

Summer Nine

A game developed by Panagiotis Katsaroumpas.

For 2-4 players. Age: 12+ years. Duration: 25-50 minutes.

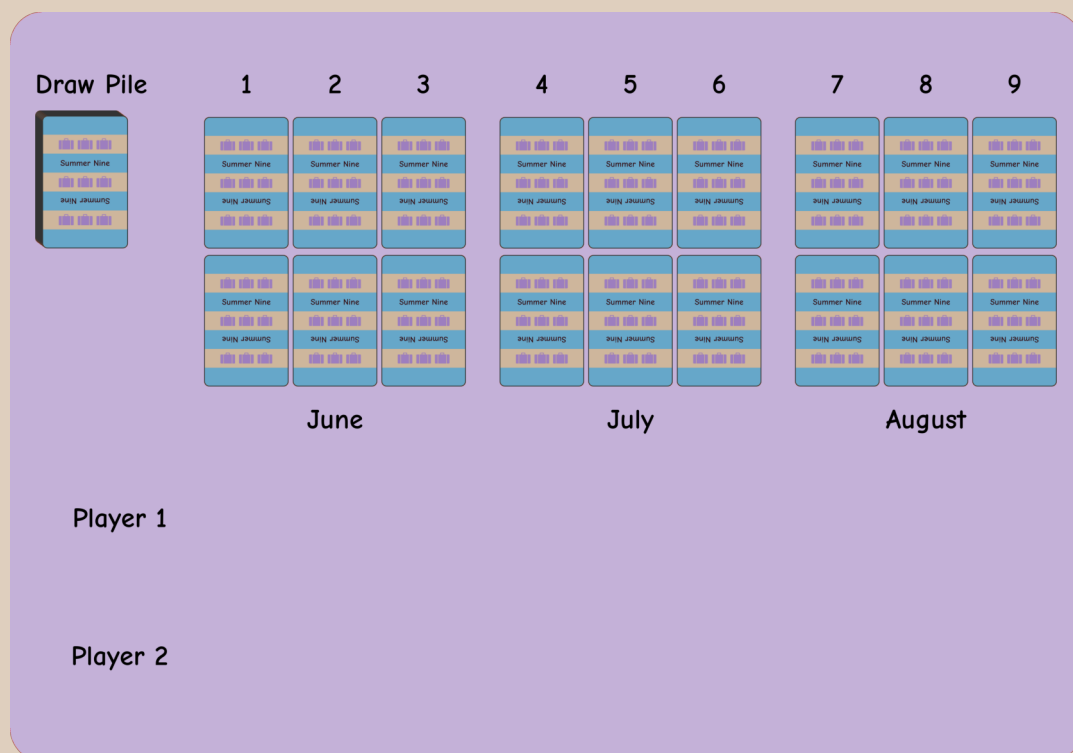
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Game Overview

Summer Nine is a card drafting game where players compete to create their perfect summer holiday plan. There are multiple ways to score points based on the countries you visit, the type of holidays and the sequence of destinations.

Each player has a summer *schedule* with a total of 9 slots. The summer is divided into 3 months with each month having 3 slots.

Setup



Separate the 8 *Take Two* cards from the rest of the deck. Divide them between the players, giving one card less to the first player to play.

Shuffle the main deck and create 2 lines of 9 cards face down. Lay down the cards, one line at a time, from left to right.

Group the 9 cards on each line into 3 groups (months) of 3 cards each, leaving a bigger gap between the groups as shown in the image.

