SKYLINERS

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2–4

8+

30 min

Components

76 Floors (16 each in 4 colors: blue, yellow, green, red; and 12 white)
40 Antennas
8 Roofs (2 each in 4 colors: blue, yellow, green, red)
5 Parks
20 Planning cards
16 Starting Setup cards
4 Skyscraper cards
12 Scoring seagulls
1 Planning office

Setup For 4 Players

Some changes are required for playing with 2 or 3 players (see page 12).

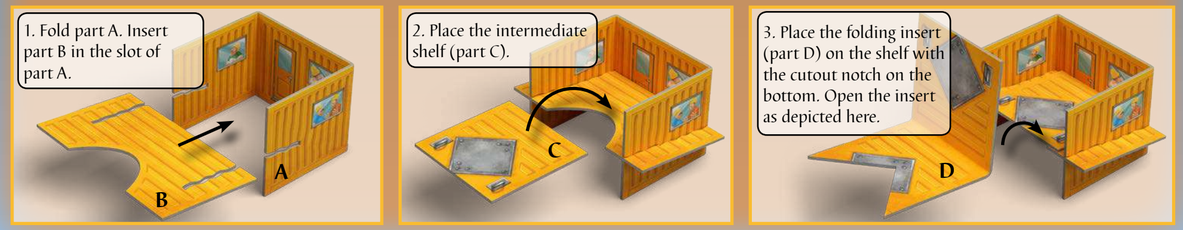
In order to introduce you the basic rules of Skyliners, we've devised an introductory game for you to enjoy. For now, just read to the end of page 9, where you will find another image of the boy on the right. The rules found after that boy aren't needed to play the introductory game. In addition, **any text following a stop sign** can be ignored for the time being. Once you've completed the introductory game, read the remaining rules and try out the full game. But you can worry about that later.

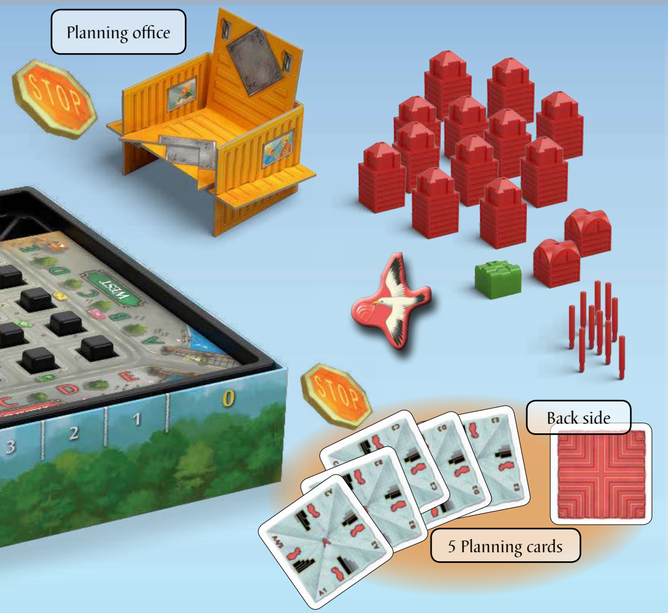
Let's get started!



1 The game is played in the **Skyliners box itself**. First, remove all the components from the box (leave the insert). Then position the box (and yourselves) so that one side of the box faces each player. If the players wish to raise the construction area, they can do so by placing the box top underneath the box bottom.

2 Assemble the **Planning office** and place it on the table within easy reach of all players.





3 There are 4 player colors (*blue, yellow, green, red*). Each player chooses a player color and takes the following building pieces:

- **12 floors**
- **10 antennas**
- **2 roofs**
- **1 park**



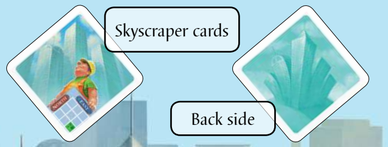
Place any remaining floors in the player colors back in the box. They are only needed for 2 and 3 player games.

Each player takes **1 scoring seagull** in his player color. Additional seagulls are simply used as spare parts.

