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2 to 4 Players - 8 to adult - 30-60 Minutes

Introduction

The year is 1901 and the recent fascination with tall buildings does not appear to be a passing fad. Recent real estate deals in Lower Manhattan suggest that more of these "skyscrapers" will soon be added to the New York City skyline. Technological advances are making it possible for new generations of skyscrapers to reach breathtaking heights. The builders of these steel giants are reaching higher and higher into the sky, hoping to satisfy their hunger for glory and prestige.

Your uncle - God rest his soul - has left you a small property in Lower Manhattan. This is your chance to start your real estate career and to build, and build again, build higher and bigger. You'll be joining the ranks of the great developers helping to establish the world's greatest metropolis:

New York City!

Components

1 Rule Book
1 Game Board
5 Character Cards
5 Streets of New York Bonus Cards
5 Bonus Challenge Cards
65 Lot Cards
4 Skyscraper Scoring Markers (1 per player)
16 Workers (4 per player)
4 King Tokens (1 per player)
12 Action Cards (3 per player)
76 Skyscraper Tiles (19 per player)
4 Legendary Skyscraper Tiles

Object of the Game

During the game, players try to score the most points by:

- building skyscrapers.

At the end of the game, players score points by:

- controlling one or more of the Streets in play, that are on the **Streets of New York Bonus Cards**
- accomplishing the objectives on the **Bonus Challenge Card** in play
- having unused **Action Cards**

The player with the most points at the end of the game wins.

Set up for 2 player game

Before setting up the game, remove all 13 pink **Lot Cards** and return them to the game box. Also remove the David Schneider **Character Card.** The pink section of the map will not be used in a 2 player game. The rest of the game plays the same as a 3 or 4 player game.

Set up

Place the **Game Board** in the center of the table.

- Every player chooses a color and receives the following set of components in the corresponding color:
  - **A** 1 **Scoring Marker** that he places on 0 on the scoring track.
  - **B** 18 **Skyscraper Tiles** (sorted by **Generation**: Bronze, Silver, Gold) and his **Starting Property**.
  - **C** 1 **King Token**.
  - **D** 4 **Workers**.
  - **E** 3 **Action Cards** (1 of each kind).
- **F** Each player receives 1 **Character Card** chosen at random. Each player also receives a 2-square **Lot Card** of the color specified on their **Character Card.**
- **G** Players then place their **Starting Property** on the board, on the lot featuring the icon specified on their **Character Card**.

Note: The colors of the **Character Cards** are only used to determine each player's starting position on the board. The colors of the **Character Cards** do not determine the color each player will be playing during the game.

- **H** Shuffle the **Lot Cards** and place them in a face-down draw pile next to the board, referred to as the **Future Market**. Draw the first 4 cards and place them face-up in a line next to the draw pile. These 4 face-up cards are referred to as the **Open Market**.
- **I** Shuffle the 5 **Streets of New York Bonus Cards**, draw 3 cards at random and place them next to the game board. Return the 2 remaining cards to the game box since they will not be used this game.
- **J** Shuffle the 5 **Bonus Challenge Cards** and draw 1 card at random. Place that card next to the board. Return the 4 remaining cards to the game box since they will not be in play.
- **K** Place the **4 Legendary Skyscraper Tiles** next to the board. All players will be free to build one (and only one).

The youngest player plays first. Play continues clockwise around the table.

Note: When learning how to play the game, we recommend playing without a **Bonus Challenge Card**.

Example of a 3 player set up.

Playing the game

On his turn, the active player must choose 1 of the following 2 options:

1) Acquire Land and/or Building

a: Acquire Land: Choose and take 1 **Lot Card** from the **Open Market** and place 1 **Worker** on an empty lot of land of the corresponding size and color.

b Build (Optional): Place 1 **Skyscraper Tile** on previously acquired lot(s) of land. Score points.

2) Demolish and Rebuild

Demolish 1 (or more adjacent) building and build 1 new building of a more advanced age in the space freed by the demolition. Score points.

