Letnisko
Summer Resort

Game design: Karol Madaj
Playing time: 30-45 minutes
Number of players: 2-5
Ages: 8+

INTRODUCTION

The game *Summer Resort* takes players back to the 1930s. Each player becomes the owner of land extending from Anin to Otwock in the Letnisko-Falenica district. Not far from Warsaw, fashionable holiday resorts began to appear there along the railway line. The land owners must compete for the attention of summer vacationers arriving by train. The money earned from Polish-speaking and Yiddish-speaking vacationers can be saved or invested. Land with pine forests, cheap cottages, comfortable villas and luxurious pensions are available for purchase. The higher the standard of the property, the more distinguished the guests who will stay there, and the more money they will pay when they leave. In time, when the summer homes become more and more well known, the trains will become full of travelers. The homeowners anxiously eye the weather forecasts for the following week. Heavy rains can greatly discourage the more demanding vacationers from coming. But on sunny days, the train is packed with vacationers fleeing the city. To transport them from the train station, an automobile is needed. Of course, it's necessary to be faster than one's competitors.

In *Summer Resort* there is no room for sentiment. A clever player who most accurately predicts the economic situation will invest money at the right time and win the competition for vacationers. Whoever has the most impressive buildings and the most cash on hand at the end of the game is the winner.

GAME COMPONENTS

110 small 2-sided cards (vacationers/money):

44 students/100 zloties

36 convalescents/200 zloties

30 socialites/300 zloties

13

109 large 2-sided cards:

28 forest lots/×5 (use as 500 zloties if needed)

22 cottages / 2 victory points

18 villas / 3 victory points

14 pensions / 5 victory points

6 automobiles / automobiles needing refueling

13 locomotives / weather in 6 types

8 train passenger cars / railway track

Tokens:

10 tokens of owners and their wives in 5 colors

1 token: porter / last player

1 token: President of the Summer Home Society („President" for short) / 5 victory points

GAME PREPARATION

Note: There is an excess storm weather card which should be discarded. It will never be used and is not part of the set of 13 locomotive / weather cards.

First, each player takes the following cards: 2 cards worth 100 zloties, 2 forest cards, 1 cottage card (placed on one of the forests), and the tokens for an owner and wife in their preferred color. A randomly selected player receives the porter / last player token.

The players' properties are ready for play. Next the bank, the investments, and the train from Warsaw are set up on the table.
To do this, cards are divided by type and placed in stacks on the table as shown in the picture ▶

Detailed instructions: The money cards are sorted into 3 stacks (100, 200, 300 zloties). Next to each will be 2 stacks of investment cards. The forest cards should be divided into 2 roughly equal stacks, costing 100 and 200 zloties. Cottages cost 100, villas cost 200, and pensions cost 300 zloties. The number of cards in the automobile stack should equal the number of players + 1. The automobiles cost 300 zloties. The deck of locomotive / weather cards should be shuffled with the locomotive sides up. They should be shuffled such that after shuffling the top card is a locomotive with a cloud. The number of passenger cars in a line behind the locomotive should equal the number of players + 2, followed by tracks.

Preparing the game for 5 players: The 5-player game lasts only 10 rounds, so before the game, remove the storm weather card and one of the rain weather cards. The train should start with 6 cars at the beginning of the game.

SEQUENCE OF PLAY

The game *Summer Resort* is divided into rounds. Each round is divided into 3 phases. In the first phase, the train arrives at the station with vacationers. In the second phase, players take turns using their tokens to carry out actions. In the third phase, after executing all actions, the players take their gained investment cards and then their gained vacationer cards, which they place into houses. Then the next round begins. The game ends after accommodating the vacationers in the 12th round (or 10th round with 5 players).

I. Arrival of vacationers

The arrival of vacationers depends on the number and quality of properties in the town and on the weather. The more houses, the more vacationers will come, and the higher the quality, the wealthier the guests will be. The worse the weather, the fewer vacationers want to come.

At the start of each round, turn over the top locomotive card to see the weather for the coming weekend. Then, according to the information on the icon on the weather card (see box below), the indicated number of vacationers is placed in the train.

Weather cards
Each weather card has information about how many and which type of vacationers will enter the train.