Finally, each player takes the **5 Planning cards** in his color.

Each player places the components in their color (building pieces, seagull, and Planning cards) in front of themselves.

4 Shuffle the **4 Skyscraper cards**, and deal 1 to each player facedown. Players should only look at their own Skyscraper card. The use of these cards is described on page 8.



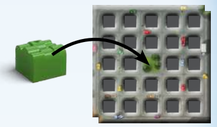
5 Shuffle the **Starting Setup cards** and draw as many as needed, based on the number of players. For a 4 player game, draw **6 Starting Setup cards** to form the Starting Setup pile. Place 6 neutral floors (white) next to these cards. Return the unused Starting Setup cards and neutral floors to the box. Reveal the Starting Setup cards one at a time and place a neutral floor on the depicted space of the construction area. We will explain precisely how this works on page 4 in the section titled "Starting Setup."





6 Place the game board in the box. The color on each side of the board should match the player colors. If not, players must exchange colors and/or seats so that they do.
Note: When placing the game board, please make sure that the 2 corners containing the antennas remain open. Each player should now place their antennas in these corner containers.

7 Last but not least, place the remaining Park in the very middle of the game board.



Introduction

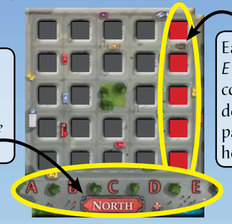


In **SKYLINERS**, your goal is to see the most objects (skyscrapers and parks) at the end of the game.
Together, the players build a city of skyscrapers – a so-called Skyline. However, it's important that you skillfully build your floors so that you yourself profit most from their construction. And profit you shall if you're able to see more buildings from your point of view than your opponents can from theirs. This often means you'll need to hatch a plan and stick to it, while staying one step ahead of your opponents. To ensure that your Skyline is the most beautiful of all, you must always be on your guard, as your opponents will also be trying their hardest to ruin your view.

Introductory Game Sequence

As the game progresses, a great city will be erected: beautiful parks and ever higher skyscrapers as far as the eye can see.
To do so, the players will share the responsibility of placing the available parks and skyscrapers on the board as they see fit. Before you lies the construction area: a 5x5 grid of construction sites.
Note: The game begins with a park on the middlemost construction site.

Each player's side of the game board has 5 rows marked with the letters A-E in his color (*here we have the **red** player*).



Each row has 5 construction sites *(row E is circled to the left)*. Each of these construction sites has room for the development of a single skyscraper or park. These skyscrapers and parks are hereafter often referred to as **objects**.



1 construction site

The red spaces pictured here are possible construction sites for building pieces.

1 construction site

Each player will literally approach this construction area from a different point of view: his own view of the board. A player can only 'see' objects that are not obscured by other objects.
At the end of the game, each player has an individual skyline that will be different from the other players.
In this introductory game, you simply want to see as many objects as possible.

Throughout the game, the players will submit plans that indicate how many objects they wish to see in each row. Since players only score points for **correct** plans, they will have to be careful to ensure these plans are fulfilled by the end of the game. More on this later.

Starting Setup

Before the game begins, the players must place a few neutral floors on the game board.
Take the pile of Starting Setup cards (the ones with a crane on the back) that you prepared during setup.
They will determine the placement of the neutral floors, thereby influencing the later development of your city.



Back side

What is a Starting Setup card and where do I place the neutral floors?
The youngest player begins by taking 1 neutral floor and drawing a Starting Setup card.

Each Starting Setup card depicts the same construction area with the pre-existing park set in the middle. The park is simply there for reference.



