

STUGLANDET RULES →



WELCOME TO STUGLANDET

When summer approaches, all city dwellers want to move out to the countryside. But for that, they need cabins. And most of all, they want a cabin by a lake, or even on their own island! In Stuglandet, you compete to build cabins in the most idyllic locations possible.

HOW TO WIN

The game ends as soon as a player places their last cabin, regardless of the turn order or whether other players have cabins left. The winner is the player whose cabins on the game board give them the most points!

SETUP

- Choose a color and take all the cabins in that color.
- Select tiles, depending on how many players are there are:
 - 2 players:** Take *the City Tile, the Castle Tile, and 7 randomly selected tiles*. Shuffle them and place them on the table in a 3×3 grid.
 - 3 players:** Take *the City Tile, the Castle Tile, and 10 randomly selected tiles*. Shuffle them, and place them on the table in a 4×3 grid.
 - 4 players:** Shuffle *all 16 tiles* and place them on the table in a 4×4 grid.
- The youngest player starts, and play proceeds clockwise. In turn order, each player places a cabin on the City Tile.

GAMEPLAY

Roll three of your cabins as if they were dice. If you have fewer than three cabins left, roll the ones you have. After each roll, choose whether you want to **Stop** or **Reroll all three**. You can roll up to three times during your turn, then you have to stop. Once you've rolled, place, move, or exchange cabins on the game board according to your result. The plots you can build on are light green or gray.

RESULTS OF THE ROLLS

In any order you choose, perform all the moves you can based on how your cabins have landed. **When in doubt about the result, always reroll.**

- Upright Cabin**
Place the cabin on an empty plot.
- Cabin on Long Side**
You can move any cabin on the game board (yours or another player's) to an empty plot. (Note! You cannot move cabins to or from a locked tile.)
- Cabin on End**
Replace another player's cabin on the board with this one. The other player gets their cabin back. (Note! You cannot exchange a cabin that is on a locked tile.)
- Cabin on Roof**
You cannot do anything with this cabin this round.

LOCKED TILE

A player who manages to put their cabins on all plots of a tile locks that tile. No other player can exchange or move cabins from this tile for the rest of the game. All tiles can be locked except for the Castle Tile.

SCORING

You get:

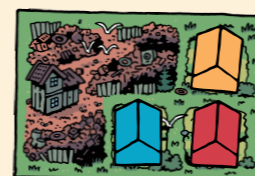
- 1 point** for each cabin you have on the game board.
- 1 extra point** for each cabin adjacent to one or more lakes. This also applies to the Castle Tile. (Note! Corner-to-corner does not count.)
- 1 extra point** for each cabin on a city plot.
- 1 minus point** for each cabin adjacent to one or more landfills. (Note! Corner-to-corner does not count.)
- 2 points** per tile for the player with the most cabins on each tile. This also applies to tiles with landfills and the Castle Tile, but not the City Tile. If two or more players have an equal number of cabins on a tile, no-one scores points for that tile.
- 3 bonus points** for the player with the most cabins on the City Tile. If two or more players have an equal number of cabins on this tile, no-one gets these points.
- 6 bonus points** for the individual player with the most connected cabins (cabins located right next to each other without water in between). All cabins count, even those next to a landfill. If two or more players have an equal number of connected cabins, no one scores the points.

POINT EXAMPLES



Lakeside Plot

All three cabins score 1 point each. 1 extra point each for the blue and red players, as their cabins are next to a lake. The yellow player gets no extra points as corner-to-corner does not count.



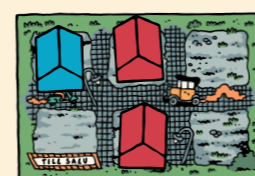
Bad Location by Landfill

Blue and yellow players each get 1 minus point because their cabins are adjacent to a landfill. The red player gets no minus points because corner-to-corner does not count.



King of the Hill

The blue player has the most cabins on this tile and gets 2 extra points.



City Bonus

The blue player gets 1 extra point for their cabin on the City Tile. The red player gets 2 extra points for their two cabins on the City Tile, plus an additional 3 bonus points for having the most cabins on the City Tile.

STRATEGY TIPS!

Always think about what scores points. Locking tiles is a significant advantage.

ALTERNATE WAYS TO PLAY

ADVANCED VERSION

A trickier version of the game for more advanced players.

Setup

- Choose a color and take all the cabins in that color.
- Shuffle the tiles to be used and distribute them among the players, an equal number for each player. The number of tiles and which tiles are used depends on how many players there are:
 - 2 players:** Shuffle *the City Tile, Castle Tile, and 6 randomly selected tiles*. Then deal 4 tiles to each player.
 - 3 players:** Shuffle *the City Tile, Castle Tile, and 10 randomly selected tiles*. Then deal 4 tiles to each player.
 - 4 players:** Shuffle *all tiles* and deal 4 to each player.
- The player with the City Tile starts by placing it and making their move. (See instructions below.) Play then continues clockwise.

Gameplay

- Place one of your tiles in any position next to an already-placed tile, long side to long side or short side to short side. Keep doing this as long as players have tiles left to place. The game board will grow gradually as the game progresses.
- After placing a tile, roll your cabins according to the basic rules.
- Once all tiles are placed, the game continues according to the basic rules. The scoring is the same.

EASY VERSION

For younger players.

