

MANHATTAN

Sky-scrapers are springing up again all around the world.

In this game, players are trying to have more buildings on where they can have a stunning view, where they can enjoy the life with their family & friends and where they feel like the king of the world.

CONTENTS

1 Game board



45 Building cards (5 for each type)



4 Player Boards

4 Scoring Markers (1 story building block)



96 Building blocks (24 in each of the 4 player colors in four sizes: 1, 2, 3, and 4 stories)



4 stories x 3

3 stories x 4

2 stories x 6

1 story x 11

1 Start player block (Black)



SET-UP

2

Each player selects a color and takes 1 Player board and 24 building blocks in a same color.

Remaining color blocks would be returned in the box.

3

Place each player's scoring marker on "0" of the scoring track on the game board.

4

The oldest player becomes a start player and takes the start player block (Black).

1

Place the game board in the middle of the table.

5

The start player shuffles the building cards and deals 4 cards face down to each player.

The place the remaining cards as a face down deck next to the game board.

ATTENTION!
Players must have the different side of the board.

GAME PLAY

This game goes in 4 rounds.

Players follow below orders in each round:

1. **Selection of building blocks (at the beginning of the round)**
2. **Playing cards and building blocks (on each turn)**
3. **Scoring (at the end of the round)**

1. SELECTION OF BUILDING BLOCKS

Before players start the new round, each player should select 6 building blocks from his supply.

From the start player in clockwise, every player takes any 6 of his building blocks to his player board from his supply **after looking at their cards**.

This building blocks cannot be changed during a round.



You should pick 6 blocks before starting a new round.

2.a PLAYING CARD

On your turn, play a card from your hands and place it face up next to your player board.

When you place the card, the image **must** be right direction to your sit and you may not rotate the card.



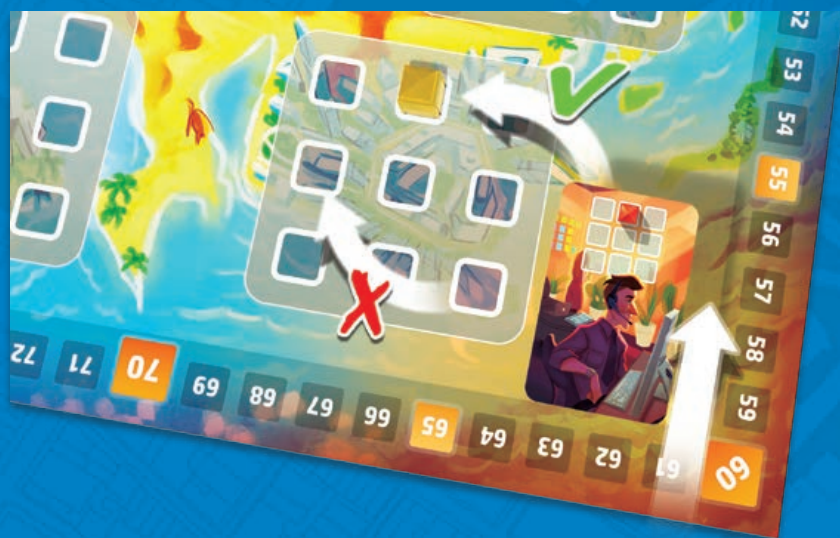
You must place the card in the direction of right image to your view.

2.b BUILDING BLOCK

Choose a building block from your player board and place it on the space shown on the card.

You can place the building block on the site of any of 6 cities but follow 2 conditions below:

- A.** The site you build a block **must** be same site on your card.
The red-marked section indicates on which building site you must use.
As player could play a card in only 1 direction, the building sites may be different according to the player although they use same cards.



You can choose any city but you should build the block on the same site with the position of the card you play.

- B.** You may place a building block on the top of other building also.
In this case, you **must** have at least as many floors of the player who has the top of the building after you build yours on the top.

You cannot combine 2 blocks to build the block on a turn.



When you place your building block on the top of the building, you must have at least same number of the floor with that of the player owned the top has.

When you have your color on the top of the building, we say you're the owner of the building.

At the end of your turn draw 1 card from the deck.

3. SCORING

A round ends when all players have placed all 6 building blocks from their player boards. Then the players count how many points and move their scoring markers on the track.

A. HIGHEST BUILDING:

The player who owns highest building **on the game board** gets **3 points**. If there are 2 or more buildings of the same height, nobody gets the points.



B. MAJORITY OF THE CITY:

The player who owns the most buildings **on each city** gets **2 points for the city**.

The majority of the city must be only 1 player.
If not, nobody gets the points.



C. INDIVIDUAL BUILDINGS:

For the **every building the player owns on the game board**, the player gets **1 point for each owned building**.



After Scoring, the start player passes the start block to his left player and he starts the next round. Players keep their hands for the next round.

SCORING EXAMPLE END OF A ROUND

A. The Orange gets 3 points for the highest tower.

B. In town A, the Yellow gets 2 points for the majority.
In town B and C, the Purple gets 2 points each for the majorities.
In town D, the Blue gets 2 points for the majority.
In town E and F, nobody gets the points for the majority.

C. Purple gets 9 points for Purple buildings.
Blue gets 6 points for Blue buildings.
Yellow gets 5 points for Yellow buildings.
Orange gets 1 points for Orange building.



GAME ENDS

The game ends after 4 rounds (all building blocks gone).
The player who has the most points wins the game.

If there is tie, the player who owns the **highest** tower wins.
If this condition doesn't work, the player who has more **majority** wins the game.