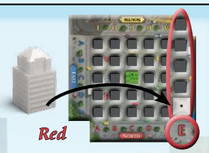
The letters A-E printed on each card indicate that the player must use the card from his point of view. One of the letters is highlighted in yellow *(not to be confused with the yellow player)*. This means that the player must construct a neutral floor in this row. *This card highlights row D.*

A specific construction site is indicated on each card. The player must place a neutral floor on that specific construction site. The row and the construction site itself are highlighted in yellow. *Construction site 5 is highlighted in row D.*

Example 1:
***Red** is the start player and has drawn this card.*



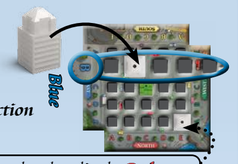
***Red** places a neutral floor on the **1st construction site** in **row E** from his point of view.*



Once that player is finished, the player to his left continues. He, too, takes 1 neutral floor, draws a Starting Setup card, and places the floor in the depicted position.
This continues until all Starting Setup cards have been drawn, thereby completing the construction of the neutral floors.
Note: Players **always** place the floor according to their **own point of view**.
This is why each player has rows labeled A-E in front of them.
Note: It is possible that multiple neutral floors end up being placed on the same construction site, leading to buildings of varying height before the game even begins.
Now that all the neutral floors have been placed, the construction area might look a little something like this:

Example 2:
*It is now **Blue**'s turn, and he draws this card.*





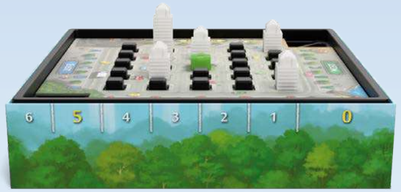
***Blue** places a neutral floor on the **2nd construction site** in **row B** from his point of view.*

*The neutral floor placed earlier by **Red**.*

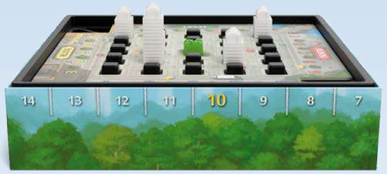
***Example:** In a **4-player game**, **6 Starting Setup cards** are drawn causing **6 neutral floors** to be placed.*



A bird's eye view of the construction area



***Red**'s point of view*



***Blue**'s point of view*

Gameplay

Whichever player placed the first neutral floor is the start player. Beginning with this player, each player will take turns in clockwise order.
It is now the start player's turn. He must perform the **construction action twice**. Once he is done, the next player takes their turn, and must also perform the construction action twice. Then the next player takes their turn, and so on.
The game continues in this way until all players are out of **building pieces**, at which point players proceed to final scoring (see page 8).
Important: In the last round, each player will only be able to perform the construction action once.

Construction

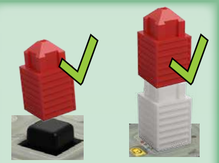
To perform the construction action, a player must choose **1 building piece** (floor, roof, or park), and place it in the construction area. A player can freely choose from all his available building pieces. A player may choose a different building piece each time he performs the construction action.
The following must be observed during construction:



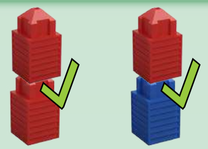
Floor *Roof* *Park*



In principle, a player may place a building piece on any construction site of the 5x5 construction area. However, no player may place a building piece on the park in the middle.



You may place building pieces on construction sites that have zero, 1, or even more floors.



When placing floors or roofs on top of another building piece, the color of the piece you build on is irrelevant.

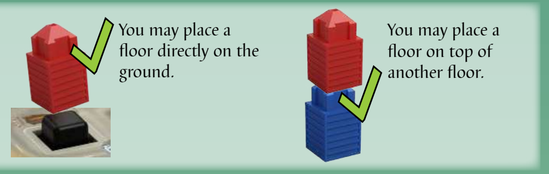


You may **not place anything** on a construction site where a park or a roof has already been placed.

Exception
You may not construct a building piece on the same construction site twice in the same turn. This means that you may not place a roof on a floor that you placed in the same turn. You may, of course, construct on these sites again during a later turn.

The different building pieces have different limitations:

- **You want to place a floor.**



- **You want to place a roof.**



- **You want to place a park.**



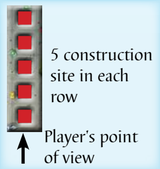
Special case: In rare cases, a player may find that there is no suitable site for a park to be constructed. In this case, if the player has nothing else they can construct, they must forfeit the action.