During his turn, a player can use one or more of his **Action Cards** (see the **Action Cards** section in this rulebook). A player must complete 1 card action before performing another. The used **Action Cards** are returned to the game box.

IMPORTANT: In the unlikely event that a player has no unused **Workers** left at the start of his turn AND it is impossible for him to build or demolish, that player must select 1 of their lots of land occupied by a **Worker**; the player must return the corresponding Lot Card (color and size) to the bottom of the **Future Market** pile; and reclaim the **Worker**. Their turn is then complete and they must wait until the next turn to resume normal play.

At the end of his turn (and only at the end), a player must replenish the **Open Market** with cards from the **Future Market** so that there are always 4 cards available in the **Open Market** at the start of the next player's turn. If there aren't enough cards in the **Future Market** to fully replenish the **Open Market**, that player has just triggered the end of the game (see **End of Game** section in this rulebook).

NOTE: All players are free at all times to count the number of cards remaining in the **Future Market** pile.

OPTION 1. ACQUIRE LAND AND/OR BUILD

a) Acquire Land

The active player chooses 1 **Lot Card** to acquire from the **Open Market**, and keeps that **Lot Card** on top of his **Character Card** for the rest of the game. He then places one of his **Workers** on an empty lot of land of the corresponding size and color on the board.

b) Build (Optional)

The active player may build a skyscraper that fits on any available lot(s) of land that he has previously acquired. The new skyscraper is added to the game board and any **Workers** present on those lots are reclaimed and become available for future turns. The active player scores the number of points indicated on the **Skyscraper Tile** he just built.

*The green player can only build on land that he has acquired. He places a 2-square skyscraper and then scores 2 points (and reclaims his **Worker**).*

Important: If all 4 of a player's **Workers** are already on the board at the start of his turn, he can skip to action 1b without performing action 1a.

Rules for Acquiring and/or Building:

- New Skyscrapers must respect the Skyscraper **Generation Rules** (see page 4).
- At least one side of the new skyscraper must come in contact with a street or a park.
- Skyscrapers can span multiple lots, and multiple **Districts**.
- 2 or 3 skyscrapers that belong to the same player can occupy the same lot (as long as they do not overlap).
- Once built, a skyscraper cannot be moved (only demolished).
- It is not necessary for a skyscraper to completely fill a lot. Once a lot is at least partially occupied by a skyscraper, there is no need for a **Worker** to be present there.
- Skyscraper demolition never takes place during this phase (see "Demolish and Rebuild" section).
- When a player builds one of the 4 **Legendary Skyscrapers**, he then must also place his **King Token** on the tile to show that it belongs to him.

OPTION 2. DEMOLISH AND REBUILD

Demolish: Remove 1 or more adjacent buildings from the game.
Rebuild: Place 1 new skyscraper of a more advanced generation than all the removed skyscrapers in the space freed by the demolition. Score points.

a) Demolish:

The active player chooses a skyscraper he wishes to add to the game board. He then makes room for the new skyscraper by demolishing (and removing) his previously built skyscrapers located in the lots of land intended for the new skyscraper. Demolished skyscrapers are placed back in the game box (and can no longer be used for the rest of the game).

b) Rebuild:

The active player places a new skyscraper into the space freed by his demolition, and if applicable reclaims any **Workers** located on the lots of land on which he wishes to build. The player scores the number of points indicated on the tile he has just placed (see example).

Rules for Demolishing and Rebuilding

- New skyscrapers must respect the **Skyscraper Generation Rules** (see below).
- Players can demolish their **Starting Property**.
- **Gold** Skyscrapers cannot be demolished.
- At least one side of the new skyscraper must come in contact with a street or a park.
- The new skyscraper can be smaller or bigger than the buildings demolished to make way for it.
- If after demolishing and rebuilding, one or more previously occupied lots of land are left vacant, then the active player must place a **Worker** on each of these newly freed lots.
- It is not necessary for a skyscraper to completely fill a lot. Once a lot is at least partially occupied by a skyscraper, there is no need for a **Worker** to be present there.
- Players do not lose any points when demolishing buildings.
- When a player builds one of the 4 **Legendary Skyscrapers**, he must place his **King Token** on it to show that it belongs to him.