Rules in a nutshell

- Game lasts 17 rounds. Players take turns clockwise or anti-clockwise.
- At the beginning of every round one column (two cards) is revealed from left to right
- When all columns have been revealed, then in the remaining rounds, one column (two cards) is hidden at the beginning of every round, from left to right
- Revealing/hiding columns is the responsibility of the first player to play in each round throughout the current game. If they forget, continue the current round as it is, and at the beginning of the next round, make a correction to catch up by revealing/hiding 2 columns.
- During a player's turn, a player has to collect a card from the pool of open cards
- If the card is a *schedule* card, it must be placed within the same month in the player's schedule, or discarded
- If it is a *non-schedule* card, it is collected and kept in hand
- The empty slot in the pool of cards is filled with a new card from the top of the deck
- When all columns have been hidden, players score their schedule and cards in hand
- The player with the highest score wins

Take Two Cards

	Player 1	Player 2	Player 3	Player 4
2 player game	3 cards	4 cards	-	-
3 player game	3 cards	3 cards	2 cards	-
4 player game	1 card	2 cards	2 cards	2 cards

Each player starts with an equal number of **Take Two** card in their

hand. The first player to play takes one less card. Left-over cards are put away and not used.



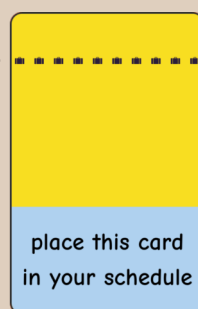
Discarding this card allows you to pick 2 cards from the pool during your turn. Only one *Take Two* card can be played per round per player.

You pick one card at a time, and the pool slot is filled from the deck each time. This means that the second card could be the new card that replaced the empty pool slot of the first card. You have to announce that you will pick 2 cards before the empty pool slot is filled. You are allowed to play action cards between picking the first and the second card.

Schedule Cards

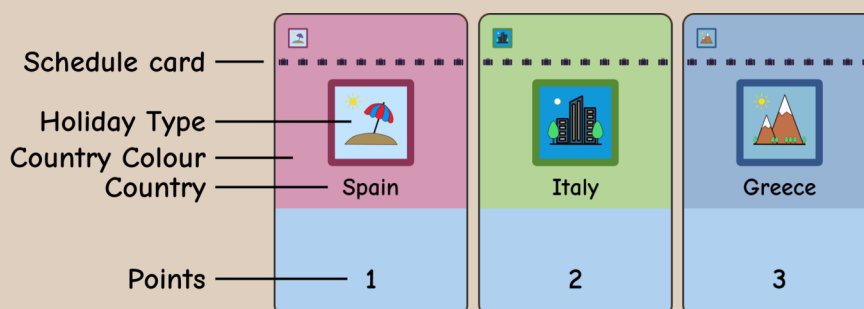
The deck contains 2 types of cards: ***Schedule cards*** and ***Non-Schedule cards***. You can tell the schedule cards by the line of tiny suitcases on the upper section of the card.

Schedule card —



When picking a ***Schedule card*** it must be placed anywhere in your schedule within the same month. Once a schedule card is placed in a specific slot, it can only be moved by an action card. Alternatively, it is a valid move to pick a schedule card and discard it.

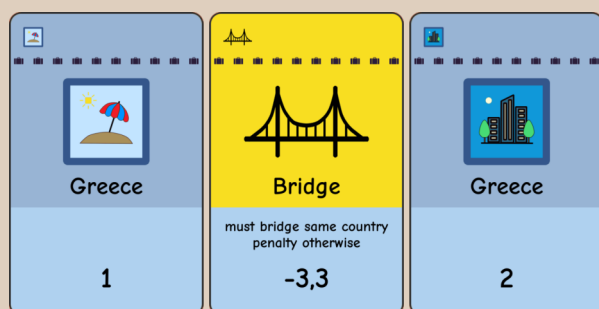
Destination Cards



A destination card has a *Country* (Spain, Italy or Greece) and a *Hol-*

iday Type (Beach, City or Mountain). The colour of the card denotes the Country. The points are shown at the bottom of the card.