The players want to see objects

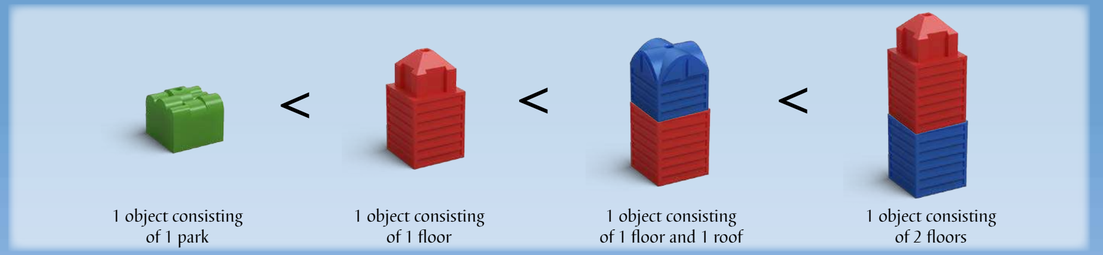
The goal of the game is to see as many objects as possible (reminder: parks, floors, and roofs). During final scoring a player scores points only for the objects he can see from his point of view. The details of final scoring in the introductory game can be found on page 8.
Once you are familiar with Skyliners, the rules for scoring the full game can be found on page 11.

When does a player see an object?
Each row (A-E) is considered individually, and always from the player's own point of view. There are 5 construction sites in each row.
A construction site with no building pieces is considered to be empty.

A player always sees only those objects that are not obscured by larger objects. This means that a player can only see an object if it is taller than all objects that stand in front of it. Therefore, a player may not see a smaller object hiding behind a larger one, nor will a player see an object that is behind another object with the same height.
Just like in real life, a skyscraper will obscure the view of a small house constructed behind it.



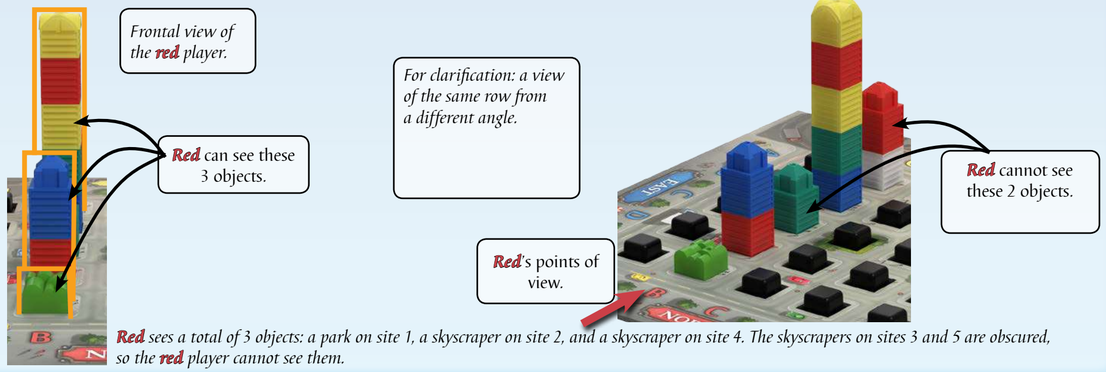
Here is an example of some height differences:



- Each player always looks at the individual rows from **his point of view** (specifically a frontal view).
- A construction site without a building piece is **not** an object. However, as soon as at least 1 building piece (a floor or a park) is placed there, it is possible for players to see it.
- Each player has their own skyline. In other words, each player's perspective will present a different view of the various objects.
- Once placed on the construction area, the sets of building pieces (i.e., the objects) **do not** belong to any player. They are now part of the city and have no owner.

Tip: Place smaller objects closer to you so that you have a better chance of seeing more objects behind them.