Storm: no vacationers;

Rain: one student for each cottage in the resorts;

Clouds: one student per cottage and one convalescent per villa;

Sun behind a cloud: one student per cottage and one convalescent per villa and one socialite per pension;

Sun behind a cloud + graduation cap (student examination session):
one convalescent per villa and one socialite per pension;

Full sun (hot weather) + train car: 2 students per cottage and 2 convalescents per villa and 2 socialites per pension. Add a train car (flip a track card) to the train, which will stay until the end of the game.

The number of arriving vacationers depends on the number of houses in the players' resorts. One player sums all built houses, takes the appropriate number of vacationer cards from the appropriate money stacks, shuffles them, and deals them with the vacationers face up one after the other onto successive train cars. The vacationers are dealt starting from the first

car after the locomotive toward the rear of the train. A train car could get more than one vacationer dealt onto it: after dealing a vacationer to the last car, return to the front car to continue dealing until all cards have been dealt onto train cars.

Note for advanced players: On the locomotive card is a weather prediction for the next weekend. A cloud icon 〰 means that there will be storm, rain or cloud. A sun icon ✹ means that there will be one of the three types of sunny weather.

Example: Kamil turns over the locomotive and reveals a sun behind a cloud + graduation cap. This means that students have exams, so the train will have only convalescents and socialites. Kamil counts a total of 3 cottages, 4 villas and 2 pensions among all the players' resorts on the table. The cottages don't matter in this weather. Kamil takes 4 convalescent cards (200 zloties) and 2 socialite cards (300 zloties) from the bank, shuffles them, and starts dealing them face up into the train's passenger cars, starting at the first car behind the locomotive.

II. Player action

In this phase, players decide whether to go to the train station and invite vacationers to their houses, or to invest their earnings in development of their resorts to attract wealthier guests in the future.

The phase begins with the player sitting on the left of the player with the last player token. In clockwise order, players each perform one action. As an action, a player must place a token (or tokens) on a selected train card or investment card.

A player can use one or two of their tokens for an action. In the second cycle of actions, players who used both tokens in the first cycle are skipped. Played tokens remain on the table until the third phase (house development and vacationer accommodation). This player action phase ends after all players have placed their tokens.

Porter

The player with porter token can use it to perform an additional action during their turn. The porter can be played alone or paired with a player token. The porter can not be played together with two player tokens.

Players can choose from the following actions:
a. Invite vacationers,
b. Receive package from train conductor,
c. Investment.

a. Invite vacationers

Inviting vacationers is done by placing your token on a selected train car. The player will try to accommodate all vacationers from this car at the end of the round. Players can not put a token on a train car already claimed by another player. Playing a token together with an automobile card lets you invite vacationers from two adjacent train cars.

b. Receive package from train conductor

Receiving a package from the train conductor is done by placing your token on the locomotive. After placing the token, the player immediately takes 100 zloties from the bank. A token on the locomotive card does not block placement of later tokens: in later actions, any player can receive another package from the conductor.

c. Investment

Investing is done by placing your token (or 2 tokens) on one of the investment cards in the middle of the table (or on your automobile needing refueling) and paying the appropriate fee.

The base price of an investment card is the value of the money cards in its row. (For convenience, the colors of money cards match the colors of properties with the corresponding price.) The fee must be paid immediately when occupying the investment card, not later!

Money cards can be changed any time, and change for payments is received.

Note for advanced players: A player can buy 2 investments, or even 3 with the porter, in a round, e.g. buying a villa and then a pension. A player can also take a risk, by first buying a pension, and then a villa as a second action. But if, before the player's second action, the price of a villa has risen so much that the player can not afford it, and as a result will not have a base villa to upgrade to the pension, then the pension is lost and returned to the stack during the development phase!

Investing at an already occupied investment card

A player can put a token on an investment card which has already been visited by some player. If there was one previous visit, then the price paid is doubled, e.g. $2 \times 100 = 200$ zloties for a cottage. The third visit by any player to an investment card costs 3 times the normal price. A player can revisit an investment card which they have already visited this round, and the payment is still increased, i.e. the payment is the base price times the total number of visits (tokens or stacked token pairs) by all players, including the new token.