Bridge Card



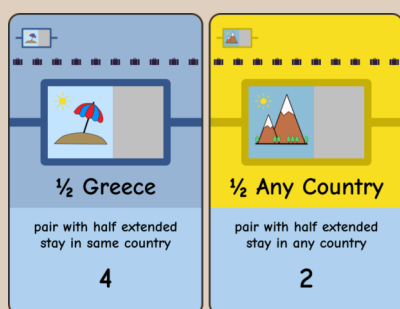
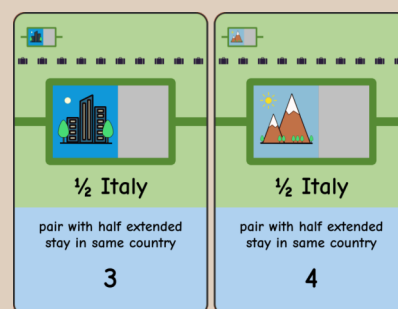
The *Bridge* card give you points only if it is bridging two destination cards in the same country. Otherwise, it gives you a penalty. Multiple bridges can be chained together. When scoring the final schedule,

each bridge card can be assigned any holiday type (Beach, City, Mountain). This assignment can change while scoring different objective cards.

If a bridge is not bridging the same country, on top of the penalty, it needs to be removed from the schedule when scoring, leaving a gap behind. This means that in this case it cannot contribute to a complete month or a sequence of cards in a single country.

Half Extended Stay Cards

A *Half Extended Stay* card counts only if it is next to another *Half Extended Stay* card in the same country. The two cards do not need to be in the same month. They can be further apart, only if they are connected by one or more bridges.



The ***Any Country*** *Half Extended Stay* card can be paired with any other *Half Extended Stay* card. During the scoring phase, the *Any Country* counts as the country it is paired with. If you pair two *Any Country* cards, you can choose a single country they

both represent. Bridges can bridge two *Any Country* cards, as they are considered the same country.

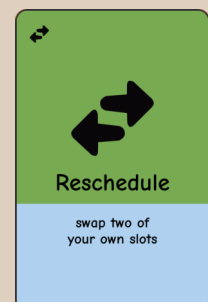
Any cards that are not paired up, are essentially removed at the scoring phase. Having 3 *Half Extended Stay* cards in a row is not adding more value to the existing 2 cards, unless you create a second pair by adding a fourth card. If you have 3 *Half Extended Stay Cards* in a row, you can choose which end to remove during the scoring phase.

Non-Schedule Cards

Action Cards

An **Action Card** is a card you collect and then discard to perform the action. You can keep it for a future turn or you can discard it straight away. It has to be discarded during your turn, just before or just after your normal move, or even between two moves if you use a *Take Two* card. You can perform multiple actions during a single turn in the order of your choice.

The **Reschedule** card allows you to exchange two slots of your schedule. You can exchange two slots containing cards, or move a card to an empty slot. The two slots can be in different months.



The **Identity Theft** card allows a player to steal a card from the schedule of another player. The player performing the action plays their turn as normal, so they also pick a card from the pool of cards. The stolen card must be placed in the same month.

The "victim" of the *Identity Theft* picks immediately a new card from the pool of cards as compensation. The newly picked card can be a slot card or a collectible card. If it is a slot card, the victim has to follow the standard rule of placing the card within the same month. The compensation happens immediately even if the current player is in the process of taking two cards.



In general, action cards can act on any period of the schedule, even if that period is currently hidden in the pool of cards.

The **Time Travel** card allows you to pick a hidden card during the second part of the game. When using this action card you are not allowed to flip the hidden cards open, you need to have memorized what is behind the hidden cards, or pick at random if you wish to use the card. The *Time Travel* card is enhancing your turn, because you have more options to choose from, but it is not granting you an extra pick from the cards. The empty slot is filled with a card shown to everyone before it is hidden.



Objective Cards

Objective cards are cards that are collected and kept until the end of game. They allow you to earn more points if your schedule satisfies the conditions of the objective card.

