

SUNNY DAY



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Game Rules

20 TO 30 MINUTES

2 TO 5 PLAYERS

6 YEARS AND OLDER

Having fun making picture puzzles, it's **Sunny Day!**

Place a tile to collect many more tiles.
Gain a special bonus when you complete an Ice Cream or a Sun!



I. Components

6 types of pictures



Front



Back



56 Tiles

II. Goal of the Game

In Sunny Day, players place tiles to complete as many pictures as possible. Players collect tiles with completed pictures and place them in front of them to complete new pictures in their personal area. Points are awarded for each tile and each completed picture. Points can be earned more efficiently by completing Ice Cream and Sun pictures.

The winner is the player with the highest number of points at the end of the game.

23 Bonus Tokens

Front



Back



5 0-point tokens / 11 1-point tokens / 7 2-point tokens

III. Setup

- 1 Place 30 tiles in the center of the table forming a 5x6 rectangle. Tiles should be placed randomly and face up. While setting up the game, pictures on the edges do not need to match.
- 2 The remaining tiles should be placed face down in a supply stack within reach of all players.
- 3 Each player takes 2 tiles and keeps them in their hand, hidden.
- 4 Place all Bonus tokens face down.

IV. How to play

Each player takes their turn in clockwise order around the table. The first player is chosen randomly.

Each turn, the active player performs actions in the following order.

1 Place a Tile

On each turn, the active player places one tile from their hand on the table with at least one edge touching another tile on the table. When placing the tile, it does not need to match all the pictures on the tiles it touches, but it must match **at least one**.

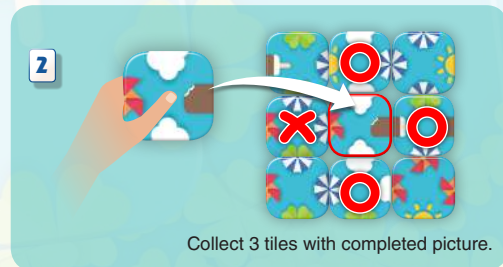
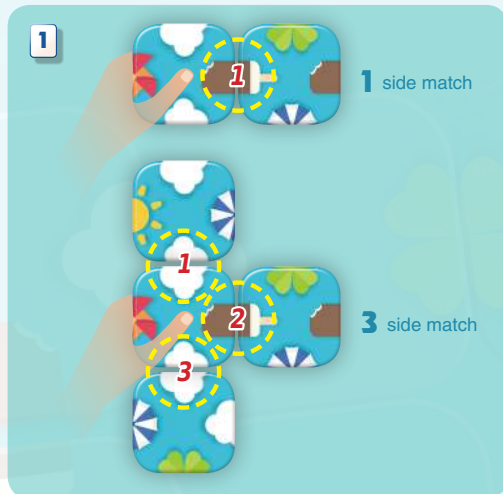
For example, a tile may touch 3 other tiles but match only on one side.

Note: Players cannot place a tile on the top of an existing tile.

Note: If a player cannot place a tile with at least one edge touching another tile, all of their tiles are revealed and their turn ends immediately.

2 Collect Tiles

When a player places a tile on the table, the tile placed this turn remains on the table while all other adjacent tiles with completed pictures are removed. The active player collects all the removed tiles.



Ice Cream and Sun Pictures



When an Ice Cream or a Sun picture is completed, the active player takes a Bonus token in addition to any tiles that are removed as a result of completing pictures. The points on these tokens are added to the final scoring.

3 Draw a Tile

After placing a tile and collecting one or more tiles, the active player draws one tile (as long as there are tiles left in the supply stack).

4 Arrange the personal area

After collecting tiles from the board, the active player places the collected tiles in their personal area.

- Collected tiles are connected to make as many completed pictures as possible. For each tile, at least one picture must be completed.
- Completing a Sun or an Ice Cream picture in the personal area is **not rewarded with a Bonus token**.
- If a tile cannot be placed with at least one completed picture, the tile is removed from the game.
- When the game ends, each player scores 1 extra point for each completed picture in their personal area.

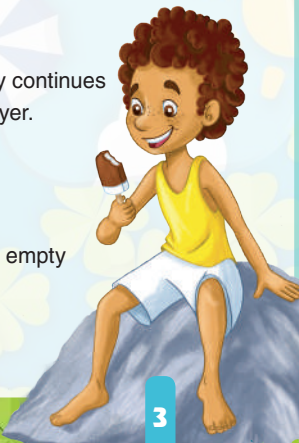
Note Mind you do not mix up the tiles you have collected with your hand of tiles.

5 End of Turn

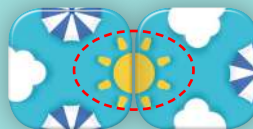
When the active player's turn is over, play continues with the player to the left of the active player.

V. Game End

The game ends when the supply stack is empty and all players have run out of tiles.



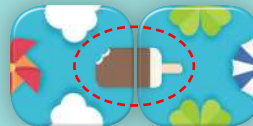
Ice Cream and Sun Bonus



Sun picture



Collect a Bonus Token



Ice Cream picture



Collect a Bonus Token

3



Draw a new tile to refill your hand to 2.

4



3 tiles have been collected during this turn.



Place each tile to complete at least 1 picture.

Final Scoring

- 1 point for each tile in your personal area.
- 1 point for each completed picture in your personal area.
- The sum of all the points on your Bonus tokens.

The player with the most points wins the game.

In the case of a tie, the player with the highest number of tiles in their personal area wins.

If there is still a draw, the victory is shared.



Personal board

Tile Points **9** + Completed Picture Points **8** + Bonus Points **3**
(1 0-point token, 1 1-point token, 1 2-point token) = **20** points

Simplified Rules

- For a simpler game, follow the "Place a Tile", "Collect Tiles", and "Draw a Tile" steps as normal.
- However, the "Arrange the personal area" step can be ignored. Instead, players just stack the collected stack in front of them.
- Bonus rules regarding Ice Cream and Sun pictures remain the same.
- For simplified scoring, at the end of the game, each player scores:
 - 1 point for each collected tile,
 - and the sum of the points on all Bonus tokens.



1 point for each tile



Total number of points on Bonus tokens

Credits

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