



Category: Economic, Farming
 Mechanic: Trading, Worker Placement
 Players: 3-5
 Time: 60 minutes
 Age: 12+
 Components:
 53 cards, 223 coins, 1 bag,
 182 wooden components

What is the game about?

You play a governor 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 cannot produce everything you need yourself so you must contribute to a balanced economy to prevent the fall of the colony.



How do you win?



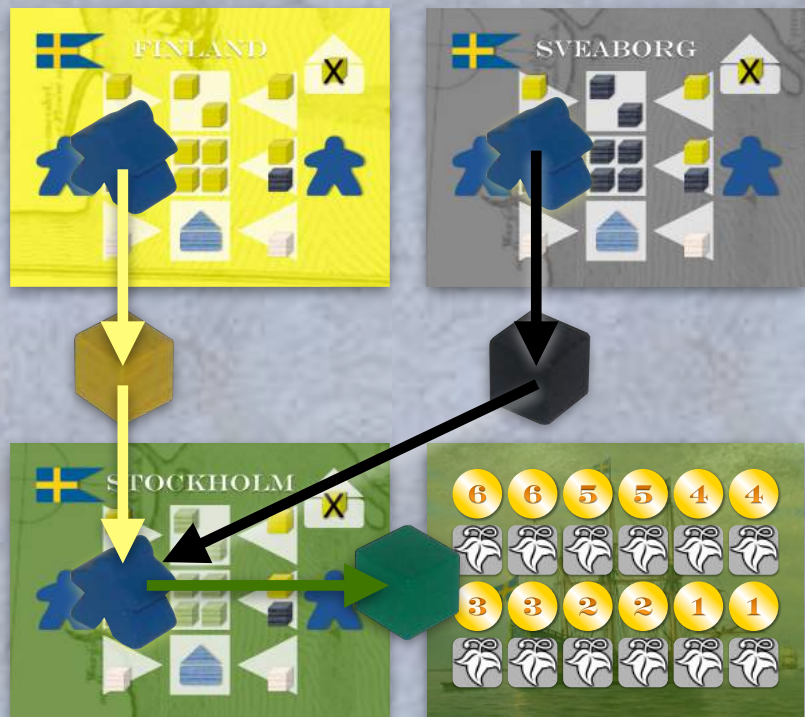
When all open districts have been settled, the player with the most money wins.

How do you play?

The players take turns to settle productive districts, buy production resources and sell products. Most resources will be produced and consumed by the players themselves and traded on markets where prices fluctuate with supply and demand.

Production costs can be decreased by the investment in log cabins and production efficiency can be increased by the investment in iron tools.

Resources are supplied and demanded by the mother land. In their turns, the players place resources they want to enter the markets on their letters.



The challenge of Nova Suecia is to predict market supply and demand to identify the right time and place for investment while also contributing to a balanced economy to make investments affordable.

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.