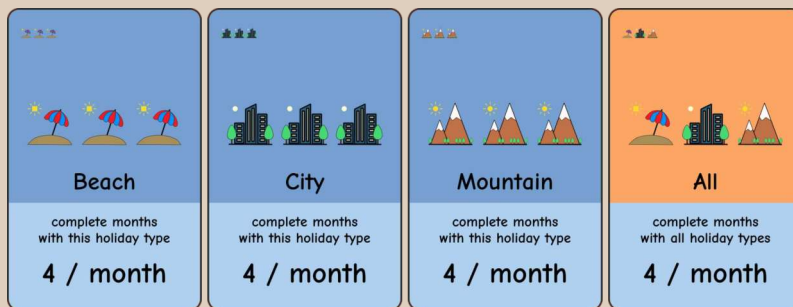
Complete Month In Country card gives points for complete months (3 cards) in a specific country only. Bridges count as the country they are bridging. *Any Country* cards count as the country they are paired with.



Complete Month in All Countries card gives you points for complete months with all 3 different countries. This means one card from each country. The order of the countries is not important. Same rules apply for *Bridge* and *Any Country* cards as mentioned before.

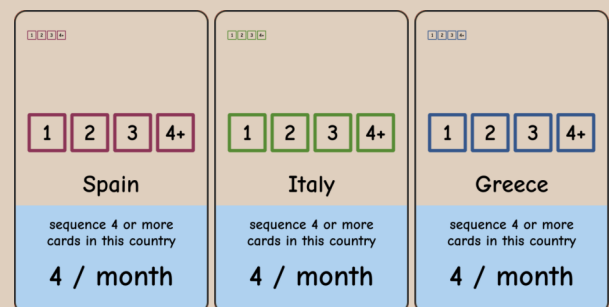
Complete Month with Holiday Type card gives you points for complete months with only the specific holiday type. The cards in the month do not need to be of the same country.

Complete Month with all Holiday Types gives you points for complete months with all 3 holiday types (Beach, City and Mountain). The cards in the month do not need to be of the same country.



Each *Bridge* can be assigned any holiday type of your choosing. The assignment of each *Bridge* can change when scoring different objective cards.

4+ in a single Country card gives you points for sequences of 4 or more cards in the specific country. *Bridge* and *Any Country* cards can be part of the sequence. **You are awarded 4 points for every month that contains at least one card from the sequence.** With 4 cards in a row in this country, you get the minimum of 8 points because it will be spanning two months. It is possible to get 12 points with as few as 5 cards in a row, if the cards are placed in slots 3 to 7.



+1 For Holiday Type card gives you one extra point for each card with this holiday type. Bridges do not count for this card even if they were considered this holiday type for other objective cards.

Collectibles

Collectibles are cards that are kept until the end of the game and allow you to score points irrespective of their schedule. They also help you refresh the pool of cards in the month you pick them from.

Ice Cream cards give points based on the number of different flavours.

Photo cards give points to the player with the most photos. If there

is a tie between 2 or more players, the points are split between them.

The diagram illustrates the 'Ice Cream' game setup. It consists of six cards arranged horizontally. The first five cards have an orange background and a light blue bottom section. Each card features a different ice cream flavor (Strawberry, Lemon, Coconut, Pistachio, Chocolate) and a list of score points (1,3,6,10,15). The sixth card has a yellow background and a light blue bottom section, featuring a camera icon and the text 'Photo' and '6 for most'.

Example

This is an example of how the table looks like as the game progresses. At the beginning of the first round, the 2 cards in the first column are revealed.

