

SKYSCRAPPERS

In the big city, the sky is the limit and the world is your canvas. Few dare to push boundaries to the breaking point. You are one of those few, dear gamer. But dreams have to be forged in reality, and your reality is that you are broke. Your city won't give you a permit to build if you don't grease the wheels a little with the friendly local construction families...err, firms. To reach your dreams you'll need to provide favors for the six controlling mafia families to gain construction materials and hope your hard work doesn't come tumbling down. The sky is the limit, here you come!



1-6 Players



30 min.



12+

OBJECT

Collect construction materials through 3 rounds of rolling and then use the parts you collect to build the tallest Skyscraper you can in one minute.

CONTENTS & SETUP



1. Place the six sets of 24 construction materials (yellow dice, black octagon boxes, orange sticks, red chevrons, blue meeples and a hodgepodge of white objects) out in groups on the playing surface.
2. Place a blue die with yellow pips on it next to each pile so that each die has a different face pointing up (1 through 6).
3. For fewer than six players, each player should take a set of six dice (purple, blue, red, green or black). See 6-Player, Solo and Alternate Rules for the 6-player setup.
4. Set aside the 60-second sand timer and tape measure for later use.

HOW TO PLAY

Skyscrapers is played over three rounds where all players simultaneously complete a rolling phase and collecting phase. Then players complete a final building phase.

Rolling Phase:

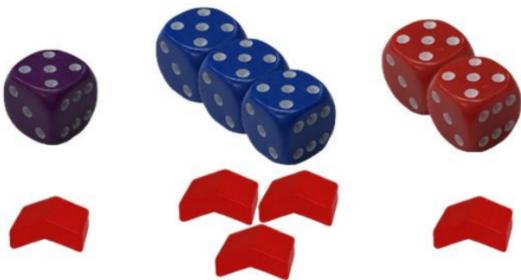
1. Roll all remaining dice. (You'll start with 6 but have fewer after each roll).
2. Select one of the numbers you rolled. Place **ALL** dice matching that number near the pile of construction materials that matches the number. You must select a number; it doesn't need to be the one you rolled the most of.
3. Repeat step 1 until you have placed all your dice.



Example: Roll all 6 dice. Place the 4s next to the 4 pile. Now roll the remaining 4 dice for your next roll.

Collecting Phase:

1. The player with the most dice at each pile of construction materials has earned the most favor with the family and gets to take a number of construction materials equal to the number of dice they have at the pile.
2. All other players are deemed to have given a minor favor to the family and get to collect one construction material for each pile they have dice at.



Example: Blue has the most 5s and collects 3 chevrons for 3 dice. Red and Purple each collect 1 chevron for placing 5s.

For the pile of white objects, collection order is determined by the number of dice at that pile. In all cases where there is a tie, all tied players collect the same number of materials and a roll to see who has the highest number can be done to break ties when necessary to determine order of collection. If a construction material runs out, no more of that item can be collected.

All players now collect their dice back. Play moves on to the next round. After three rounds, the final building phase begins.

FINAL BUILDING PHASE

In the final building phase each player has 60 seconds to stack as many of their construction materials as they can into a tower before time runs out. Pieces can be stacked however you'd like. When the timer runs out, the tallest standing Skyscraper is the winner. Use the included tape measure if there is a doubt as to who won. If there is a tie, the player who used the fewest construction materials is the winner.

6-PLAYER, SOLO & ALTERNATE RULES

In 6-player game, each player with a standard starting set of six dice should replace one of the dice calling out a construction materials number with one of their own. The five dice replaced this way will now serve as the set for the sixth player and each player will only be working with five dice. All other rules remain the same.

In solo play, the player should follow the same rules as the base game. This will lead to the player getting a straight one-to-one set of pieces as the number of dice rolled. After building the Skyscraper, use the tape measure to see how tall it is. Record that height and try to improve in the next game.

For those builders who need a little more player interaction, you can have each player give a die to the player on their right (right and left if you want even more interaction). When rolling the same rules apply, but during collection determine most dice and number of construction materials is based on the owner of the die.

CREDITS

The following people made this game possible.

Game Concept: Chris Romansky

Artwork: Chris Romansky

"[Skyscrapers from a low angle view](#)" by Designed by fanjianhua / Freepik is licensed under [CC BY 2.0](#)

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