Investing with 2 tokens

A player can place 2 tokens (in a single stack) on an investment card in a single action. Placing 2 tokens on an unoccupied investment means that no fee must be paid. This way a player can, for example, get a free automobile in their first turn.

Placing 2 tokens on an already occupied card reduces the cost: the player pays only the base cost times the number of earlier visits (tokens or stacked token pairs), not including the current visit.

> *Example: Kamil plays 2 tokens together on the pension and pays nothing (instead of 300 zloties which he'd pay if he put a single token). Then Alek plays 2 tokens together on the pension and pays 300 zloties (instead of 600 which he'd pay if he put a single token).*

Automobile refueling

Another type of investment is to refuel an automobile. An automobile must be refueled after each use. This is done by placing a token on your car and paying 100 zloties to the bank. The refueled car can be used in the next round.

III. DEVELOPING HOUSES AND ACCOMMODATING VACATIONERS

> In the third phase (developing houses and accommodating vacationers) players move their purchased cards to their own areas.

This phase is divided into two parts. All players perform their actions simultaneously.

a. Development

Players move their purchased cards and their tokens from the table back to their own areas. House cards are placed one on top of another as upgrades. I.e., a cottage can only be placed on an uncovered forest card (at the beginning of the game each player has one forest available for upgrade), a villa can only be placed on a cottage, and a pension can only be placed on a villa. Once placed, a property is not moved until the end of the game.

A purchased automobile is placed in front of the owner. It has fuel and is ready to use in the next round.

> Development has no effect on vacationers in a house. Even if a villa with students is developed into a pension, the students remain there until new vacationers are accommodated in the house.

b. Accommodating vacationers

Players take all the cards of newly invited vacationers and place as many as possible beside their houses. Accommodating vacationers is governed by four rules:

1. **Every house, regardless of its type, can accommodate up to two people.** (When new vacationers arrive at a house, old vacationers immediately leave the house.)

2. **Vacationers will not stay in a house which is too spartan or too luxurious.** Only students will stay in a cottage, only students and convalescents will stay in a villa, and only convalescents and socialites will stay in a pension. (For convenience, the minimal requirements of vacationers are indicated by colors in a box on their cards.)

3. **Empty houses (without old vacationers) must be used first when accommodating new vacationers.**

4. **New vacationers must be accommodated in as few houses as possible** (e.g. if you can fit them into two houses, they can not be accommodated in three).
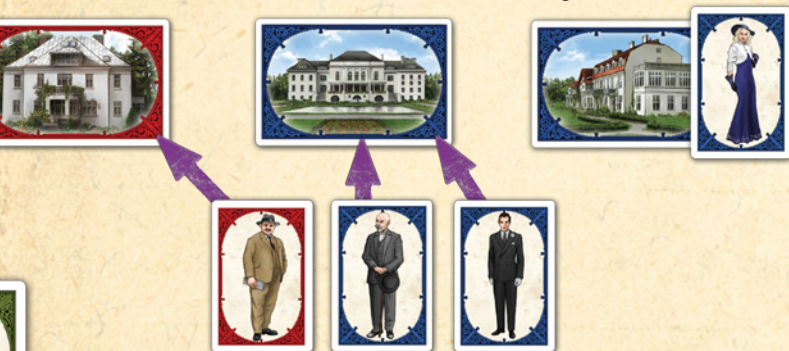
Invited vacationers who could not be accommodated are turned face down (money side up) and returned to the bank.
Note: This rule changes after the election of the President of the Summer Home Society.

