



FULL SUN

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A trick-taking game for 3-5 players

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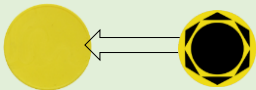
The shape of the forest is determined by light. Trees are so tall because the highest tree gets all the sun, casting shadows on everything below. But not every tree needs to win that contest! For some, too much light can be as bad as too little. And some trees have been witnessed, not fighting each other, but cooperating, growing out of each other's way to share the sun! Who can know the intrigues those plants whisper to each other under the earth?

GOAL

Be the first player to score three points by winning a certain number of tricks in each round.

ASSEMBLY

Before you play for the first time, assemble the point tokens by decorating them with the included stickers.



COMPONENTS

- One 70-card deck:
 - including 4 'Tree' suits:



The humble, hardy Beech tree. It can grow deep in the shade as long as it has well-drained soil.



The beautiful redbud dons a bristling coat of flowers every spring! Never too tall, it prefers small clearings.



Components



The stately sycamore, white-crowned queen of the Midwest, can grow to great size with age.



The slender black locust is born racing for the sky, constantly thirsty for sun.



Components

- And 2 cards of the special 'Weather' suit:



Apart from their extreme values, weather cards function like any other suit. (*The Rain card has a number of pips, just like other cards—0 pips!*)

- 10 Point Tokens



SETUP

If you are playing with fewer than 5 players, set aside any cards marked for 5+ players (in the bottom corner). If you are playing with fewer than 4, do likewise with cards marked for 4+ players.

Choose a player to be the first dealer.



3 Players: Set Aside Ranks 8-17



4 Players: Set Aside Ranks 12-17

PLAYING YOUR FIRST ROUND

Player Count	Hand Size
3	8
4	10
5	12

Shuffle the deck and deal a hand of cards to each player. Fan out the remaining cards face-down so that everyone can see the card backs, if they want to.

The round plays out in a series of turns called “tricks”. The dealer leads the first trick by playing a single card face-up from their hand. Going clockwise around the table, every player does the same. The player who leads the trick can play any card they want, but everyone else must “follow suit”, or play a card with the same suit as

Your First Round

the player *before them*. If they don't have a card of that suit, then they can play any card they want! The player after them, in turn, will have to follow whatever suit they play.

Since suits are printed on the back of each card, you can always tell when a player can follow suit or not.

Once everyone has played a card, whoever played the card with the highest number wins the trick. (Ties are broken by the number of pips at the bottom of each card.) Stack the played cards into a neat pile near the winner. The winner of each trick leads the next trick. Keep playing tricks until all the cards have been played.

Your First Round



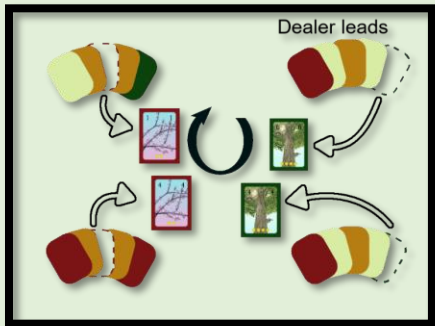
A 5 of Black Locusts, shown here, will always beat a 5 of Sycamores, since Black Locusts all have more pips.

For players familiar with trick-taking

Full Sun works differently than most trick-taking games! Players don't follow the suit of the *first* card played, but the *most recent* card. Furthermore, there is no "trump"; any card can win if it has the highest number.

Example

Your First Round



The dealer plays a Black Locust 6. This is the first trick of the first round, so play will proceed clockwise. The third player has no Black Locust, and plays a Redbud instead. The final player must therefore follow the Redbud suit. The dealer played the highest-numbered card and wins the trick.

SCORING A POINT

The goal is not necessarily to win the most tricks. Every tree has different needs! And you have until the end of the round to decide what kind of tree you are.

The *final* card you play each round determines what species of tree you are. Find your suit's sunlight preference by counting the number of pips on the bottom of your final card. If you've won *exactly* that number of tricks (including the last trick, if you win it), then you score a point token!

This means *any* number of players could score a point, including no one—or everyone! A bit of negotiation with other players, like asking them to play a different card, is fine; just no hidden messages.

Example

Scoring a Point



Left's final card this round was a Sycamore, and they won three tricks—they score a point! Right scored by winning two tricks and ending on a Redbud. But Top won three tricks (if you count the last one, which is still in the middle of the table) and their last card was a Beech, so they get nothing.

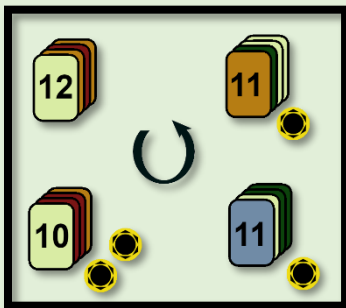
IN FUTURE ROUNDS

Each round, the player to the left of the dealer becomes the new dealer. The direction of play also alternates; while round one proceeds clockwise, round two proceeds counter-clockwise, and so on.

Finally, in future rounds, any player who is not in the lead (for the most points) is dealt extra cards. You receive one extra card for each point you are behind the leader. This doesn't increase the number of tricks played; the round ends as soon as *any* player is out of cards. So if you get dealt extra cards, you will have cards left-over at the end of the round.

Example

Future Rounds



Here's what the start of Round 4 might look like in a 4-player game. The bottom-left player is in the lead; they get the normal 10 cards. Players with 1 point get 11, and the player with no points gets 12! The direction of play has gone clockwise, counter-clockwise, clockwise, and is now counter-clockwise again.

Future Rounds

To win an entire game of *Full Sun*, you must score a total of three points. If multiple players reach three points in the same round, use the tiebreaker below.

Tiebreaker

If multiple players reach three points at the same time:

Each of those player notes “their” suit, the suit they played in the final trick.

Then, each player looks through the tricks they won this round, looking for a single trick containing lots of cards in their suit. Each player chooses one of the tricks they won; their tiebreaker score is how many cards in their suit that trick contains.

Example

Future Rounds



Two players have reached three points at the same time. The Left player scored his third point by ending the round on a Redbud (2 pips), and winning two tricks. One of the tricks he won contained 2 Redbuds! His tiebreaker score is 2.

Future Rounds

(example continued) The Right player scored by ending on a Beech (1 pip) and winning one trick. Her suit is Beech, and the trick she won has 3 Beech cards in it. So her tiebreaker score is 3, and she wins!

If two or more players with three points tie for the highest tiebreaker score, they share the win in a true tie.

And that's it! I hope you enjoy your visit to these woods. If you have any questions, don't hesitate to reach out online or using the contact information on the back of this rulebook.

SPECIAL THANKS

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