Draw Pile

1 **2** **3** **4** **5** **6** **7** **8** **9**

Italy

Spain

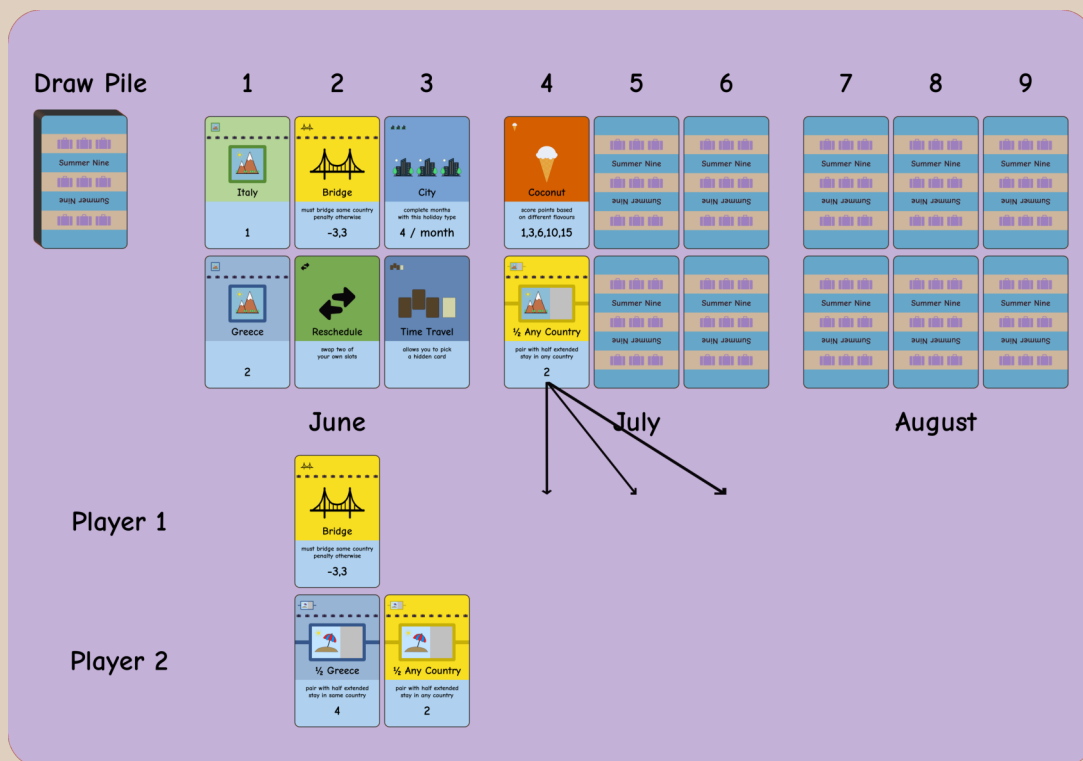
June **July** **August**

Player 1

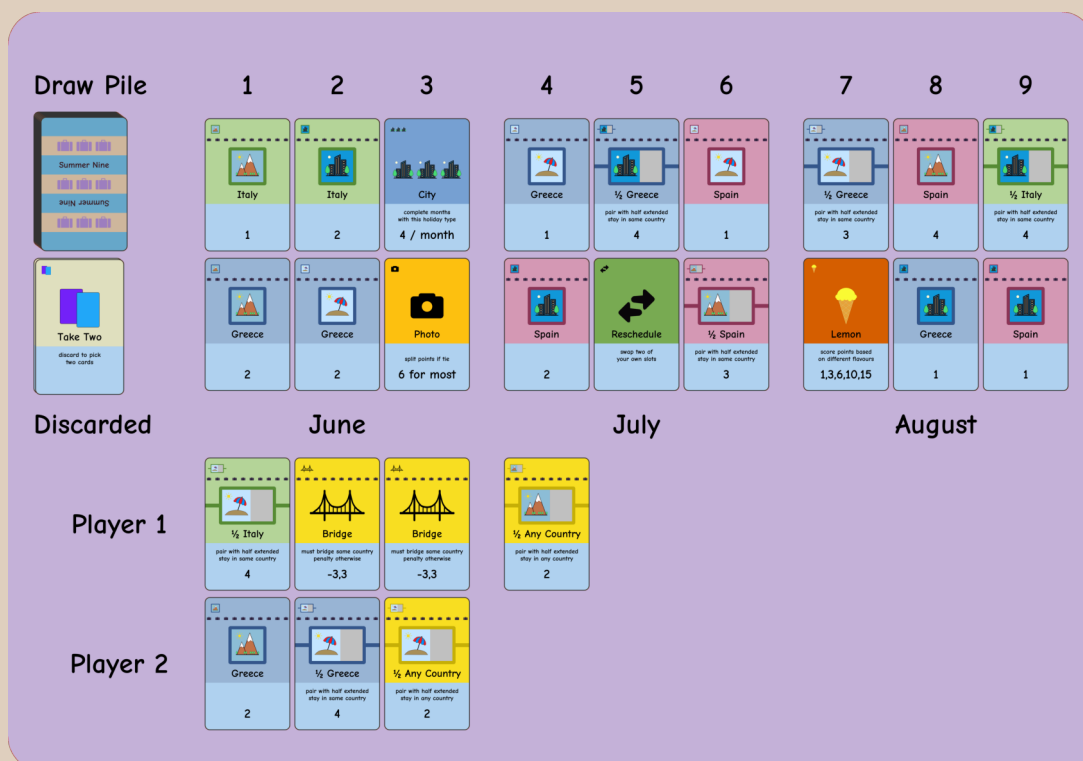
Player 2

Players play in turns by collecting a card from the open