

Skyscrapers

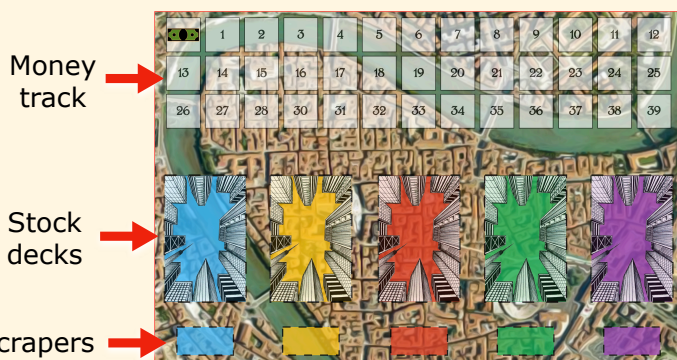
by Konstantinos Karagiannis
and Alexandros Kapidakis

In this booming economy 5 companies are building their Skyscrapers, and you will manipulate their building process to earn money by owning company shares.

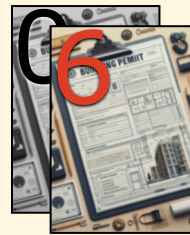
ScyScrapers is a hand management, and stock buying game, for 2 to 5 players that takes about 30 minutes to play. The game is played in 3 rounds and in each round you will manipulate the 5 construction companies building process, and buy company stocks, at the right time, trying to earn the most money by guessing correctly which company's SkyScraper will be the tallest, 2nd tallest and 3rd tallest at the end of each round.

Components

— 1 Main board



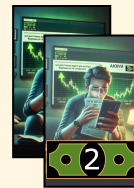
— 40 development cards



— 30 stock cards
(6 for each Company)



— 25 player cards
(5 for each player)



