

Skyline

OF THE WORLD

Who does not have the dream to live in a beautiful penthouse in the center of a metropolis? New York, Sydney, Shanghai, London, Rotterdam, Frankfurt or one of the other great cities? It is the challenge of the players who participate in this exciting game to strive for the highest position in the skyscrapers that form the ever-rising Skyline. Which player succeeds in building the first penthouse?

Build your floors on the right spots and increase your income rapidly. Use the extra money to invest in the necessary floors on higher positions. When you use buildings, which have been built by others and build on top of them, you can leverage your income. But do not let your opponents find the means to build on top of your floors! Anticipate on the actions of the other players by planning ahead and judge what actions they will take in the next rounds.

Invest in new (and higher) floors in time and be careful not to spend all your money when you need capital to build them. The magnificent penthouse will give you a lot of prestige, but no income! Do not invest in a penthouse too soon, but make sure you possess a penthouse at a strategic position before the final round. Keep your secret mission in focus to make a great finish in the thrilling final of this game. Be prepared to make a decisive strike at the last round of Skyline and victory could be yours.



Contents

- 1 gameboard
- 1 book of instructions
- 1 overview of the game
- 32 floors each with a value of 1 million euro
- 24 floors each with a value of 2 million euro
- 16 floors each with a value of 4 million euro
- 12 floors each with a value of 6 million euro
- 12 penthouses each with a value of 10 million euro
- 6 neutral floors with a value of 5 million euro
- 28 ducats of 1 million euro
- 18 ducats of 5 million euro
- 6 mission cards
- 42 bonus cards

Tactical and strategic family game

This accessible game with relatively simple rules of the game is designed for the whole family, young and old and those who enjoy tactical and strategic games. Luck is a limited factor in this game. When you play SKYLINE it is important to set out a well thought-out strategy and to have the flexibility to adjust tactics when the situation changes. Hold initiative and control the game!

This highly interactive game and the balanced gameplay guarantee that you will enjoy this game very much. Not one strategy has been identified as the winning strategy, until now. The high variance in the game and the influence of decisions of the other players will make it a challenge to play SKYLINE and to win it. Again and again!

This box includes small parts. Keep them away from young children!

Characteristics:

- Category: Familygame
- Players: 2 to 4
- Duration on average: 60 minutes
- Age: 8 and up

Game category:

- Strategy xxx
- Tactics xxx
- Luck x

Game designer: Hans van Tol
Graphics: Yvon-Cheryl Scholten & Florine de With



The Game Master
The Netherlands

2005, all rights reserved.

Overview Skyline

Preparation of the game

Each player receives:

- 10 million euro in ducats (1 x 5 million and 5 x 1 million)
- 2 floors of 1 million euro and 1 floor of 2 million euro in their own colour
- 3 bonus cards
- 1 mission card

Game play

Phase 1: gaining income

The bank pays you an amount for a building or a series of buildings at the beginning of your turn

Yellow receives 3 million euro for its two adjacent buildings (1 + 2 million).

The player playing with purple gets 4 million. Blue and red would receive zero.

A penthouse does not provide income.

Phase 2: building floors

Build at the right level!

A floor of 1 million euro can only be built on the ground floor. A floor valued 2 million euro can only be built on the second level. This rule applies for all levels until the penthouse on the fifth and highest level.

The white neutral floors can be built on each level. This picture shows a neutral floor on the highest level.

Building on your own floors not allowed!

Yellow should not build these two floors on top of each other

A neutral floor in between is allowed

You pay the value of the floor you build

The player with yellow pays 1 million euro to the bank to build its first floor on the ground floor.

Yellow builds on a blue floor and pays 2 million euro as compensation to the blue player.

Building a penthouse

A penthouse does not generate any income, but it increases your prestige with one point and the other players get one bonus card at the moment it is built.

A penthouse can only be built by a player who has already built a floor in the building before

You cannot build more than five levels!