Setup

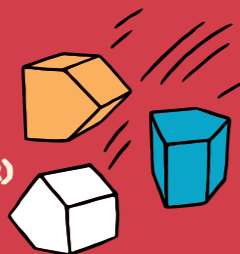
- Choose a color and take all the cabins in that color.
- Place all the tiles however you want. Everyone can help decide how the layout should look.
- The youngest player starts, and play proceeds clockwise.

Gameplay

- Roll three of your cabins, as if they were dice. If you have fewer than three cabins left, roll as many as you have.
- Place any that land upright on any empty plot.
- The winner is the first player to place all their cabins.

CONTENTS

- 48 WOODEN CABINS IN A CLOTH BAG (12 OF EACH COLOR)
- 16 PLOT TILES, INCLUDING THE CASTLE TILE WITH 1 PLOT AND THE CITY TILE WITH 6 PLOTS
- 1 RULE SHEET



20-30 MIN



5+



2-4 PLAYERS

CREDITS

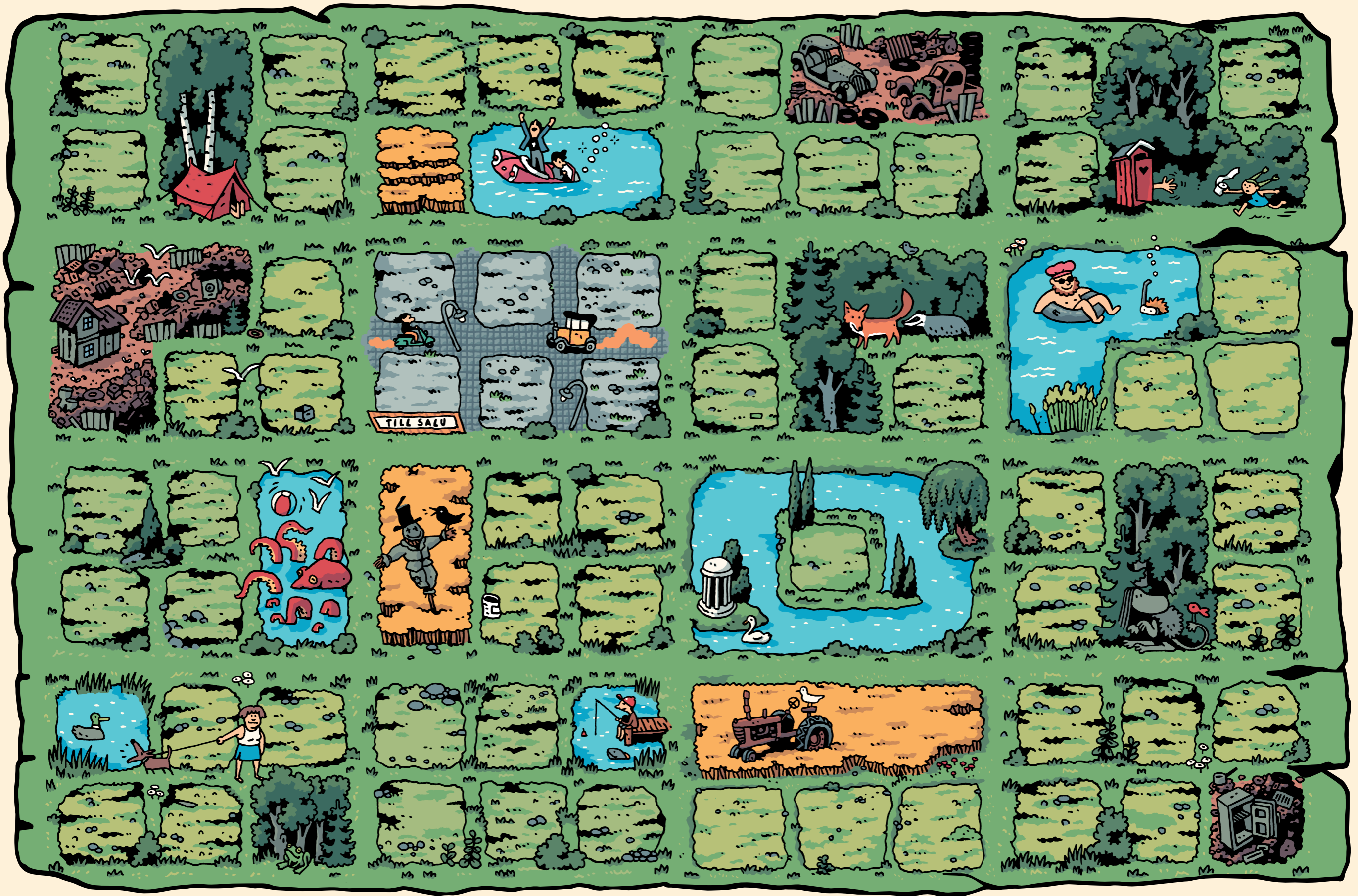
Game Design: Erik and Acke Ambring
Illustrations: Fabian Göranson
Graphic Design: Rickard Höök
Publisher: Ninja Print © 2023
www.ninjabprint.se/stuglandet



NINJA PRINT

RULE SHEET – ENGLISH
PROJECT: "STUGLANDET"
BY NINJA PRINT

PRINT COLORS:
C M Y K



Example game board for 4 players. Hey! Did you know you can pop these rules in the cloth bag instead of taking the whole box with you when you're traveling?

RULE SHEET – ENGLISH
 PROJECT: "STUGLANDET"
 BY NINJA PRINT

PRINT COLORS:

 C M Y K