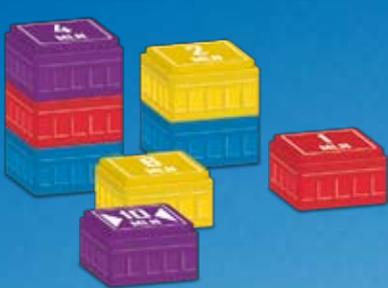




Skyline

OF THE WORLD



New York, Sydney, Shanghai, London, Rotterdam and Frankfurt. Do you want to build your own magnificent penthouse in the heart of one of these great cities? Now this is your chance to enter the world of Skyline!

Game overview

Skyline is a game in which it is important to build floors on the right positions and at the right moment. Each player tries to attain and hold top positions in one or more adjacent buildings of the emerging skyline to generate income each turn. Bonus cards bring direct 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 floor of a building built on one of the three orange strategic areas, scores a prestige point for each top position on these areas. Each player can also score prestige points by fulfilling his 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 the most prestige points wins the game!

Object of the game

Collect as many prestige points as possible. Each penthouse you have built brings you one prestige point. At the end of the game, each top position on an orange area brings you a prestige point. You can also score two prestige points, by fulfilling your secret mission.





Game rules SKYLINE

Game components

- 1 playing board
- 1 set of rules
- 32 floors of 1 million euros
- 24 floors of 2 million euros
- 15 floors of 4 million euros
- 12 floors of 6 million euros
- 12 penthouses of 10 million euros
- 6 neutral floors of 5 million euros
- 8 Skyline floors (two floors in each colour)
- 28 ducats of 1 million euros
- 18 ducats of 5 million euros
- 6 mission cards
- 42 bonus cards

Preparation

- Each player chooses a colour
- Each player receives 3 floors in his own colour: 2 floors of 1 million euros and 1 floor of 2 million euros
- Each player receives 10 million euros in ducats: 1 ducat of 5 million euros and 5 ducats of 1 million euros
- 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
- Determine randomly which player may start the game (for example, by tossing a coin)

How to play the game

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



1. Gain income

The player gains income for a building (or a series of buildings) of which he possesses the upper floor. The value which is printed on top of your floor(s), is the amount you receive in ducats from the bank. In case you possess the highest floors of several adjacent buildings, you may add up the values of the different upper floors to calculate your total income. You can only receive income for one building or series of buildings, who are connected horizontally or vertically. The neutral floors (white), the Skyline floors and penthouses do not generate income! A penthouse or a Skyline floor may function as a connection between buildings to (indirectly) increase income, but the floors do not bring any direct income themselves. Note: it is not allowed to have more than 30 million euros in cash.

2. Building floors

In this phase the player must build at least one floor, if possible. It is not allowed to build a floor on one of your own buildings. You need to build on floors of other players, a neutral floor or on a Skyline floor of your own colour. Each building starts on the ground floor, with a floor valued at 1 million euros. You cannot build a floor of higher value on the ground floor! You pay 1 million euros to the bank and place your floor on the board. From a 1 million floor the values go up in the following order: 2 – 4 – 6 and 10 million.

The penthouse, worth 10 million, must be build on the fifth and highest level. It is not allowed to build any higher. In this phase the player must build at least one floor, if possible. Note: you may only build a penthouse on top of a building in which you have already participated by building a floor on a lower level within the building.

When you place a floor on a floor owned by another player, you have to pay a compensation fee which corresponds with the value which is printed on the floor you are placing. You pay this fee once to the player on whose floor you build. The neutral floor may be built on any level and any colour, but cannot be built on a Skyline floor or a penthouse.

When a player builds a Skyline floor, he claims this position on the playing board for his benefit only. The Skyline floor can be built on any level and on any colour, but it is not allowed to build it on a orange marked area or on a floor which is in a building on a orange marked area. It is also forbidden to build two Skyline floors in one turn.

3. Investment or disinvestment

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 the floors range from 1 million to 10 million euros. These values 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 euros. It is not allowed to buy more than one neutral floor in a turn. If you need money (to build in a next turn) now is the time to sell floors to the bank. This is costly, because the bank will only pay you half the floor value, rounded down. Note: in case you have not been able to build a floor in phase 2, you must buy a new floor if possible.

Your turn ends after game phase 3 and the player to your left can start with the first game phase.

Explanation of game materials

Strategic areas

The game board contains three orange marked areas. These areas are important, because the player who owns the highest floor on one of these three areas at the end of the game scores 1 prestige point for each area.





Important notice! It is not necessary to build a penthouse on a strategic area to get a prestige point! However the player who builds a penthouse of his or her own colour on one of these areas earns 2 prestige points (one from the penthouse and one from the highest building owned in this area).



