

Paper Skyscrapers Rules

You are each mayors racing to build a thriving, unique city. Build noteworthy landmarks, claim achievements, and race to gain population, profit, and prestige! Paper Skyscrapers is an engine building, worker placement game where every card is unique and there are many paths to victory. For 2-4 players, ages 12 and up, Paper Skyscrapers takes about 1 hour to play.

Components:

1 board, 16 meeples in four colors, 115 cards.

Set-Up:

1. Set the boards in the middle of the table.
2. Choose player colors. Players take one of their meeples to put on their starting city and 1 to put at the bottom of each of the tracks on the board.
3. Separate out the decks of cards by their backs. You will have cards labeled 1,2,3,4; city cards with a location symbol; and star-backed achievement/game end award cards. There will also be 4 double-sided player aids.
4. Give each player a player aid.
5. Deal each player two cities to choose from and return the rest to the box. Each player chooses 1 and returns the other to the box. Set the city in front of you and set your mayor on top of it.
6. Among the levels, 1-4, there will be a "round end" card. For each level, shuffle cards together, then randomly insert the round end card into bottom five cards of each level's deck.
7. Add the achievement/game end award cards face up above the draw cards
8. From the 1s, deal two cards to each player and then flip over three face up to form the "card row."
9. The player who has most recently been downtown in a city is the first player.



Figure 1: Game set up for 3 players.

Play:

Each turn you can take either a combination of **basic actions**, described below, and/or **mayor actions** by moving your mayor and placing them onto one of the top cards in your city.

The number of actions you get is determined by the current building level. For example: when the players are drawing from the level 3 deck, they take three actions each turn. You can take a mixture of basic and mayor actions in any order. Also, it is possible to repeat actions.

City cards: each player starts with a unique city. This will give them a passive, ongoing bonus as long as this city card is a “top card.” In future expansions, more cities will be available representing cities all over the US and world.

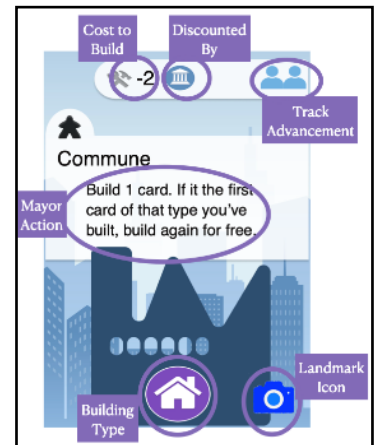


Figure 2: Parts of the cards

A) Basic Actions

Build 1 card from your hand.

For an action, you can either “build over” another card or “sprawl” to build a card on the leftmost or rightmost empty spot in your city.

The cost to build a card is at the top (next to the wrench icon) and are discounted by a certain type of building that it wants to be built next to (example, residential is discounted by civic buildings). This discount applies for building type icons to the left, right, and underneath the card you're building. It is possible to pay 0 for a card by utilizing discounts. To pay for any building cost, discard an equal number of cards from your hand.

After you build a card, immediately gain the profit, prestige, and/or population that is displayed to the right of the building cost and advance on the tracks. (The “advance once on any track” section gives more details on how to advance on the tracks and the benefits for doing so.)

Tip: *Sprawling vs building up.* Sprawling and building up each have their unique benefits. Sprawling opens up more action space options for your mayor to move to. Building up is generally more efficient because it can pull discounts from more nearby cards for future cards you build.

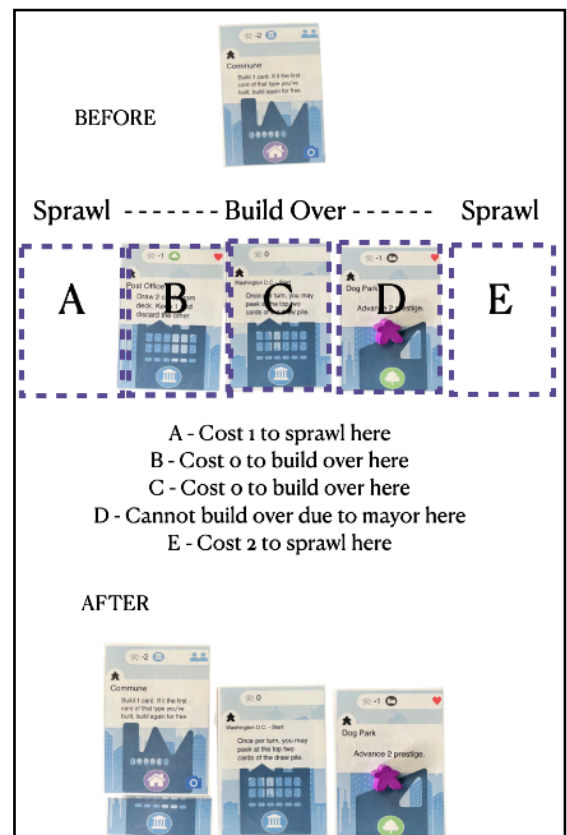


Figure 3: Build example

Tuck 1 card from your hand.

For an action, you may tuck a card underneath where your mayor is currently standing. Tuck it in such a way so that only the building type and any landmark icons are visible. When you tuck a card, you do not have to pay its cost.

Discard 1 card from your hand and take its action.

