CLIENTS

VS

ARCHITECTS

A maze, race, optimization, competitive, card playing board game.

CLIENTS VS ARCHITECTS

> *Throughout history palaces were built for kings and temples for gods. This changed with the dawn of Modern Architecture in the 20th century. For the first time, architecture was a personal art, and the architect was the artist.*
>
> *Rich clients wanted status symbols at affordable prices, with famous architects to to design them. For many architects, these were monuments to themselves and price was no object. And why should it be? It was not their money!*
>
> *The result was unprecedented designs, extravagant prices, and unpredictable function. Some of the greatest designs were virtually unlivable. Maybe if their clients spent more money? I describe my personal histories of Modern Architecture in my book "From The Eye of the Beholder."*

Clients v/s Architects is a competitive game where each player represents both an architect and their client. Each architect works to gain as much of their client's funds as possible, while also working to secure more funds to spend on their project.
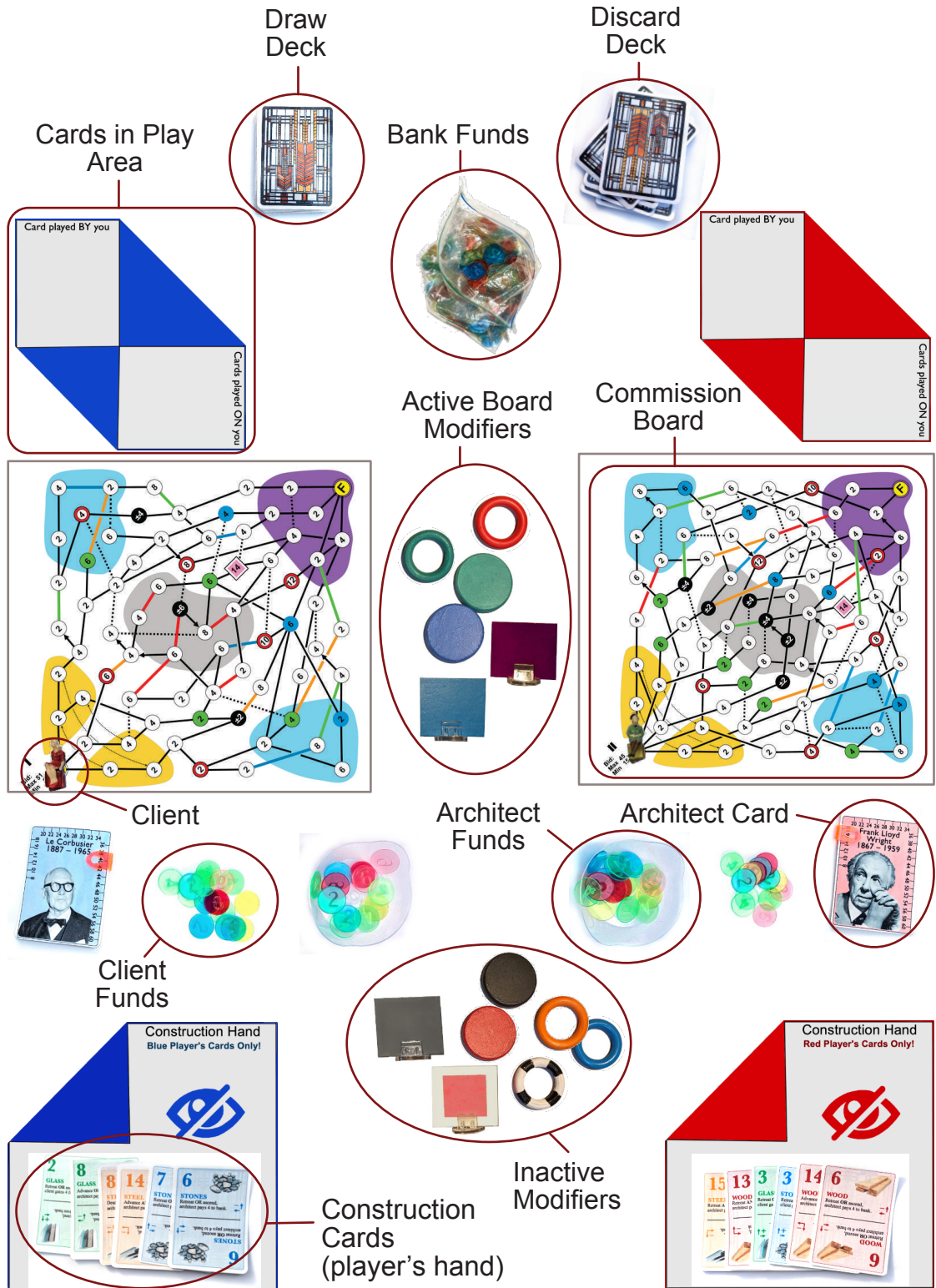
The puzzle involves navigating different mazes while playing cards whose combin– ations open and close various maze actions, paths, and areas.