Penthouses

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

Note: it is not allowed to build a floor on top of a penthouse! However the penthouse has an important drawback: it does not generate any income. But even without the (extra) income, the penthouse can form an important connection between buildings; your income might be increased when the penthouse connects different adjacent buildings. The cost of buying a penthouse is 10 million and you should invest an additional 10 million euros to build it. Therefore it is important not to build a penthouse too quickly. And make sure it contributes to your strategic plan to finish your secret assignment.



A prerequisite is that you may only build a penthouse in a building in which you already control at least one floor. So make sure you do not wait too long with placing your floors, especially at the strategic areas. The penthouse also has three special functions:

- If a player builds his first penthouse, he receives a Skyline floor in his own colour for free;
- If a player builds a penthouse, the other players draw a bonus card;
- If a player builds his third penthouse, he earns the privilege to receive a second Skyline floor in his own colour for free; he may build this floor immediately; right after his turn the other players have one turn left, after this the game ends and the prestige points are counted up.



Neutral floors

The white-coloured floors do not generate any points or income. A neutral floor costs 5 million euros to buy and the player who builds it pays another 5 million euros to the owner of the floor on top of 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 also build a neutral floor on one of your own floors. 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 top of a penthouse.

If you want to build on a neutral floor, you must pay the amount of the floor you are building to the bank (no player can own a neutral floor on the board). A neutral floor also comes in handy when you want to build a penthouse, and no 6 million euros floors in another colour are available. You can build both your own floor and a neutral floor in the same turn.

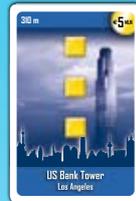
Note: you may only buy one neutral floor in a turn!



Skyline floors

A Skyline floor has the text SKYLINE OF THE WORLD on top. Each player can earn a maximum of two Skyline floors. Each player gets a free Skyline floor when he finishes his first penthouse and a free bonus Skyline floor is earned only by the first player to succeed in building his third penthouse. A Skyline floor is in your own colour. It can be built on any level and any colour (also your own colour), just like a neutral floor. The players are not allowed to build their Skyline floors on positions on the board where other players have built their Skyline floors. With a Skyline floor a player claims a position on the playing board which can be of strong tactical or strategic importance. Building a Skyline floor costs you 5 million euros, to be paid to the owner of the floor you build it on. If you build on the ground floor the 5 million will be paid to the bank and if you own the floor on which you build, you keep the money in your pocket. Important: it is not allowed to build a Skyline floor directly on or on top of a floor on one of the three strategic areas and it is forbidden to build two of your Skyline floors in one turn.

A Skyline floor does not provide (direct) income or prestige points, but it might form a connection to gain higher income or to fulfil your mission. Each player is allowed to build a Skyline floor immediately after he has received it.



Bonus cards

At the start of the game you receive 3 (blue) bonus cards. You get additional bonus cards if one of the other players builds a penthouse. Only the players who do not build the penthouse receive one bonus card each. As soon as you complete a pattern on one of your bonus cards in your turn, you can show the card and receive the amount printed on it. You need to have reached the top floor on a number of buildings to earn this 5 (or 8) million euros. The player then puts the card aside; it is now out of the game. You can immediately use the money you receive from the bank to build new floors or buy new floors for the next turn. You may only hand in a bonus card in your own turn! You may score a number of bonus cards if you want, but it is not allowed to hand in two bonus cards with the same pattern in the same turn. In order to earn the bonus, you may also build more than one pattern.

Example: You own the top position in four buildings in a row while you only need three to get the bonus. In this case you receive the bonus. Hence there is no need to build on the intermediate positions if you draw the bonus card 'US Bank Tower'. The main rule is: the icon on the bonuscard should match the icon on the game board. The icon may form part of a larger pattern.

In case you cannot complete your patterns on the bonuscards and you need the money, you can give three bonus cards to the bank and receive 5 million euros from the bank in return. You may use this money to build in your turn.



Mission cards

Each player receives one mission card at the beginning of the game and tries to complete the pattern of buildings on the card. If a player has completed his mission and it holds till the end of the game, he earns two prestige points. Similar to the bonus cards, the player has to own the highest positions in four buildings in the given pattern. These buildings do not need to be penthouses.





End of the game

As soon as one of the players has built his third penthouse, he receives his second Skyline floor and is allowed to build it directly. Now all other players have one turn left. At the end of this last round, all prestige points are counted. The player with the most prestige points wins the game.

Victory points and winning the game

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

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

The player with 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? Then the player who has finished his mission wins the game. If there is still a draw, The Game Master suggests a rematch.

Remarks and hints from The Game Master

Remarks on the rules of the game of the second release

The set of rules of the first release of Skyline has been adjusted on a few points to increase the enjoyment of the game. The main adjustments are a few restrictions in the rules to prevent the possibility of slowing down the game's progress. This is done by restrictions in the possibility to stall the building and/or investing in floors. Also piling up cash has been restricted and the rule of the restriction of buying only one neutral floor at a time are important restrictions which stimulate the pace of the game.