3-PLAYER GAME RULES

Players takes 4 building blocks for each round and the game goes until 6 rounds.

2-PLAYER GAME RULES

Each player takes 2 colors and 4 building blocks of each colors for each rounds and the game goes until 4 rounds.

On a turn, player can use any color of his building blocks.

Game scoring is same as 4 players, however adds the scores from his two colors together to determine the winner.

A WORD FROM THE PUBLISHER

Manhattan is a boardgame designed by Andreas Seyfarth and originally published by the German company Hans im Glück.

It was the winner of Spiel des Jahres in 1994.

When I started my career in this industry around 17 years ago, Manhattan was one of the top 10 which I recommended to my friends. It is a basically excellent building and area control game with random card drawing. But I was captivated also its simple and quick play with right amount of strategy and player interaction as a family game. We would like to make the game with more beautiful and family friendly artworks and components. That's way we made new and modern style building blocks and stunning artworks by Jacqui Davis showing happy life in the city.

I'd like to thank Andreas Seyfarth and Moritz Brunnhofer for giving me this opportunity.

Let's build it again!

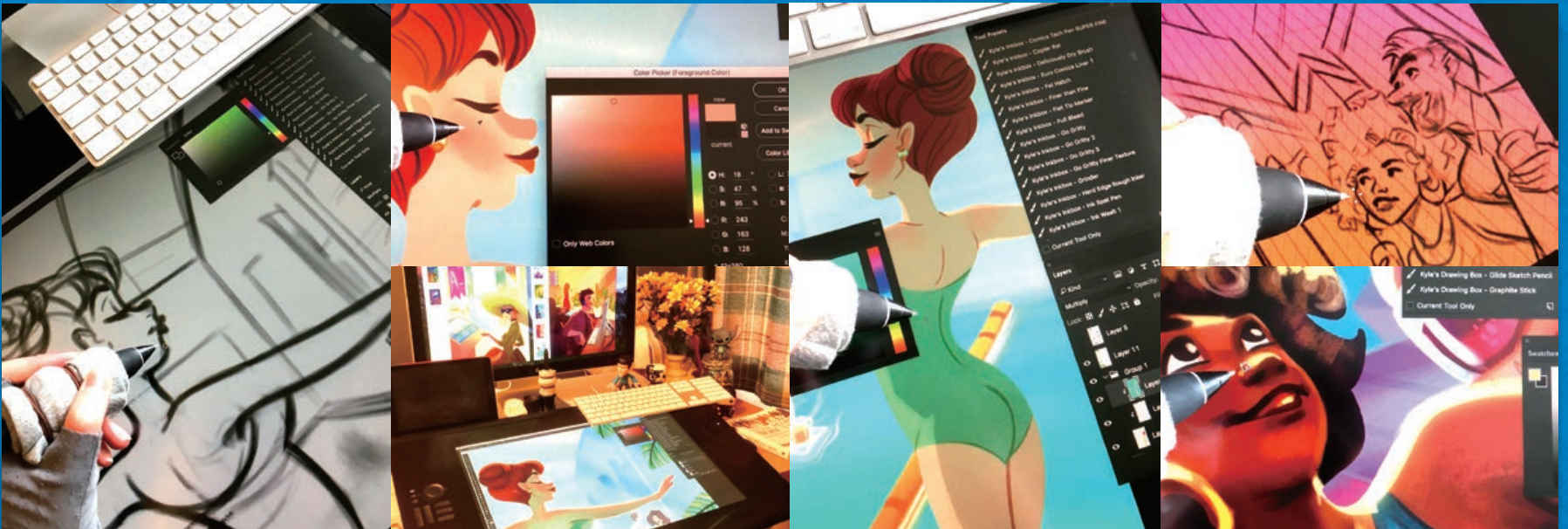
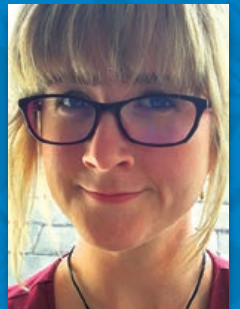


ANDREAS SEYFARTH

Don't tell the stories - play them! That is - reduced to one quote - what makes me designing games. I am lucky to be married with my supporting wife Karen and having met the right people in the little gaming industry. That way I was able to start with stuff like Zorro, and succeed with Manhattan, Thurn & Taxis and Puerto Rico. Can you imagine playing all games published in each single year? That might have been possible in the 80ties. Today, you'll really have to choose which games to play. So, I've got a little advice for you: Go for a strong story....

JACQUI DAVIS

I was born in Johannesburg, South Africa and moved to the UK as a kid. I currently live and work in Lytham-St-Annes, which is great for walks through the woods, or ambles along the estuary. I've been producing art for children's books and board games since 2012, after studying Animation at Staffordshire University. I enjoy painting everything from adorable animals to villainous wizards; bringing life to characters is something I've always been passionate about in my work. Past clients include Oxford University Press, Igloo Books and Dice Hate Me Games, among others. As long as there's a good audiobook or movie on in the background I'm happy, and when I'm not painting I enjoy keeping the creative mojo going by doing a spot of writing.



CREDITS

Game Designer: Andreas Seyfarth

Producer: Kevin Kichan Kim

Art Direction: Vincent Dutrait

Artwork: Jacqui Davis

Graphic Design: Vincent Dutrait & Agsty Lim

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If you have any question or suggestion about this game,
please contact help@mandoogames.com