Even with a neutral floor you cannot build higher than level five!

Bonus cards

Try to complete the pattern on your bonus card by taking the top positions in a number of buildings. In this example yellow receives 5 million euro from the bank.

It is also possible to exchange 3 bonus cards at the bank and receive 5 million euro in ducats in return. You may use this money instantly.

Phase 3: Buy or sell floors

In this phase you can buy new floors by paying the amount, which is printed on top, to the bank. You can only build these floors in your next turn! You may possess as many floors as you want. It is also possible to sell one or more floors in this phase, but you will only get half of your money back. You cannot build with this money, because your turn ends after phase 3.

Mission cards

Try to fulfil your secret mission at the end of the game. Each player can have one of the six different missions...

Prestigepoints and the winner

As soon as one of the players finishes its third penthouse, all other players have one turn left before the game ends. After this last round, all prestige points will be counted:

Strategic area

1 prestige point for each yellow marked area

Penthouse

1 prestige point for each penthouse

Mission fulfilled

Pattern complete: 2 prestige points

Mission card

The player who has collected the highest number of prestige points wins the game. In case of a draw, the number of penthouses is decisive. If still no winner is distinguished, the player who has finished his or her mission wins. Still no winner: re-match!

Rules of the Game

Introduction

Who does not have the dream to live in a beautiful penthouse in the center of a metropolis? New York, Sydney, Shanghai, London, Rotterdam, Frankfurt or one of the other great cities? It is the challenge of the players who participate in this exciting game to strive for the highest position in the skyscrapers that form the ever-rising Skyline.

Build your floors on the right spots and increase your income rapidly. Use the extra money to invest in the necessary floors on higher positions. When you use buildings which have been built by others and build on top of them, you can leverage your income. But do not let your opponents find the means to build on top of your floors! Anticipate on the actions of the other players by planning ahead and judge what actions they will take in the next rounds.

Invest in new (and higher) floors in time and be careful not to spend all your money when you need capital to build them. The magnificent penthouse will give you a lot of prestige, but no income! Do not invest in a penthouse too soon, but make sure you possess a penthouse at a strategic position before the final round. Keep your eye on your secret mission to make a great finish in the thrilling final of this game. Be prepared to make a decisive strike at the last round of Skyline and victory could be yours.

Object of the game

Collect as much prestige points as possible. Each penthouse you have built, brings you one prestige point. If you possess the highest position in a building on one of the three marked strategic areas, you score one prestige point each. You can also score two prestige points at once, by fulfilling your secret mission.

Summary

Skyline is a game in which it is important to build floors. Each player tries to get the top position in one or more adjacent buildings of the emerging skyline. This generates income in each turn. The bonus cards can deliver additional income when you complete the indicated pattern on the card. Prestige points can be earned by building penthouses: one point for each penthouse. At the end of the game the player who possesses the highest position of a building built on one of the three yellow strategic areas, scores a prestige point. Each player can also score prestige points by fulfilling their mission: two points for each player who has finished the indicated pattern.

The Skyline game is almost finished as soon as one of the players builds his third penthouse: the other players each have one turn left. At the end the player who scores most prestige points wins!

Content

Preparation

- Each player chooses a colour
- Each player receives 3 floors in his own colour: 2 x 1 million euro and 1 x 2 million euro
- Each player becomes 10 million euro in ducats: 1 x 5 million euro and 5 x 1 million euro
- You shuffle the mission cards and each player receives one covered mission card
- The bonus cards are shuffled and each player gets 3 bonus cards; the other cards form a covered pile
- The player who starts the game is determined by lot

How to play the game

Each player goes through the following phases in his or her turn:

1. Gain income

Gain income for a building of which you possess the highest position. The value, which is printed on top of your floor, is the amount you receive in ducats from the bank. In case you possess the highest floors of adjacent buildings, you may add up the values of the different buildings to calculate your income. You can only receive income for one building (or series of buildings). A building can only be adjacent through a horizontal or vertical connection. The neutral floors (white) and penthouses do not deliver income! Placing a neutral floor can come in handy as a step to build a penthouse (because you cannot build on your own blocks) or to block other players. A penthouse may function as a strong connection between buildings, brings one prestige point and could be of great strategic importance to fulfil your secret mission: check out the *Hints of The Game Master*.