The introduction of the Skyline floor improves the chances to win the game for the more progressive player, because the building of a penthouse is more attractive. The player who finishes the game has much better chances to win, than in the old set of rules.

And last, but not least: the strategic edge of the game has improved, because the Skyline floor forces the players to plan ahead in an earlier stage of the game to increase their chances of completing their mission.

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 pay a fee for this. With this money the player might get the funds to build on one of your floors. So if you build on someone else's floor(s), make sure your victim does not have the floors ready to retaliate!

Spread out if you can

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, connected horizontally and/or vertically, you increase your income.



Example: In the first formation the player with the dark coloured floors earns 7 million euros at the beginning of his turn. In the second formation this player's income increases with 3 million. This is because the player connects the buildings by placing a 2 million euros floor in between.

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 top of the fourth level. You first build the neutral floor, than your own penthouse on top. You can also use the neutral floor as a blockade. For instance to block another player trying to build a penthouse. You can even use a neutral floor to separate a number of adjacent buildings in one colour – thus reducing a rival player's income.

Advanced Game variant

When you have played Skyline of the world a couple of times and you think you have each other's strategy figured out, try playing the game "covered". For a covered game, hide your floors and ducats. Now try playing without knowing your rivals material and means. A good memory is an asset here. Still you will face some hefty surprises! You have to be on your toes at this extra tense game variant.

Tournament play

In case you play Skyline of the World on a tournament and you need a decision on who is the winner of a game, there is always a winner. In case of a draw in the number of penthouses and the mission, the player who is the first to succeed in building his third penthouse wins the game.

Enjoy the game!

The Game Master

Colophon

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If you want more hints from The Game Master. Check out his website with multi-lingual hints and FAQ lists: www.thegamemaster.nl



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Overview SKYLINE

Preparation of the game

Each player starts with:

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

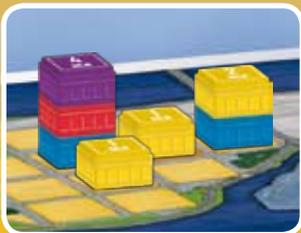
Game play

> Phase I: Gaining income

You receive your income from the bank. Your income is based on the top positions you possess in one building or a series of buildings at the beginning of your turn.

Yellow receives 3 million euros for its two adjacent buildings (1 + 2 million). The player playing with purple gets 4 million. Blue and red receive nothing in the beginning of their turn

A penthouse brings victory points, but provides no income (1 + 2 million).



The players are not allowed to keep more than 30 million euros in cash.

> Phase 2: Building floors

Build at the right level!

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

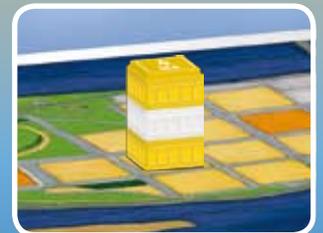
Only the white neutral floors can be built on each level. This picture shows a neutral floor on the highest level



Building on top of your own floors is 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 euros to the bank to build the first floor on the ground floor

Yellow builds on a blue floor and pays 2 million euros as a compensation to the blue player and NOT to the bank





Building a penthouse

A penthouse does not generate income, but it increases your prestige with one point and the other players get one bonus card at the moment it is built. Also, you will get a Skyline floor in your own colour for free when you build your first penthouse. The first player who succeeds in building his third penthouse will get a bonus Skyline floor for free. Each player is allowed to build a Skyline floor immediately after he has received it

A player may only build a penthouse if he already owns a floor in the building on a lower level



Each player must build at least one floor on every turn, if possible.

You cannot build more than five

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



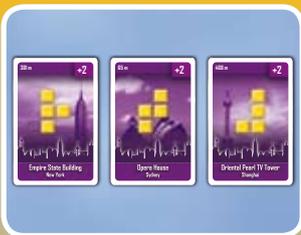
Bonus cards

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



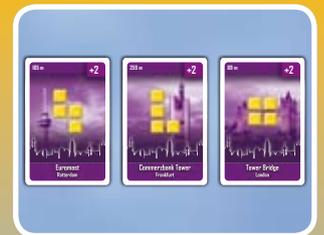
> Phase 3: Buy or sell floors

In this phase you can buy new floors by paying the bank the amount printed on them. 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. The players are not allowed to buy more than one neutral floor in a turn.



Mission cards

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



Prestige points and the winner

As soon as a player has built his third penthouse, he receives a second Skyline floor. After he has finished his turn, the other players have one final turn and the prestige points will be counted as follows:

Strategic area

1 prestige point
for each orange-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: rematch!