After vacationers are suitably assigned to houses, they are placed **onto** their respective house cards. Old vacationers already on the houses from previous rounds will now pay and leave. Old vacationers leave **only** if a new vacationer was accommodated

in their house this round. When leaving, vacationers pay rent (which depends only on the type of vacationer, not on how many rounds they stayed or the type of house). The cards of departing vacationers are turned over to their money sides, which the player keeps. This money can be used for investing in the next round.
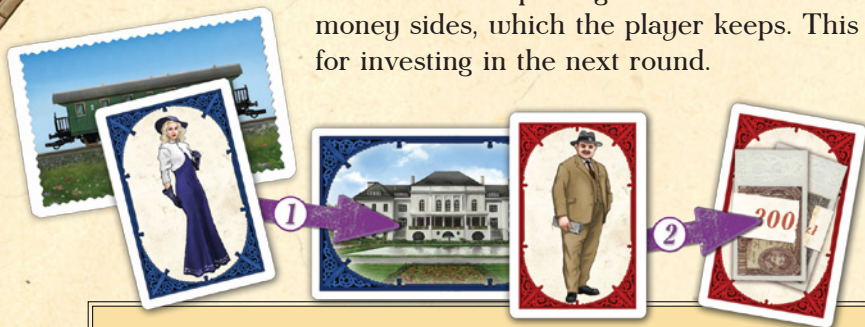
> Note: Vacationers pay rent only when they leave. They will remain in the house if a new vacationer does not arrive at the house.

Abilities of the President of the Summer Home Society

The player who first invests in a third house receives the President token and keeps it in his area. The President token is worth 5 points at the end of the game. Additionally, the President receives all new vacationers who could not be accommodated at other players' resorts due to lack of housing space, giving the President a chance to accommodate them in the President's resort. The President token can be taken by another player if, after developing houses (but before accommodating vacationers) another player has more houses than the President, or the same number of houses with a higher score. The President token is not used to execute player actions.

Example: *Kamil has a cottage, a villa, and a pension (2 + 3 + 5 = 10 points) and the President token. After the development phase, Alek has 2 villas and a pension (3 + 3 + 5 = 11 points), i.e. the same number as Kamil, but more valuable houses, so Alek takes the President token. In the next round Kamil upgrades his cottage to a villa, now having the same points as Alek. Alek still keeps the President token. In the next round Janek builds his fourth cottage, and although he has the smallest number of points (2 + 2 + 2 + 2 = 8 points), he has the largest number of houses, so he receives the President token from Alek.*

End of round

After accommodating vacationers, the porter / last player token is passed to the left. A new round is begun by revealing the weather and the arrival of new vacationers.

GAME END

The game ends after completing the 12th round (10th round in a 5-player game).
Note: The last weather card remains unrevealed!

Now all property cards (not just the top house cards but all house cards) and vacationers are turned over to their money sides, and victory points are counted as follows:

> each 100 zloties = 1 point
> each cottage card = 2 points
> each villa card = 3 points
> each pension card = 5 points
> President token = 5 points
> Automobiles and forests are worth no points.

The player with the most points wins. In case of a tie, the winner is the tying player who has the most money. If there is still a tie, then it remains a tie.

Example: *Robert built 1 cottage, 1 villa, and 1 pension. He receives 2 points for the cottage, 5 points for the villa (2 + 3) and 10 points for the pension (2 + 3 + 5), a total of 17 points. For his 2000 zloties, Robert receives 20 points. Robert's final score is 37 points.*

I. Arrival of vacationers

- turn over the top locomotive card to reveal the weather
- prepare vacationers according to the weather card
- distribute vacationers in train cars.

II. Player actions

(Start with the player sitting to the left of the player with the porter token.)
Possible actions:
- Invite vacationers from train cars
- Receive package from train conductor (gain 100 zloties)
- Investments:

> Investment costs (using one token on unoccupied card):
>> Cottage or forest: 100
>> Villa or forest: 200
>> Pension or automobile: 300
>> Refuel automobile: 100
>
> Invest with two tokens (on unoccupied card): no charge
> Investment on occupied card: ×2, ×3, ...
> Invest with 2 tokens on occupied card: ×1, ×2, ...

III. Developing houses and accommodating vacationers

- Take purchased investments and distribute in players' resorts (upgrading forest to cottage to villa to pension).
- Take invited vacationers and assign them to houses according to the rules:
    1. Each house can receive up to two vacationers
    2. Vacationers will not stay in too spartan or too luxurious houses
    3. Vacationers are assigned first to empty houses
    4. Occupy as few houses as possible
- Old vacationers leave and pay rent to players
- Pass the porter token to the left and start next round

Game end

After the 12th round (10th round with 5 players), victory points are calculated as shown on the backs of players' cards.