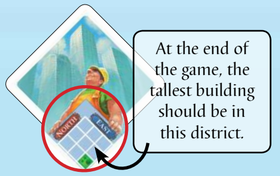
Example: *Let us consider row B from* ***Red****'s point of view. Buildings in the other rows have been omitted to avoid confusion.*



Red *sees a total of 3 objects: a park on site 1, a skyscraper on site 2, and a skyscraper on site 4. The skyscrapers on sites 3 and 5 are obscured, so the* ***red*** *player cannot see them.*

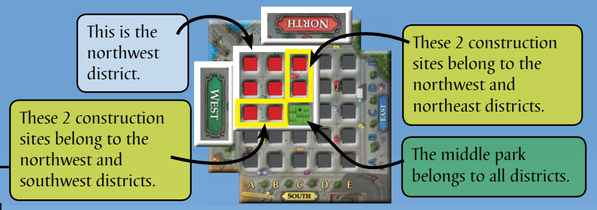
The Skyscraper Cards

Each player begins the game with **1 Skyscraper card**.
This card indicates in which **district** the tallest building should be located.
The tallest building is the object that has the most floors and possibly a roof. It is possible for several buildings to be tied for the tallest building, in which case there is simply more than one tallest building.
However, each player will have a different district depicted on their Skyscraper card, which leads to a fierce competition.



What is a district?
The **9 construction sites** in each corner of the game board each form **1 district**. This means that the districts overlap. In addition, the park in the middle belongs to all 4 districts, on which no one may perform further construction.

At the end of the game, each player reveals their Skyscraper card. Any player with the tallest building in their district scores **3 points**. See page 9 for further detail on scoring.



Game End

The game is over when the players have placed all their **building pieces**. In the final round, each player will only have 1 remaining building piece. Therefore, each player performs only 1 construction action on their turn, as he will not have any pieces left for a 2nd building action. Then players proceed to final scoring.

Final Scoring

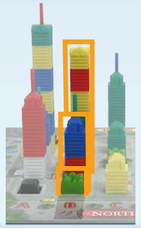
During final scoring, players will finally score **points** for visible objects, and **bonus points** with the help of antennas. Players might also score points for their Skyscraper card.

1. Score points for visible objects
Check each row separately and score the according points.
The start player begins and scores **points** for the objects he can see in row A. He might also place **antennas**, which are scored later. Then the next player clockwise scores points for what he can see in row A, including possibly placing antennas, and so on. All rows (A-E) are scored in this way **one after the other**.

A. Check how many objects are visible in a row and score points accordingly.
The player first counts how many objects are visible in the current row. Whether or not a player can see an object is explained on page 6. The player scores 1 point for each object he can see.
When a player scores points, he moves his scoring seagull forward on the scoring track accordingly. When a player scores points for the first time, he must hang his scoring seagull on the 0 space of the scoring track and move the seagull forward to track his points.

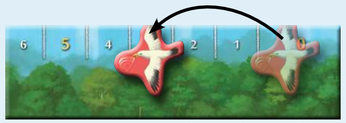
Example:

Consider ***row B*** of the ***red*** player. ***Red*** *sees* ***3 objects*** *in row B and scores* ***3 points***.



A view of the ***red*** *player's row B from a different angle.*





Red *moves his seagull* ***3 spaces*** *forward on the scoring track.*

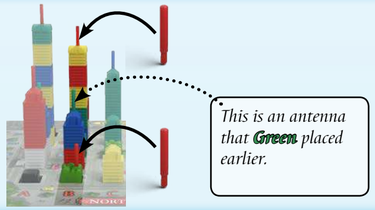
Note: If all 4 players have the same score, 1 of the seagulls will have to be placed on the table beside the box, next to the appropriate score. When this player scores more points, his seagull is placed back on the track and moved forward.

B. Place antennas.
A player places **1 antenna** on each object that he can see. The player **does not place an antenna** on the objects he cannot see (those hidden behind larger objects). If there is already an antenna on a given object, a player may not add another antenna.
Note: An antenna does **not** cause an object to become any taller!

Each player does this in clockwise order until all rows have been scored and all possible antennas have been placed.

