue chose another path, picked up one cookie and return to the castle. $2VPs \times 1 = 2$ cookie bonus.

Purple is adjacent to the castle, but purple makes a detour and picks up two cookies and gets a four-point cookie bonus.

Unfortunately, **Yellow** cannot pick up any cookies, and the bonus is 0 points.

3. Total score

The player with the highest total sum of Sugar cubes, Honey cubes, and cookie bonus wins. In case of a tie, share the victory.

Acknowledgment

忙しい中、テストプレイに多くの時間を割いて下さった榎本氏、嶋崎氏、そして、いつも素敵なアートワークを作ってくださいの井上磨さんに多大なる感謝を送ります。

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