cards. A new card from the deck is placed in the empty spot.

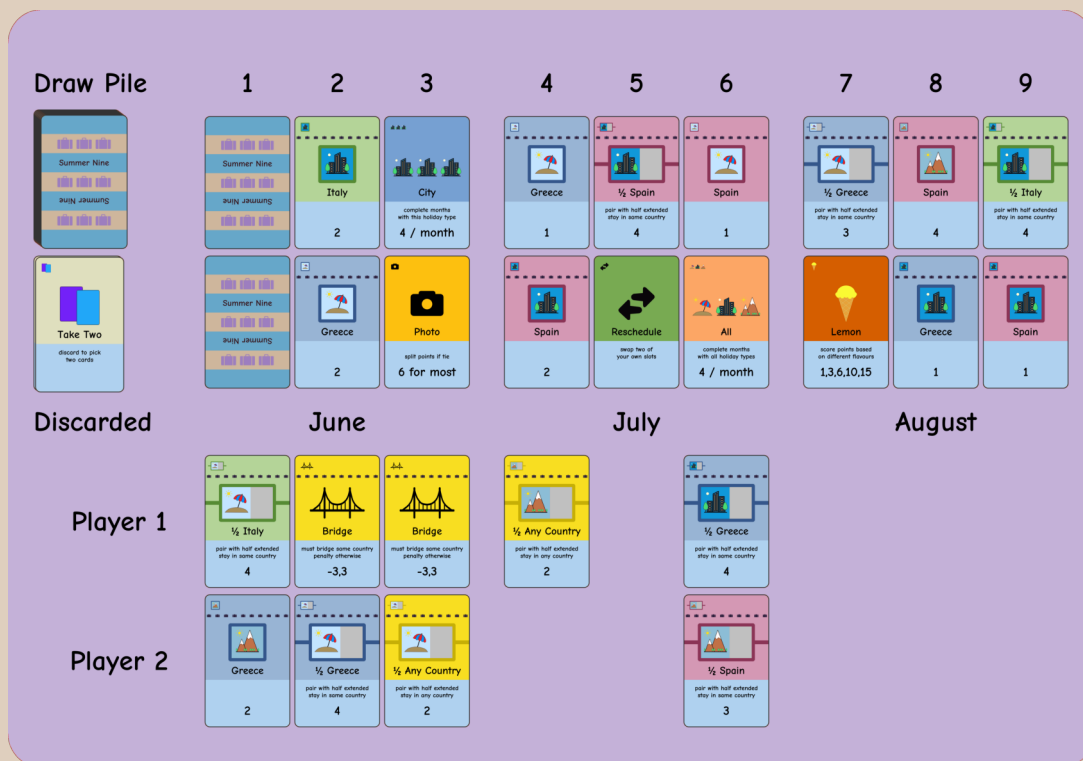
When a player picks a *Schedule card*, they have to place it anywhere within the same month in their schedule. They also have the option to just discard the card.