— 6 Grant cards



— 6 early investor
bonus tokens



— 5 player tokens

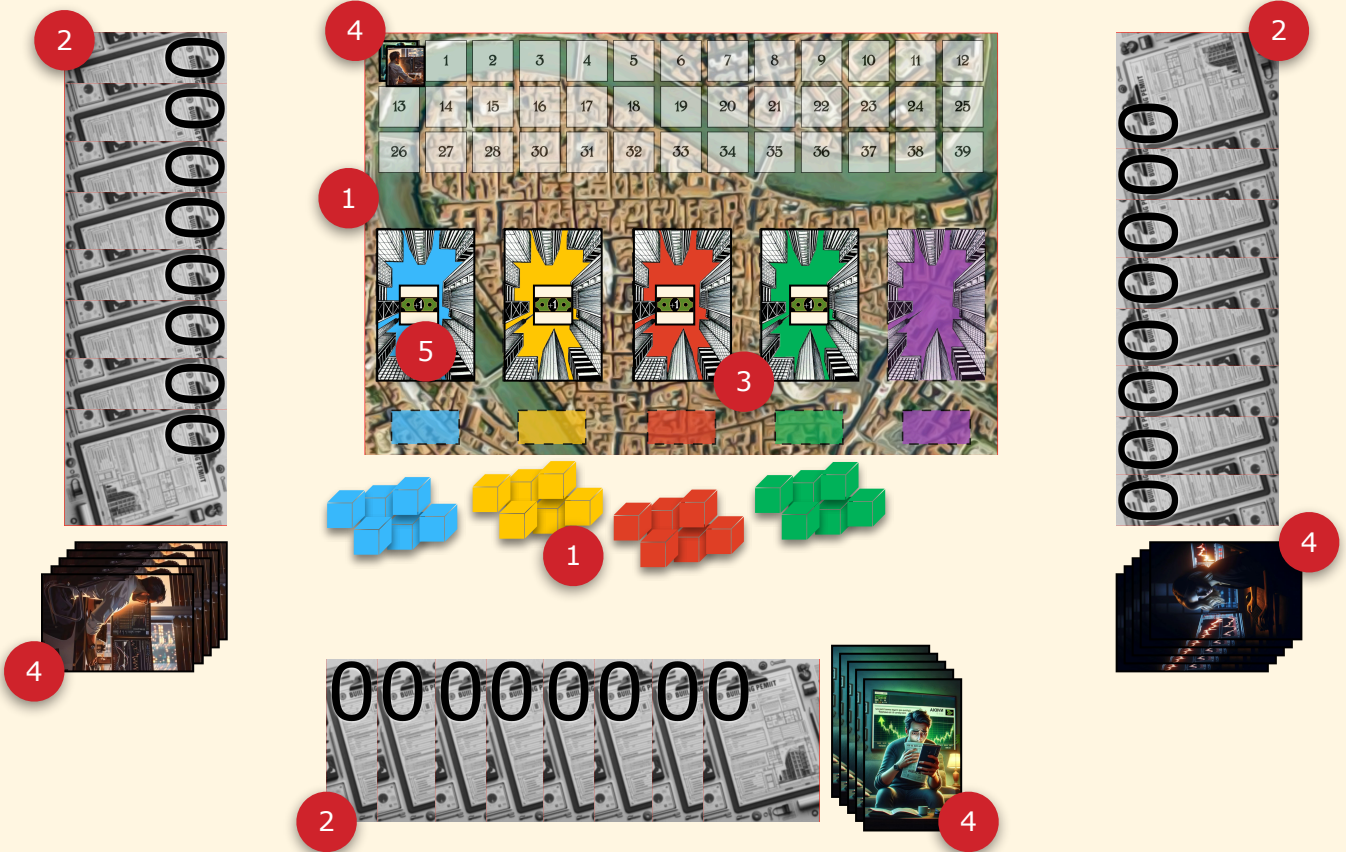


— 50 Building's blocks
(10 in each Company color)



Setup

1. Place the main board in the middle of the table, and all Building blocks next to it.
2. In games with less than 5 players remove all the purple development cards from the game. Shuffle the rest into a deck and deal to each player 8 cards, setting aside any leftover cards. Each color corresponds to the same coloured SkyScraper. In a 5 player game shuffle all the white cards into the deck as well.
3. Separate the 5 sets of stock cards depending on their color and place each next to their corresponding SkyScraper.
4. Each player chooses a character and takes all 5 of their cards and a score token. Place the score token on the "0" spot of the Money track and keep the cards in front of you.
5. Place one early investor bonus token on top of each stock deck.
6. Lastly, draw a random ability card and place it next to the purple building area. *Skip this step for your first game.*



Round overview

The game is played in 3 rounds and each round has 8 turns. During a turn, all players will select and play a development card from their hand, starting with the 1st player and going in clockwise order. For the first turn of the first round the player seated on the left of the player that dealt the development cards, will play the first card.

After all players have played a card, determine on which ScyScrapper you will add new floors.

Firstly, if there are Development cards with the same number, immediately cancel them and turn them face down. **Then, add to the Skyscraper with the highest numbered development card still in the game that many floors as half the difference of the second highest development card, round up.** So at the end of each turn only one or no Skyscraper will gain more floors.

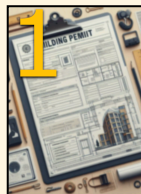
The player with the highest not canceled development card earns 1 Money immediately and will play 1st on the next turn.

Buying Stocks

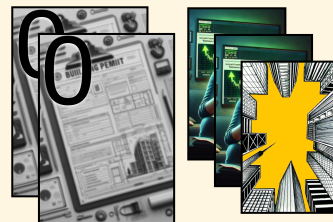
During each round you must buy exactly two stocks. To buy a stock you must play a development card face down. Its number becomes a 0 and its color gray, so it doesn't correspond to any SkyScrapper. Then, take all the Stock cards of SkyScrapper of your choice, if another player has already selected one, pay attention to what card is missing, and then select 1 of those Stock placement cards along with at least 1 of your own money cards. Each Stock Placement deck has 2 first, 2 second and 2 third stock positioning cards and each of those cards have a different money bonus that you will earn if you manage to get paid for this stock.