NOTE: If after demolishing and rebuilding, one or more previously occupied lots of land are left vacant, then the active player must place a **Worker** on each of these newly freed lots. If a player does not have enough free **Workers** to cover any newly freed lots, he cannot proceed with the demolition.

SKYSCRAPER GENERATION RULES

Skyscrapers must be built according to the generations / levels of technology:

Bronze → Silver → Gold / Legendary

At the start of the game, all players have Bronze level technology that allows them to build Bronze level skyscrapers (as indicated by the bronze coin on the tile). In order to unlock more advanced technology, players must first advance on the scoring track.

Remember: Demolished skyscrapers can only be replaced by skyscrapers from a more advanced generation.

- **Bronze Level**: Players can build **Bronze** level skyscrapers from the beginning of the game. When **Demolishing and Rebuilding**, a **Bronze** level skyscraper can only replace a player's **Starting Property.**
- **Silver Level**: When a player reaches **6 points** on the scoring track, he now has the option to build **Silver** level skyscrapers. When **Demolishing and Rebuilding**, **Silver** skyscrapers can only replace **Bronze skyscrapers** and/or the player's **Starting Property.**
- **Gold Level:** When a player reaches **18 points** on the scoring track, he can now build Bronze, Silver, and Gold level skyscrapers (including 1 **Legendary Skyscraper** per game). When **Demolishing and Rebuilding**, Gold level skyscrapers can replace Bronze and Silver level skyscrapers and/or the player's **Starting Property**.

Important: Gold skyscrapers can never be demolished.

- The 4 **Legendary Skyscrapers** are considered to be a special type of Gold level skyscraper. They are all unique and are shared amongst all players. Players can only build 1 **Legendary Skyscraper** per game (first come first served).

Note: Marks on the scoring track remind players that they have reached the Silver and Gold level technology threshold.

End of Game

The end of the game is triggered when one of the following events takes place:

- A player has only 4 unbuilt skyscrapers remaining.
- There are only 3 faceup cards left in the **Open Market** AND the **Future Market** is empty.

Once the end of the game has been triggered, all players except active player can play one last turn. After the last turn is played, the game is over and players proceed to the **Final Tally**.

NOTE: It's courteous to let the other players know when you only have 5 unbuilt skyscrapers left.

Final Tally

At the end of the game, players add additional points to their scores for each of the following accomplishments:

- Score **5 points** for each **Streets of New York Bonus Card** in play where they have the most skyscrapers standing. **In case of tie, no points** are awarded.

NOTE: A skyscraper can be on more than one street at the same time. When that happens, the skyscraper counts towards the bonus for each street it is on.

Control of Wall Street: brown player has 4 skyscrapers (including 1 Legendary), green 1, yellow 1 and blue 3. brown player wins the 5 points for controlling Wall Street.

- Score points for accomplishing the **Bonus Challenge Card** in play (see "**Bonus Challenge Cards**").
- Score 1 point for each unused **Action Card** remaining in hand.

The player with the highest score wins.

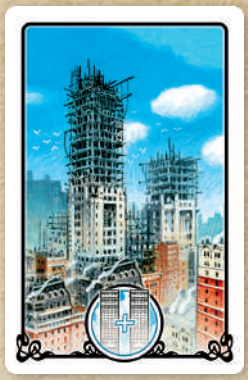
Note: the Starting Property counts as a skyscraper with no generation of technology.

In case of a tie, the player with the highest **Legendary Skyscraper** (height in feet) is the winner. If the tied players haven't built a **Legendary Skyscraper**, then the player with the most **Gold** skyscrapers on the board wins. If there is still a tie, both players are declared co-winners.