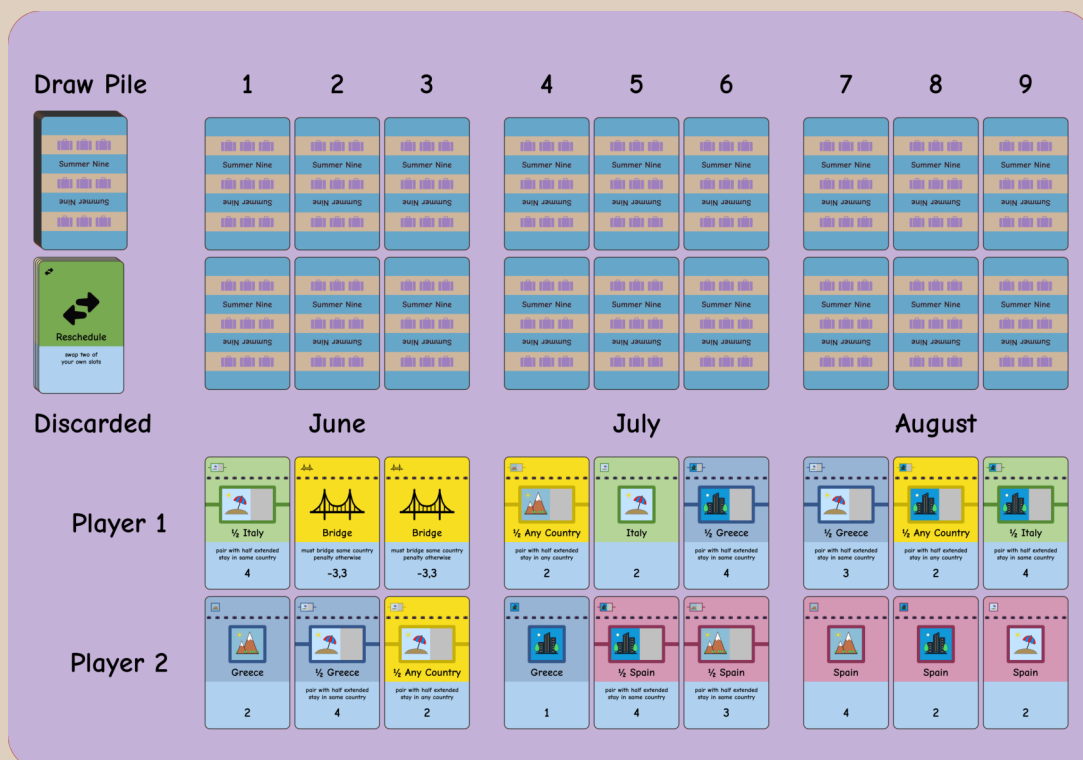
When the last player has played the current round, an extra column (2 cards) is revealed.



When the last column is revealed, the first column (2 cards) is hidden in the following round.

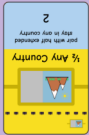


The game continues until all columns have been hidden. Then the game ends and scoring takes place.



Alternatively, and depending on the number of players and/or how they are seated at the table, you can place their schedule above and below the pool of cards.

Player 1



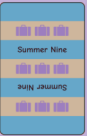
Draw Pile



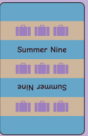
1



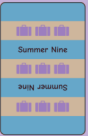
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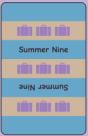
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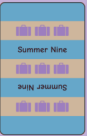
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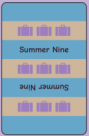
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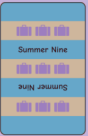
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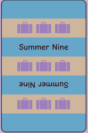
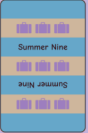
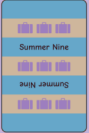
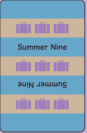
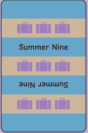
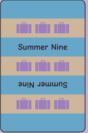
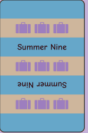
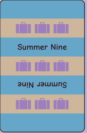
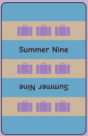
7



8



9



June

July

August

Player 2



Player 3