Each card has a unique action on it and you can, for an action, simply discard any card from your hand to take its unique action.

Advance 1 on any track.

For an action, you can simply advance 1 on a track of your choice. The three tracks are **profit** (coins), **prestige** (hearts), and **population** (person).

When you advance on any track (or decline on a track) you “hop over” other players meeples to effectively skip those spaces. You can hop over multiple players in the same turn.

*Tip: **Timing your tracks.** Hopping applies to all tracks. You’ll need to consider not only what to build but when to build it so that you can potentially hop over multiple other players.*

When you cross the lines on the board, you immediately gain a point. Advance your meeple on the score track. Also, if you’re the first to reach the end of a track, you can no longer advance further but you gain an additional point. Only the first person to do this gains this bonus.

Draw 1 card from the card row or deck.

For an action, you can draw a face up card from the card row or a face down card from the draw deck.

If you draw multiple cards in the same turn, immediately replace each card you draw so the card row always has three cards.

*Tip: **Actions vs card types vs site icons.** Cards are multi-purposed. Sometimes you’ll want to draw a card for its mayor action, sometimes for its building type, and sometimes just for its site icon. The latter two will allow you to score achievement points.*

Claim an achievement.

For an action, you can place a meeple on any of the achievement spots you have not placed yet and score the points (stars) shown.

Each achievement has a necessary

If you are the first player to place there, take the face down bonus point chip (to be scored at game end).

Note: “claim an achievement” will mostly be taken from basic actions and it does not have a dedicated building type like the other actions. Some mayor actions will allow you to achieve as part of the action.

B) Mayor Actions

Each card you build will have a unique mayor action. These are variations and enhancements on the basic actions. Generally, they may allow you to do a basic action at a lower cost, more efficiently, gain bonus actions, or break the rules of the basic actions.

The mayor actions become increasingly more powerful as you move from levels 1 - 4.

You **must** move the mayor to take a mayor action but the mayor can come back to the same location later in your turn.

You must take all the parts of a mayor action (if possible) unless the action is proceeded by “may.” If you are unable to take all parts of the action (example: as not having any hand cards to tuck) take what parts of the action you are able to.

*Tip: **Basic vs mayor actions.** To play most effectively, you should be taking mostly mayor actions in the game; however, doing so depends highly on your tableau.*

*Tip: **Keep evolving.** Remember that each level's cards will be more powerful than the last. To play effectively, you'll need to keep building up and over cards. Don't get too attached to any building's mayor action—you'll probably want to build over it!*

Round End

When a “round end” card is drawn on levels 1-3, discard all the cards in the card row at the end of the active player's turn. The next player will immediately be able to draw from the next level and they will get more actions on their turn.

Note: when a player draws the “round end” card as part of their actions, discard it and keep drawing. Drawing a round end card does not count as an action.

At the end of each round, all players draw two cards from the new level and then resume play.

Game End

When the “round end” card is drawn from the level 4 deck, play until all players have had an equal number of turns and then the game immediately ends. If the draw deck runs out before the last player's final turn, shuffle all the 3s and 4s in the discards to form a new deck.

When the game ends, first give out the tallest building and most buildings game end awards. If there is a tie for these, these awards are discarded instead.

Now, starting with the person currently in the lead and going backwards in score, players now will score points their game end points from these final awards and any bonus point chips the acquired in the game, hopping over other players as they did during the game.

The player with the most points is the winner. In the case of a tie, the player with the tallest building is the winner. If there's still a tie, the player who built the most buildings is the winner.



Figure 4: Scoring example for purple with ending city pictured.

Glossary

- **Build over** - place a card on top of another card. Keep visible the building type and landmark icons on any cards built over.
- **Building** - any card or set of cards built on top of each other.
- **Card row** - the row of three cards next to the draw deck.
- **Civic** - a card type represented by a blue columned building icon. These mayor actions allow you to draw cards
- **Commercial** - a card type represented by a gold building icon. These mayor actions allow you to tuck cards.
- **Declare** - Verbally state a type of card.
- **Free** - 0 building cost.
- **Hand card** - a card in a player's hand.
- **Industrial** - a card type represented by a black smoke stack icon. These mayor actions allow you to discard cards for a benefit.
- **Next level** - this is the next available level of card. Example: if you're currently drawing from level 2s, taking a mayor action with this effect allows you to draw a 3.
- **Park** - a card type represented by a green tree icon. These mayor actions allow you to advance on the tracks.
- **Population** - one of the three tracks. Represented by the blue figure icon.
- **Prestige** - one of the three tracks. Represented by the heart icon.
- **Profit** - one of the three tracks. Represented by the coin icon.
- **Residential** - a card type represented by a purple house. These mayor actions allow you to build other cards.
- **Sprawl** - the empty spaces to the left and right of your other buildings. Or, under certain circumstances where a building is discarded, any spot between other cards in your city.
- **Steal** - take something from an opponent of your choosing. This generally applies to a top card or hand card.
- **Top card** - This is the card that is currently stacked on the top-most position of any building. Players will have multiple top cards and each top card can be visited to take a mayor action.
- **Tracks** - these are "profit, prestige, and population." Advancing on these will allow you to earn points and advancement is taken whenever you build cards, take an advance on a track action, or various mayor actions.