

Haus der Sonne

A game for 2 players by Florian Racky and Marc Klerner. Condensed rules by Eric Postpischil, <https://edp.org>.

Introduction

Build statues and collect items for mid-game and game-end scorings.

The island board has 6 sectors each with 6 spaces: water, beach, grass, forest, mountain, and crater.

- The boat goes in the water, shamans move in beach, grass, forest, and mountain, and lava starts in crater spaces.

[Rules for the tactical variant \(lava is controlled instead of random\) are shown in blue.](#)

Setup

Put the 2 shaman in the opposing beach spaces marked with huts.

Put the fishing boat in the water space by the jetty and the 4 lava stones by the island.

Give the start-player card to a random player.

Give each player the 5 number discs (1-5) and the 4 statues in their color. [Tactical: And their lava disc.](#)

Put the scoring discs on the “0/50” space of the score track.

Separate the Palm Tree cards by numbers of trees on back (1-3). Shuffle each group.

- [Tactical: Remove the 8 lava cards from the 2-tree and 3-tree decks \(4 each\).](#)

Deal 12 1-tree cards face-up to the indents around the island. Put last 3 facedown on the scoreboard’s 1-tree space.

Put the 12 2-tree cards and the 15 3-tree cards facedown on their respective spaces on the scoreboard.

Display the 5 Scoring cards face-up in any order on the hut spaces on the scoreboard.

Display the Lava Priestess card face-up on the hut-and-statues space on the scoreboard.

Play

Take turns until the last 2-tree card is drawn, then score, then take turns again until the fishing boat is moved to a space with no cards (because the Palm Tree cards were exhausted), then score.

On each turn, do one of:

- Put a number disc on a beach space not adjacent to the boat and move your shaman up to 2 spaces.
- Put a number disc on the beach space adjacent to the boat and move the boat clockwise that number of spaces.
 - [Tactical: When doing this and all 4 lava stones are not yet placed, you may put your lava disc on that beach space and put a lava stone from the general supply on the crater space of the sector where the boat stops.](#)
- Take one of your number discs from the island and move your shaman up to 2 spaces.
- Move the boat clockwise 1 space. You may do this only if you have no number discs in hand.

When you place or remove a number disc: The totals of red numbers and yellow numbers in the space must differ.

When you move your shaman:

- Move up to 2 spaces (may move 0), at most 1 space uphill. Both may be downhill or level.
- You may move into a space with a statue or shaman but may not stop where there is a shaman.

When you move the fishing boat:

[Tactical: Anytime the boat ends its move in a sector with a player’s lava disc, return that disc to its player.](#)

Distribute cards:

- If both players have discs in the beach space adjacent to the fishing boat:
 - The player with the higher total chooses 1 card. If the cards differ, the other player takes the other card.
- If one player has discs in the adjacent space, they choose 1 card.
- If no players have discs in the adjacent space, do nothing with the cards.

Take actions:

- When you take a Build a Statue or Lava Priestess card, you may use it (if possible) and must discard it.
 - Build a Statue: Put a Statue on the space with your Shaman if it is grass, forest, or mountain without a statue.
 - Lava Priestess: Move a lava stone to an adjacent crater space clockwise or counterclockwise. [Tactical: Also take back your lava disc, if it is on the island.](#)
- When you take a Shell card, you may save it or may buy a Lava Priestess card or Scoring card from the scoreboard, for 1 or 2 shells as shown on each card (adding a previously saved card to the payment if needed).
 - The Lava Priestess on the scoreboard acts as above, must be used immediately or not at all, and is turned over so it cannot be used again before scoring. (You may buy it just to prevent the other player from using it.)
 - The Scoring cards depict goals that may award points when scoring.
- Each Beach card has baskets of fish, a pearl, or a nautilus (after first scoring) that may gain points when scoring.

Return all number discs from the space adjacent to the boat to their players.

Replace emptied indents with new cards, drawing from the 1-tree deck until it is empty, then 2-tree, then 3-tree.

- When the decks are empty, continue play with unfilled indents until the boat moves to a space with no cards.

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Scoring

Base game (not tactical): Immediately before scoring, each player may buy 1 additional card from the scoreboard, using Shell cards, beginning with the player whose turn triggered the scoring.

The volcano erupts:

- Move lava stones down from their crater spaces. The first lava stone in a crater space moves to the sector's mountain space, the second to its forest, and the third to its grass. A fourth stone has no effect.
- Each stone destroys any statue in its space. Return the statue to its player.
- Shamans dodge lava and are unaffected.

Score 3/2/1 points for each mountain/forest/grass statue. Leave these statues on the island.

Score 3 points for having more baskets of fish than your opponent. Keep these cards.

Score 3/2/1 points for each nautilus/black pear/white pearl. Keep these cards.

Score points for your Scoring cards:

- Butterflies: Score 1 point for each butterfly on a card you collected.
- Statue Majority: Score 2 points for each landscape type in which you have more statues than your opponent.
- Complete Segment: Score 4 points for each sector in which you have 3 statues.
- Forest Statues: Score 2 additional points (double) for each statue on a forest space.
- Mountain Statues: Score 3 additional points (double) for each statue on a mountain space.

In the first scoring, return the Scoring cards to the scoreboard, turn the Lava Priestess on the scoreboard face-up, and remove all lava stones from the island.

In the second scoring, score 1 point for each Shell card you have left.

Most points wins. The player with the most statues on the island wins a tie. The second player wins a further tie.