Example:

Red *still sees* ***3 objects*** *in* ***row B*** *(continuing the above example).*
In step 2, ***Red*** *places antennas. He only places* ***2 antennas****, because the 3rd object already has an opponent's antenna.*

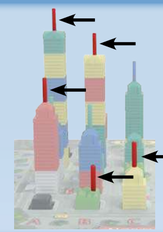


This is an antenna that ***Green*** *placed earlier.*

2. Score points for antennas
Now each player counts the antennas he has placed throughout the entire construction area. For each such antenna, a player scores **1 point**.

Tip: Whoever places antennas first will also score more points, so try your hardest to see as many objects as possible in your first row.
Note: This order of antenna placement (all players do row A, then row B, etc.) is only used in the introductory game. This leads to similar outcomes, but this is perfectly fine when you're just learning the game. Both the scoring of rows and the placement of antennas change when playing the full game (see page 9).

Example:
Now ***Red*** *counts all of his placed antennas.*
Red has a total of ***5 placed antennas****.*
He scores ***5 points****.*



(For simplicity, we are only considering rows A-C.)

3. Score points for the Skyscraper card
First, determine the tallest building. The player (or players) whose Skyscraper card depicts the district where the tallest building is located scores **3 points**.
When there are several buildings tied for the tallest building, they all count as the tallest building. In this case, all players whose Skyscraper card depicts a district where one of the tallest buildings is located scores **3 points**.

Note: Ignore the antennas when determining the tallest building.

It also does not matter whose floors and roof were used to create the highest building.

Example:

In this example, the tallest building is located here. This construction site belongs to 2 districts: the northwest and the northeast.





The players with the northwest and northeast district cards each score ***3 points****.*

Winner

Whichever player has scored the most points is declared the winner. If there is a tie, the tied player with the most placed antennas wins. If there is still a tie, then there are multiple winners.



Now that you have learned the introductory game, you should be familiar with the basic principles of Skyliners, and should have no problem with learning the additional rules. The changes and addition for the full game are explained below.

The Full Game

Setup

Set the game up as described earlier (pages 2 and 3). All game components will now be used. Please go back and read the sections with stop signs that we asked you to skip earlier.
Game setup continues following the steps described on page 4 and 5.

Gameplay

Beginning with the start player, the players take turns until **one** player has no **floors**  remaining in his player color. Finish going around the table (so that all players get the same number of turns) then proceed with the final scoring (see page 11).
On a player's turn, he must perform **2 actions**. Then the next player takes their turn, and so on.

The Actions:

I. **Construction**

II. **Construction or Planning**

The **first action** of each player's turn is always **construction**. However, a player **chooses his second action**: he may perform construction **or** planning.

I. Construction

The construction action is exactly the same as it is in the introductory game, as explained on pages 5 and 6.

II. Planning

As his 2nd action, a player may perform the planning action. He chooses 1 of his 5 Planning cards, and places it facedown in the Planning office in the orientation of his choice. By the end of the game, each player wants to have as many correctly placed Planning cards in the Planning office as possible. This is the main way of scoring points.


Planning card

What exactly is being planned?

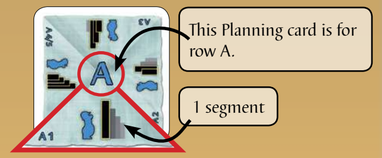
As in the introductory game, players want see objects in the rows of their skyline. However, the players must now plan exactly how many objects he expects to see in each row. In other words, a player's plans must match his actual skyline in order to score points at the end of the game. The Planning cards are explained in detail below.

How do I use the Planning cards?

Each player has 5 Planning cards. Each Planning card represents one row (A-E). This means that each player has exactly 1 Planning card for each row.

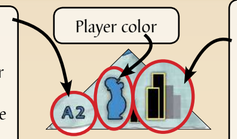
Each Planning card is divided in **4 segments**.

If a player wishes to perform the planning action, he must first decide which row he will plan. Then he chooses one of the 4 segments. Each segment depicts a different number of objects, representing the number of objects the player wishes to see in that row at game end.

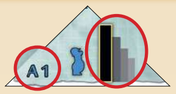


What do the individual segments mean?

