

Nova Suecia



Category: Economic, Farming
Mechanic: Trading, Worker Placement
Players: 3-5
Time: 60 minutes
Age: 12+

Components:
3 mats, 20 cards, 140 markers, 162 tokens

What is the game about?

You play a governor in charge of districts in the colony of Nova Suecia. Hire colonists, build improvements, produce goods, and trade internally and externally to earn as much as possible. However, you must also contribute to the taxation and the fort to prevent the fall of the colony.



How do you win?

After five turns, the player who has contributed most to the fort wins (provided that the colony has survived).



How do you play?

The players take turn to bid for districts, hire colonists, build improvements, produce and trade goods, and pay taxes. Some goods can be produced and traded externally while other goods must be refined stepwise through internal trade between the players. The taxes affect economic areas both positively and negatively so the players may further their own interests as well disturb the interests of the other players.



The economy of Nova Suecia relies on the player actions. Higher food production will attract colonists while lower will put them off. Higher tobacco and metal production leads to lower market prices and vice versa. Higher fur production improves the entire colony economy while lower fur production forces the player to pay from their own purses.



The challenge of Nova Suecia is to cooperate for the best of the colony but compete to reap the most benefits yourself.

What makes the game special?

The unique mechanism of Nova Suecia is the intricate web of dependencies where each action in one economic area will affect another. The winner is the player who best understands the dependencies and use them to his or her advantage.