Action Cards

Players are given one of each type of **Action Card** at the start of the game. **Action Cards** can be used any time during a player's turn to receive an extra bonus action that turn. Each card can only be used once each game, and is returned to the game box after use.

Construction Boom



Allows the player to build a second skyscraper on his turn (on land that he has previously acquired. The card can be used after a first skyscraper was built through **Option 1** (*Acquire Land and/or Build*) or **Option 2** (*Demolish and Rebuild*).

NOTE:

- This card does not allow the player to perform two demolitions on same turn.
- This card cannot be used to build a second skyscraper when the construction of the first skyscraper has triggered the end of the game.

Market Shift

Allows the player, at the start of his turn, to replace the 4 **Lot Cards** in the **Open Market** with the top 4 **Lot Cards** from the **Future Market.** The removed cards are shuffled together and placed at the bottom of the **Future Market.**

Land Grab

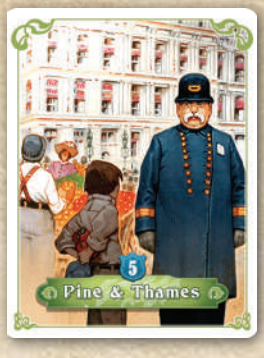
Allows the player to acquire an additional lot of land from the **Open Market.** Players cannot acquire a 3-square lot on a turn when the **Land Grab** card is used.

NOTE:

- Players must have at least 1 available **Worker** when they use this card.
- This card does not allow players to build twice in the same turn. (Only the **Construction Boom** card makes that possible).
- This card cannot be used when the **Future Market** is empty.

Streets of New York Bonus cards

These cards represent the 5 main streets in the financial **District** of Lower Manhattan. 3 of them are used in each game and they determine which streets will give a 5 bonus points to the player who has the most skyscrapers on them at the end of the game.



Additional Information

◊ LEGENDARY SKYSCRAPERS

These 4 skyscrapers actually existed and every one of them was once the tallest skyscraper in New York and the World!
The 4 **Legendary Skyscrapers** are treated exactly the same as **Gold Skyscrapers** except that:

- The 4 **Legendary Skyscrapers** are one-of-a-kind buildings that are open to all players but can only be built by one player each game.
- Each player can only build 1 **Legendary Skyscraper** per game.
- At the end of the game, the 4 **Legendary Skyscrapers** can help break ties with their height. →

◊ CATEGORIES OF SKYSCRAPERS

Skyscrapers can be divided into:

- Two types of floor plans:
  - Rectangular or square (point value shown in a circle).
  - Not rectangular or square (point value shown in an hexagon).

- 3 generations of technology:
  Bronze, Silver, Gold

◊ DISTRICTS & LOTS

The **Districts** are the colored zones on the board. There are 5 **Districts: Red, Blue, Yellow, Green** and **Pink**. Every lot of land in the game belongs to a specific **District**.

There are two types of lots: 2-square lots and 3-square lots. There is 1 **Lot Card** for each lot of land that can be found on the board.

EXPERT RULES:

Players will have to build their empires from scratch. Therefore, players will start the game without a **Starting Property** (place them back in the box). Also, the Silver and Gold technology thresholds are harder to reach.

The **Silver technology threshold: 10 Points.**
The **Gold technology threshold: 25 Points.**

Note: Small symbols on the scoring track mark these thresholds.

Credits and Acknowledgments:

Early graphic design support: Sylvain Dubuc. The playtesters at Steak-and-Shake: Kevin G. Nunn, Nicholas Vitek, John Eyster, David Infortunio, Luther Bell Hendricks V, Danielle Harding, Bill Scherer. The playtesters on Facebook: Jarek Smith, Luke Laurie, Jeff Cornelius, Shoji McGhee, Dominique DeMille, Craig Vollmar, Hank Panethiere, Mark Dreyer, Patrick Somers, Anders Nordstrom, Chad Ryg, Dane Trimble, Peter Vaughan, George Henion, Eric Sumner, Erin Haleen, Louis Sédillot. The good folks at Polycon: Meredith Armstrong, Dawn Goebel. Artist Vincent Dutrait who brought New York to life so beautifully. Stéphane Maurel from Blue Orange who believed in the game, gave a new author his big break and nurtured NY1901 in its last crucial miles. And last but not least the playtesting core group, my wife Noriko and my kids Sakura, Jean and Momoko who played so many times we can't count them. Thank you!