Attention! You may only point out one (series of) building(s) where you have the highest position for which you receive income from the bank.

2. Building floors

In the building phase you can build your floors. You may not build a new floor on one of your own floors, but you can place a floor on top of a floor of another player or a neutral floor. Each building starts on the ground floor, with a floor valued 1 million euro. You cannot build a floor of higher values on the ground floor! You pay 1 million euro to the bank and place your floor on the board. When you place a floor on a floor of another player, you have to pay a compensation fee, which corresponds with the value, which is printed on the floor you are placing. Pay this fee to the player on whose floor you are building. There is no limitation to the number of floors you want to build, as long as you have the floors (investment in the round before) and the money necessary to build them!

A floor valued 1 million can only be built on ground level, a 2 million floor can only be built on the second level. A penthouse has to be built on the fifth and highest level. Each building exists of a maximum of five levels. A white neutral floor though, can be built on every level and on every colour, but it can never be built on a penthouse (sixth level).

Important rule! You may only build a penthouse on a building in which you have already participated by building a floor in the lower levels.

3. Investment or desinvestment

Now you may buy new floors from the bank. You cannot build these floors in this turn, so you have to plan ahead for your next turn. The values printed on top of the floors open start at 1 million and the highest value is 10 million euro. These value indicate the amount you have to pay to the bank in order to add the floor to your inventory. A neutral floor costs 5 million euro. If you need money (to build in a next turn) now is the time to sell floors to the bank. This is costly, because you receive only half of the value of the floor from the bank, rounded down. Your end turns and the player at the left of the player can start with the first phase.

Explanation of materials

Strategic areas

The playing board contains three yellow areas. These areas are important, because the player who owns the highest floor in building on one of these three areas scores 1 prestige point for each area. It is thus not necessary to build a penthouse here to get a prestige point! But the player who builds a penthouse of his or her own colour on one of these areas secures 2 prestige points (one from the penthouse and one from the highest position in the building on this area).

Penthouse

A penthouse is a special floor: you score one prestige point with each penthouse.

Important: it is not allowed to build a floor on top of a penthouse!

The penthouse though has an important drawback: it gives you now (additional) income. But even without the (extra) income, the penthouse can form an important connection between buildings, this can also increase your income in case it connects different lower floors. The investment for a penthouse is 10 million to buy the floor and an additional 10 million euro's to build it. Therefore it is important that you do not build a penthouse too quick and make sure it is valuable to you as part of your strategic plan to finish your secret assignment.

Important rule! You may only build a penthouse on a building in which you have already contributed by building a floor on one of the lower levels (level 1, 2 or 3). So make sure you do not wait too long with placing your floors, especially on the strategic areas.

The penthouse has two special functions:

- If a player builds a penthouse, the other players get a bonus card from the pile;
- When a player builds his or her third penthouse all other players have one turn left, after this the game ends and the prestige points have to be counted up.

Neutral floors

The white coloured floors do not deliver any points or income to any of the players. A neutral floor costs 5 million euro's to buy and the player who builds it pays another 5 million euro to the owner of the floor on which the neutral floor is built. Neutral floors can come in handy!

Check the section *Hints from The Game Master*.

Two special characteristics of the neutral floor:

- You can build a neutral floor on one of your *own floors too*. Pay 5 million to the owner of the floor below. If you build on one of your own floors, you build it for free!
- A neutral floor can be built on *each* level: thus also on the fifth and highest level to block somebody else's progress. The highest position in a building is the fifth level. As a result even the neutral floor can never be built on a penthouse.

