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### Components
- 76 Floors (16 each in 4 colors: blue, yellow, green, red; and 12 white)
- 40 Antennas
- 8 Roofs (2 each in 2 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 to 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 6 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 3 scoring seagulls in his player color. Additional seagulls are simply used as spare parts.

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

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.

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What is a Starting Setup card and where do I place the neutral floors?

Take the pile of Starting Setup cards (the ones with a crane on the back) that you prepared during setup.

In this introductory game, you simply want to see as many objects as possible.

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.

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 highlighted 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 ‘s point of view. A bird’s eye view of the construction area.

Red places a neutral floor on the 4th 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:

The neutral floor placed earlier by Red.

Now that all the neutral floors have been placed, the construction area might look a little something like this:

The neutral floor placed earlier by Red.

Once the first neutral floor is placed, the players begin to think about the best strategy to place the remaining floors.

The following must be observed during construction:

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.

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.

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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.

Overview

Whenever 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.

Red places a neutral floor on the 4th construction site in row E from his point of view.

Red’s point of view. A bird’s eye view of the construction area.

Red’s point of view. A bird’s eye view of the construction area.

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

### 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.

### How do objects interact?

- A floor may only be placed on top of a floor.
- A floor may not be placed on top of a park.
- A roof may only be placed on top of a floor.
- A roof may not be placed on top of another roof.
- A roof may not be placed on top of a park.
- A park may only be placed directly on the ground.
- A park may not be placed on top of a floor.
- A park may not be placed on top of a roof.
- A park may not be placed on top of another park.

### 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.

### Here is an example of some height differences:

Each player always looks at the individual row 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 people 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.

<table>
<thead>
<tr>
<th>Construction Site</th>
<th>Player’s Point of View</th>
</tr>
</thead>
<tbody>
<tr>
<td>Floor</td>
<td></td>
</tr>
<tr>
<td>Park</td>
<td></td>
</tr>
<tr>
<td>Floor and Roof</td>
<td></td>
</tr>
</tbody>
</table>

Red can see these 3 objects.

Red cannot see these 2 objects.

### The Scoring Game

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.

At the end of the game, the tallest building should be in this district.
Each player does this in clockwise order until all rows have been scored.

Antennas do not cause an object to become any taller!

If there is already an antenna on a given object, a player may not add another antenna.

If a player sees (those hidden behind larger objects). If there is already an antenna on each object that he can see. The player scores 1 point for each object he can see.

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.

Game setup continues following the steps described on page 4 and 5.

Whoever places antennas first will also score more points, so try your best 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).

What is a district?

These 2 construction sites belong to the northeast and southwest districts.

What is a district?

The middle park belongs to all districts.

These 2 construction sites belong to the northwest and northeast districts.

This is the northwestern district.

This is the southeastern district.

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

This is an antenna that Green placed earlier.

The player scores points for visible objects.

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.

B. Place antennas.

Now each player counts the antennas he has placed throughout the entire construction area. For each false antenna, a player scores 1 point.

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 points, he moves his seagull forward on the scoring track accordingly. When a player scores points for the first time, he must hang Red's score card with the help of antennas. Players might also score points for their Skyscraper card.

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.

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

Gameplay

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.

The Full Game

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.

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Game setup continues following the steps described on page 4 and 5.

The FulIn the example, the tallest building is located in the northeast district. This construction site belongs to 2 districts: the northeast and the northwest.
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
The Planning card in the Planning office can be placed facedown so that his opponents cannot see what he is planning.

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 into 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 (1) and the number behind it (2 in this case) that the player would like to see in the given row.

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 5 objects in row A at the end of the game.

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 cannot see what he is planning, and lets go of the card.

This diagram is only intended to illustrate an example.
A Planning card in the Planning office face down with the chosen segment in the Planning office?
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**Special case:** Each player has 10 antennas. Should any player exhaust their personal supply, they immediately score 1 point for each further 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.

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**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.

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**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.

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**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.

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**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

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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.”

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