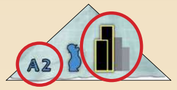
The letter (*A in this case*) represents the **row** where the player would like to see the objects at the end of the game. The number indicates **how many objects** (*2 in this case*) that the player would like to see in the given row.



This diagram is only intended to illustrate an example.
The bars with the yellow borders represent objects that the player wants to see.
The gray bars represent objects that are shorter than the objects in front of them. These are objects the player cannot see.
Important: This pictorial is only intended to be used as an abstract example. The objects on the card depicted in gray do not actually need to be on the board.



If the player places this segment in the Planning office, he will want to see **exactly 1 object** in **row A** at the end of the game.



If the player places this segment in the Planning office, he will want to see **exactly 2 objects** in **row A** at the end of the game.



If the player places this segment in the Planning office, he will want to see **exactly 3 objects** in **row A** at the end of the game.



If the player places this segment in the Planning office, he will want to see **4** or **5 objects** in **row A** at the end of the game. The points he scores will depend on whether he sees 4 or 5 objects.

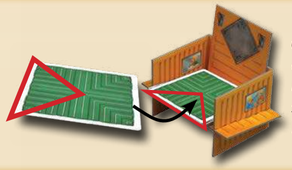
How does the player place a Planning card with the chosen segment in the Planning office?

The player holds the chosen segment between his thumb and forefinger. He then places the Planning card in the Planning office face down so that his opponents can not see what he is planning, and lets go of the card.

Example:



Green *would like to place segment C 3 in the Planning office. He holds it with his thumb and forefinger.*



Green *turns the Planning card facedown so that his opponents cannot see what he places in the Planning office.*

Note

- The Planning cards are evaluated at the end of the game during final scoring. Players must therefore submit their Planning cards in advance.
- Only Planning cards that have been placed in the Planning office can score points. A player who does not place any Planning cards will not score any points. Try to submit them earlier in the game, as the end of the game can sneak up on you.
- Remember that only correctly placed Planning cards score points. Those players who place correct Planning cards earlier will likely get to place more antennas. See the final scoring rules below for more detail.
- Planning cards only indicate how many objects a player wants to see at the end of the game. Where exactly in the row those individual skyscrapers and parks are located is irrelevant.
- If a player believes they are likely to forget how many objects they wanted to see, they are welcome to write it down somewhere.

Game End

The end of the game is triggered when **one** of the players has no remaining **floors** in his color (he might still have a park and/or roofs left). The game ends once all players have played the same number of turns (this means that the player to the right of the start player is always last to play). Then players proceed to final scoring.
Note: Parks and roofs are **not** floors, and are **not** considered when checking for the game end trigger. If a player has no roofs or parks left, but he still has floors, the game end is not triggered.

Final Scoring

During final scoring, players will finally score points for their **correct Planning cards**, as well as bonus points for their **antennas**. In addition, they might also score points for their **Skyscraper card**.

1. Score points for correctly placed Planning cards

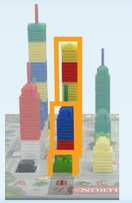
The start player folds the Planning office's insert shut and removes it from the container. He then flips it over and removes the square intermediate floor. The intermediate floor is no longer needed and is placed to the side. The players now see the triangular section that reveals the first placed Planning card. Only the section of each Planning card that is visible in this triangular section will be used to score points.
Review the Planning cards, one by one, and score points for those that are correct.
Note: The players only score points for Planning cards that were correctly placed in the Planning office.
Note: Placing your Planning cards earlier means more chances to place your antennas.

Only the visible segment of each Planning card will be scored.



Example:

Red *sees 3 objects in row B.*



A. Check how many objects the player can see in that row.

The visible section of the current Planning card is evaluated. For each card, the start player communicates:
- which player the Planning cards belongs to
- and how many objects this player had planned to see in which row.

Reminder: *For details on how a Planning card should be placed in the Planning office, see page 10.*
The player to whom the Planning card belongs looks at the row being evaluated. He shares the number of objects he can see in that row.