If you want to build on a neutral floor, you have to pay the amount of your floor to the bank (no player can own a neutral floor on the board). A neutral floor can also be very important to build a penthouse in case nobody wants to build a 6 million floor, because they do not want to give you the points. You can use the neutral floor to step up to the highest level, because you may build one of your own floors on a neutral floor, even in one turn!

Bonuscards

At the start of the game you have received 3 (blue) bonuscards. You get additional bonuscards if one of the other players builds a penthouse. Only the players who do not build the penthouse receive one bonuscard each. As soon as you have completed a figure on one of your bonuscards *in your own turn*, you can show the card and receive the amount, which is printed on the card. You only need to be on top on a number of buildings to earn this 5 or 8 million euro's. You can use the money you receive from the bank at once to build new floors. The player puts the card aside and it is out of the game.

You may only hand in a bonuscard in your own turn! You may score a number of bonuscards if you want, but it is not allowed to hand in two bonuscards with the same pattern in the same turn. In order to earn the bonus, it is also possible that you build more than the pattern itself, not less of course.

Example:

You possess the highest position in three buildings in a row and you only need three in a row to earn the bonus: you get your bonus. The positions in between with bonuscard US Bank Tower, do not have to be built, but can be, still with no effect. The main rule is: the pattern on the card should be visible on the playing board.

In case you cannot complete your patterns on the bonuscards and you need the money, you can give 3 bonuscards to the bank and receive 5 million euro's from the bank. You can use this money to build in your own turn.

Mission cards

Each player receives a mission card at the beginning of the game and tries to complete the pattern of the building on the card at the end of the game. If a player completes his mission, he earns two prestige points. Similar to the bonuscards, the player has to own the highest positions in four buildings in the given pattern. The buildings do not necessarily have to be penthouses, of course (since you do not have more than three penthouses).

End of the game

As soon as one of the players has built his third penthouse, all *other* players have one turn left. At the end of this last round, the prestige points are counted up. The player with the most prestige points wins the game.

Counting points and the winner

At the end of the game each player can collect the following prestige points:

- Each penthouse built on the board: one prestige point each
- The top position at a strategic area: one prestige point for each area
- Mission completed at the end of the game: two prestige points

The player who has the highest number of prestige points wins the game. In case of a draw in points, the player with the most penthouses on the board wins. Still no winner? Now the player who has finished his mission wins the game. In case we still have a draw, The Game Master advises to demand a re-match.

Hints from The Game Master

Watch out on which player's floor you build!

You pay a compensation fee to the player on whose floor you build. This player can be cut in his or her income, but a drawback of this action is that you give this player a (large) amount of money. With this money the player might get the funds to build on one of your floors. So if you build on somebody else his or her floor(s), make sure this victim does not have the floors ready to retaliate!

Spread

It can be useful – to keep all options open – to have floors of all values (and levels) in store.

Adjacent buildings create additional income

You can boost your income by building floors on adjacent positions. If you have the highest position on a number of buildings, which are connected horizontally and/or vertically, you cumulate your income.

Example:

In the first formation the player with the darkcoloured floors earns 7 million euro at the beginning of his turn. If the situation alters towards the second formation this player's income increases with 3 million. This is because the player connects the buildings by placing the floor of 2 million euro.

Use the neutral floors in time!

The neutral floors have an important function. Do not forget to buy them, because their number is limited! With a neutral floor you can build a penthouse, even if no one wants to build on the fourth level. You first build the neutral floor, than a penthouse of your own on top.

You can also use the neutral floor to block another player's progress. For example if somebody wants to build a penthouse and has already bought one. Now you can use the neutral floor to split up a few adjacent buildings of one colour or prevent this player from completing his or her mission.

Playing for more experienced players

If you think you know how the other is playing and you want to make the game more difficult, you can try the game without knowing what the other player(s) have in stock. Now you can hide the floors and your money. A good memory could be an advantage, of course.

Enjoy the game!