GAME CONCEPT

In 4 Seasons, using minimal rules, 2 players vie to collect the most influence points, in order to score victory points for each season of the year. Whoever wins the most victory points over the course of all four seasons wins.

The special twist in 4 Seasons: You control the cards your opponent plays and when they can play them.

COMPONENTS

48 playing cards, divided into 4 seasons (colors) of 12 cards each. In each season there are four cards of value 1, six of value 2, and two of value 3. The front of each card shows both the value and season of the card; however, the back shows only the value of the card.

SETUP

Sort all the cards by value into 3 face down piles. Shuffle each value pile (1, 2, 3) separately and place them face down on the table.

Now, take the value 1 pile and distribute these cards evenly into 8 new stacks. Then take the value 2 pile and distribute these evenly on top of these 8 new stacks. Then do the same with the value 3 pile. This will result in 8 stacks with the cards ordered by value from bottom to top 1-1-2-2-2-3.

Next, remove two of these stacks from the game. Set them aside without revealing them.

Each player now takes 3 of the remaining 6 stacks and places them one on top of another without mixing or looking at the card faces. Each player now has a draw deck of 18 cards. Each player now draws 8 cards to form their starting hand.

Place the 4 Season markers in the middle of the play area so there is enough room for 1 card column next to each marker.

Randomly determine a Start Player.

DISPLAY

Over the course of the game players will place cards into columns in each of 3 different areas in the display. The season area in the middle is for the 4 season columns: Spring/green, Summer/orange, Autumn/red and Winter/blue. Cards will be placed in the matching season columns by color and will determine the victory points for each season at the end of the game.

In addition, each player will place cards to create their own area of matching columns directly in front of them, which correspond by color to the seasons. Cards placed in these columns will determine that player’s personal influence points for each season at the end of the game.

For all areas, cards played in each column must match the color of the season for that column. Stack multiple cards in each column so that both players can always see the values on all cards in the display.
**OVERVIEW**

*4 Seasons* is played over a total of 9 rounds. Each round, beginning with the Start Player, each player will take one turn.

A turn consists of selecting 2 cards from your hand and giving them to your opponent to place. Your opponent must play their choice of one of the cards into their own area of columns and the other card into the season area columns. After both players have finished their turn, they will each draw 2 cards from their personal draw deck and the next round will begin with the same Start Player. **The Start player never changes.**

After 9 rounds, each player will have 9 cards in their own area of columns creating influence points and there will be 18 cards in the season area of columns creating victory points. If you have more points of influence for a season, you will win the victory points for that season. The winner is whoever scores the most victory points over all 4 seasons.

**TURN SUMMARY**

Beginning with the Start Player, the turn proceeds as follows:

1) The Start Player selects two cards from their hand and gives them to their opponent.
2) The opponent looks at the two cards’ faces and chooses one of the two cards to place face up in the matching season column, which will increase the victory points for that season.
3) Then the opponent will place the remaining card into his own column matching the color of the card. This increases his influence points for the matching season.

You are not allowed to put both cards in the season area or both cards in your own area of influence.

After the Start Player has finished, the second player performs their turn in the same way by giving the Start Player 2 cards from his hand. The Start Player must now decide which card to play into the season area and which card to play into their own column, matching the colors appropriately.

This means the cards in your hand are the cards your opponent will play and vice versa! However, you decide when your opponent can play which cards.

At the end of each round, both players draw 2 cards from their draw deck and start the next round. The Start Player remains the same for all 9 rounds. Once your draw decks are empty, you will play the final rounds until all cards have been played. Players will now evaluate their scores to see who wins!

**NOTE**

- The value of each card is indicated on the back on each corner. You may always ask your opponent to show you all the card backs to help you better assess which cards your opponent has in their hand to give you later.
- As the Start player never changes, players may want to play 2 games, alternating the Start player for each game, and then combine the scores from both games to determine the winner.

**SCORING**

Compare the total of each player’s influence points for each season. The player with the highest value will score the corresponding victory points for that season and takes the corresponding Season marker. If tied, no one scores victory points for that season.

Whoever has the most victory points after scoring all 4 seasons wins. In the case of a tie, the player who has the most Season markers wins. If still tied, the game is a draw.

![Stephanie's Influence Area](image)

**6 Influence Points**

**7 Victory Points**

**Seasons Area**

![John's Influence Area](image)

**5 Influence Points**

**Example:** Stephanie has 6 influence points in her spring influence column (1+2+3). John has only 5 influence points (1+2+2) in his. Stephanie wins the spring and gets 7 victory points (1+2+2+2). If John had another green “1” in his influence area, he would also have 6 points. In this case, neither of them would have won the season.

**PUBLISHING DETAILS**

*Designer:* Team SAIEN · *Illustration + Graphic Layout:* Dennis Lohausen

*Box Design and Rules:* Hans-Georg Schneider · *Development:* Thygra Spiele, Sebastian Hein

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