The Setup

The Tabletopia version of the game is played with 2 players. Each player has their own board.

> *Louis "Kahn believed that all buildings had intrinsic spiritual functions that transcended the circumstantial and local requirements of the site, construction technology, and the commissioner's purpose. The spirit of a building was timeless; once an architect discovered this poetic inner essence, the rest was easy."*[1]

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[1] Withold Rybczynski (1992). *Looking Around*, Penguin: 126.

Draw Deck

Discard Deck

Cards in Play Area

Bank Funds

Card played BY you

Cards played ON you

Card played BY you

Cards played ON you

Active Board Modifiers

Commission Board

Client

Architect Funds

Architect Card

Client Funds

Inactive Modifiers

Construction Hand
Blue Player's Cards Only!

Construction Hand
Red Player's Cards Only!

Construction Cards
(player's hand)

A 2-Player Setup

Detailed Rules – Tabletopia Version

Game Play
A game for two players

Rules

The Tabletopia rules are a shortened version of the full game designed for beginners. I've skipped the initial competitive bidding for the board of each player's choice as first-time players don't yet know the strategies and rewards that the different boards offer.

I've laid out the game for two players, assigned a board to each player, and given each players' client that maximum funds for their board.

Because of this "quick start," the Architect and the Commission cards are not used. Gameplay begins with each player being dealt 6 construction cards with their client pawns on the starting space (marked "S") on each player's board.

NOTE #1: A "move" is the actions a player takes when it's their turn. A "round" consists of each player taking their turn consecutively. The game isn't complete until each player has taken their turn in the final round.

Tabletopia Mechanics

The Tabletopia game board is setup for two players playing side by side. The left players is number 1 and has blue outlined areas, the right player is number 2 and has red outlined areas.

Each of the players have their own playing boards, which are the diamond shaped boards on either side of the table. Each player's client pawn has been placed on their board's starting space.

MOVING YOUR VIEW: to move the table for a better view, use the left mouse button to left click on any area of the table that does not have any object and drag in any direction. Click and drag with the right mouse button to change the camera angle. The scroll wheel zooms in and out.

MOVING OBJECTS: Left click and drag any movable object. Hold down the Shift key while dragging to create a marquee that will encircle a group of objects and select and move them all.

STACKING OBJECTS: To stack identical objects, like cards, move one object over another an hold it above the lower object until the lower object turns orange. Then release and the upper object will fall directly

on the lower object and, when you move your mouse over the combined objects, the number of objects in the stack will appear.

Stacking is an essential skill in managing the card deck as the discarded cards will need to be stacked before they can be recognized as a deck and offer you card deck options.

Right clicking on an object opens a context menu that allows you to select an action appropriate for that object. This is necessary for performing card deck related actions.

For example, right clicking on a deck of cards offers the options: shuffle, deal, draw, take, flip, and lock/unlock described as follows.
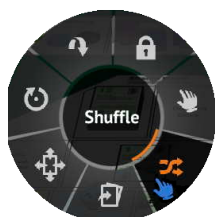
Shuffle the deck. Do this at the start of every game and whenever you move the Discard deck back to the Draw deck.

Deal a hand of 6 cards to each player at the start of a game.

Draw cards to your own hand. Do this after each turn to replenish your hand to have 6 cards. The cards you draw will appear in your hand at the bottom of the screen, visible only to you.