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Bonus Challenge Cards

One Bonus Challenge Card is drawn at random each game, which will allow players to score additional points at the end of the game.

NOTE: When a skyscraper straddles 2 **Districts**, it counts towards the bonus in both **Districts**. This rule applies to all bonuses.

Gold Tycoon

At the end of the game, players receive **3 points** per **District** in which they have at least 2 **Gold** skyscrapers.

Master Architect

At the end of the game, players receive **3, 6** or **10 points** for having 3, 4 or 5(+) skyscrapers on the board which are neither square nor rectangular in shape (the point value is shown in an hexagon instead of a circle).

Gold Prestige

Unlike the other challenges, this bonus is claimed DURING the game. When a player builds a **Gold** skyscraper, he scores 1 additional point for each neighboring skyscraper from a previous generation of technology (**Silver**, **Bronze** or **Starting Property**) belonging to his opponents. These additional points are scored immediately.

NOTE: The new skyscraper must touch the existing skyscrapers by at least one side to claim this bonus (corners do not count).

Bronze Baron

At the end of the game, players receive **5, 10 or 15 points** for having 4, 5 or 6 of their **Bronze** Skyscrapers on the board.

Generation King

At the end of the game, players score 5 points for each generation of technology for which they possess the most skyscrapers on the board (The player with the most **Bronze Skyscrapers** scores 5 points, the most **Silver Skyscrapers** scores 5 points, etc.). If there is a tie, that generation scores no additional points.

Quick Reference

On his turn a player chooses one of the following options:

- **Acquire Land and/or Build**
- **Demolish and Rebuild**

1) Acquire Land and/or Build (Page 3)

a. Acquire Land: If a player has at least 1 available **Worker**, that player MUST choose 1 of the 4 **Lot Cards** available in the **Open Market** and place it on his **Character Card**. The player then places a **Worker** on the lot he just acquired.

THEN (Optional)

b. Build: The player can build 1 skyscraper from any generation of technology (Bronze, Silver or Gold) that he has unlocked. The skyscraper can be built on one or more of the lots that he has acquired from the **Open Market**. The player scores the number of points written on the **Skyscraper Tile** and reclaims any **Workers** displaced by the new building. Reclaimed **Workers** become available immediately.

Note: The action (1b) can still be done without acquiring land if a player has no available **Workers** at the start of his turn.

2) Demolish and Rebuild (Page 4)

The player removes all the skyscrapers that fall under the footprint of the new building he wants to build. He also reclaims any of his **Workers** that are on lots where the new skyscraper will be built.
The new skyscraper must be from a later generation of technology than ALL of the buildings being demolished to make way for it.
After demolishing and rebuilding, any lots of land that belonged to the player MUST be at least partially covered by the new building OR when necessary be marked by an available **Worker**.
The player scores the number of points indicated on the new skyscraper. Players do not lose any points because of demolished buildings. The demolished buildings are returned to the gamebox.

Note: When a **Lot** marked by a **Worker** is built on, even partially, that **Worker** is reclaimed and becomes available.

End of Game (Page 5)

The **End of the Game** is triggered when:

- A player has only 4 unbuilt skyscrapers left. He must let the other players know!
- There are only 3 lot cards face up in the **Open Market** and the **future market** pile is empty.

When the End of the Game is triggered, all players except the one who just triggered the end of the game, play one last turn. After that's done, all players proceed to the **final tally** ***(Page 5)***.