Example of a turn

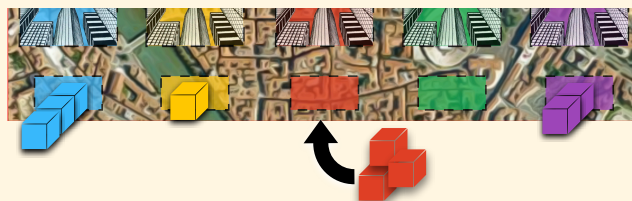
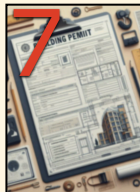
1) Joan is the 1st player for this turn and she will play this card. It's a "1".



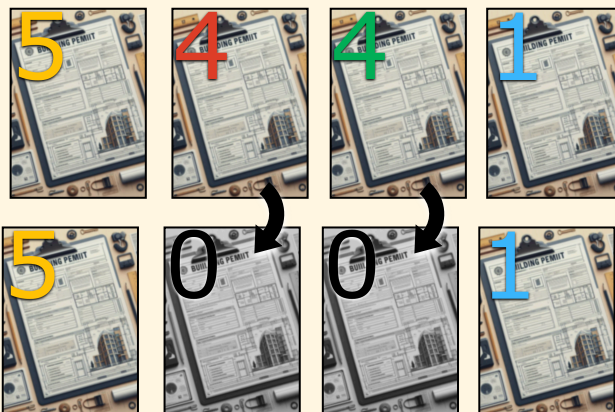
2) It's Mark's turn now, and he decides to get a stock. He will play one of his development cards face-down and immediately select a stock card and at least 1 money card from his own cards. He chooses the yellow Skyscraper.



3) Suzan is last in this turn, and she will play this red "7"! The red SkyScraper will get 3 new floors, as the second highest card played was a "1", so $7-1=6$ and we add half that many floors.



Example of canceled cards
 These are the played development cards for this turn. The two 4s are canceled and are turned face-down. So the yellow SkyScraper will get 2 new floors.



End of round

After 8 turns the round ends.. Reveal all bought stocks. Each player earns money only if the Skyscraper that they bought stocks of, is placed on the same position as the stock indicates. So if the blue Skyscraper is the second tallest and the stock you have is for blue being the second tallest, you earn the money you placed on that stock plus any bonus money the stock gives you.

Important: All ties are resolved by the position of the Skyscrapers on the board. The leftmost Skyscraper on the board wins all ties with all other Skyscrapers to its right. The rightmost Skyscraper loses all ties from all other Companies. The Company in the mid wins ties with the 2 companies on its right and loses from the 2 on its left. Because of this Company Stock cards become stronger from left to right, meaning they give more Money bonus if you manage to earn money from that Company's stock

Draw a random Development boost card, and place it next to the building of the company that its Skyscraper has the least floors. If this Company already has a boost card, add the card to the second to last Skyscraper, etc. Skip this step if you play without boost cards.

On each new round, each Company will start a new development so remove all tiles from all Skyscrapers. Shuffle the development cards, deal 8 to each player and start a new round. For the 1st turn of the 2nd and 3rd round, the 1st player for the first hand will be the player with the most Money earned. In case of a tie, choose the 1st player between those tied in clockwise order from the player that dealt the Development cards.

After 3 rounds the game ends and the player with the most Money wins the game! In case of a tie, all tied players share the victory.

Example of scoring

Joan, got a yellow Companies stock that would earn her money if the yellow Skyscraper is the tallest building at the end of the round. She scores $1+2+1+1+1=6$ Money, as she was also the first to get a stock of that Company, earning the "Early Investor bonus" token. Unfortunately, the other stock she had bought gave her no gains since the building was the least developed one. Mark won 4 Money from his red Company Stock, but no Money from his blue Company Stock.

3rd **1st** **2nd**

Joan

Mark

2-player rules: "Vlad"

In a 2 player game, you play as if there were 3 active players, but the 3rd player is automated and called Vlad.

Deal 8 cards to each player but also set aside a deck of 8 cards, face-down for Vlad. Vlad sits between the two players and plays a card each turn in the correct turn order. For example, if in the last turn Vlad's card was the highest, on the next turn Vlad will play first. During the 3rd and 6th turn of a round, Vlad buys a stock. Reveal a card as normal, and randomly draw a card from the same color Company's Stock deck as the revealed card. If Vlad is the first player that bought a stock from that Company, he also takes the "Early Investor" token, so no other player can take it.