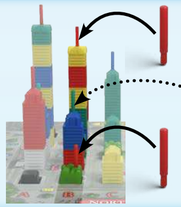
B. Is the Planning card correct?

A Planning card is correct if the player can see the **exact same number** of buildings as indicated on the Planning card. If so, the player scores **1 point** for each object he can see in that row.
In addition, he might also place antennas on these buildings. As explained in the introductory game, the player now places one of his antennas on each object he can see in that row that does not already have an antenna.

Example:



Red *placed this Planning card in the Planning office. He wanted to see* ***3 objects*** *in* ***row B****, and he does. The Planning card matches the player's view and is therefore correct. He scores* ***3 points****.*



Red *only places* ***2 antennas****, as the 3rd object already has an opponent's antenna on it.*

This is an antenna that ***Green*** *placed earlier.*

Note: If a player sees a different number of objects (greater or fewer) than is listed on the Planning card, he scores **no points.**
In this case, he places no antennas either.

Special case: Each player has 10 antennas. Should any player exhaust their personal supply, they immediately score **1 point** for each futher antenna they **would** place, but cannot.

2. Score points for antennas

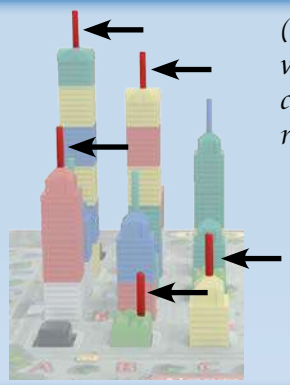
After all Planning cards have been evaluated and scored, each player counts how many antennas he has placed. Exactly as in the introductory game (page 9), players score **1 point** for each of their placed antennas.

3. Score points for the Skyscraper card

The Skyscraper cards are also scored like they were in the Introductory game, as explained on page 9.



Example:
Now ***Red*** *counts all of his placed antennas.*
Red has a total of ***5 placed antennas****.*
He scores ***5 points****.*



(For simplicity, we are only considering rows A-C.)

Winner

Whichever player has scored the most points is declared the winner. If there is a tie, the tied player with the most placed antennas wins. If there is still a tie, then there are multiple winners.

Changes for 2 and 3 Players

The changes required to play with 2 or 3 players are described below. Any element of the game not mentioned here remains the same as in a 4-player game. After setup is complete, place all unused components to the side.

2 Player

- The two players must sit next to each other. This means that they play on 2 neighboring sides of the game board. **They do not play opposite each other.**
- Each player takes **16 floors** in his color.
- During setup, create a pile of **12 Starting Setup cards**, which the players will take turns drawing in order to place neutral floors.

3 Player

- Each player takes **14 floors** in his color.
- During setup, create a pile of 9 Starting Setup cards, which the players will take turns drawing in order to place neutral floors.

Storing the Game

After storing the components in the box, turn the game board 90° to cover the antenna compartments. This will prevent the components from moving around and becoming disorganized.

Short Overview

4 Players

Each player gets:
- 12 floors
- 10 antennas
- 2 roofs
- 1 park

Starting Setup cards: 6 cards

3 Players

Each player gets:
- 14 floors
- 10 antennas
- 2 roofs
- 1 park

Starting Setup cards: 9 cards

2 Players

Each player gets:
- 16 floors
- 10 antennas
- 2 roofs
- 1 park

Starting Setup cards: 12 cards

The designer and publisher would like to thank the playtesters for all of their hard work. And as always, a very special thanks to Dieter Hornung. We would also like to offer special thanks to Christof Tisch for his contributions to the game. Gabriele Bubola: "First of all, I would like to thank my wife, Laura, for supporting (and putting up with) me. She is my first playtester and the first person with whom I share my ideas. She was the first person to play Skyliners on the bed with me when I exclaimed: "It works!" Second, I cannot forget my friend Federico Latini, who always had an answer for every one of my questions, and without whom my game design would never have improved. Last but not least, thanks to Hans im Glück for believing in Skyliners."

Rules editors: Gregor Abraham and Hanna & Alex Weiß
Special thanks to Adam Marostica for the English text and Mike Young for proofreading.

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