Take cards removes them from the deck and places them on the playing board, not in your hand. You can then move them to your hand, but it will save you a step just to Draw them to your hand instead.

Flip turns the selected cards face up or face down. Flip your cards face up once you've drawn them to your hand. After you've depleted the Draw card pile, take the discard pile and flip it face down before placing in the Draw card location, and then shuffling it.

You won't need to lock the deck, and if you do accidentally, then unlock it.

1. Shuffle and deal 6 Construction cards (cards with one of the four different suits) to each player. When using the Dealt function the cards will appear in each players' hand at the bottom of the screen. Turn them face up using the Flip function, or click on a card to highlight it, the press the "F" key. To show or discard cards, move them to the playing table.

    Winning Commissions
    In the Tabletopia version, the player boards are assigned at the start.
2. Each player starts with Client funds equal to the amount shown on their board.
3. Money money are placed in the Client Funds are beside each commission board.
4. Each token is marked with its denomination. Gold tokens are worth 10.
5. Each player's client pawn starts on the starting circle, marked "S," on their commission board.

Moving Across the Board

6. The player on the left plays first, with board number I.
7. Players take turns moving their client pawns from one space to the next along the lines on their commission board.
◦   With each move to the right, the player's architect accumulates funds that come from their client according to the value of the space to which they move their client.
◦   With each move to the left, the player's architect returns funds to their client according to the value of the space from which they have moved their client.
◦   For moves along vertical lines, the direction forward is marked with an arrow. Moving forward gains funds for the architect; moving backward returns funds to the client.
◦   Keep the accumulated architect funds in a separate bowl or location.
8. Players cannot move into the BLUE, GRAY, or PURPLE areas unless those areas have been opened by card-play. If they have

moved into those areas when they areas are open and then the areas are closed, they can remain in the areas or move out of them, but they cannot reenter an areas that is closed.

9.   The YELLOW areas are always open.
10.   Players can always move across the colored lines but the colored lines have no special effect until they are activated by card-play. The exception is the dashed lines. Dashed lines can only be crossed when they're open.
11.   Players must move their client on each turn. If they cannot make any move for lack of either client or architect funds, then they are bankrupt and out of the game.

Card Play

12.   Player's must play one or more Construction card during each turn. If they play no cards, then they must at least discard one card and draw a replacement.
13.   Each player can play at most one of each of the 5 types of Construction card plays, but no more than one play of each type:
   ◦ **1** card affects your client only.
   ◦ **2** cards of the same number that affect the opponent's client. A play that affects the other player's client affects only their client.
   ◦ **3** cards that affect the lines or spaces of the playing boards. These plays affect BOTH players' boards.
   ◦ **4** cards affect the areas of BOTH players' boards.
   ◦ **5** card affects your client only.

14.   After each card play, each player's hand is restored to 6 cards by picking new cards from the Construction deck. When the Construction Deck is exhausted, the discards are shuffled and become the new Construction Deck.
15.   A card can only count toward one or another type of card play in a player's turn. Cards do not toward more than one action in a given turn.
16.   When a card play affects all playing boards, a flag marker is set In the marked areas in the center of the board for all players to see.
   ◦ Plays affecting colored areas are indicated by the corresponding square colored tile.
   ◦ Plays affecting colored spaces are indicated by setting out the a round colored disk.
   ◦ Plays affecting colored lines are indicated by setting out a colored ring.
17.   Amount of funds earned or lost on each move is modified if the colored lines that's crossed has been activated, as listed below in the Card Group Effect section.

18. Extra funds are given by the central bank to a player's client, or returned to the central bank from each client, for each single card play, as indicated on the card.
19. Extra funds are given by the central bank to an opponent's client, or returned to the central bank from an opponent's client, for each two-card play directed at an opponent, as indicated on either one of the identically numbered cards.
20. Extra movements between colored spaces and across dashed lines are possible when those spaces and lines are made active by the card plays shown in the Card Group Effects section.

Each Player's Objective

21. Each player's aim to finish their commissions by reaching the finishing space, which is marked "F," with their architect having earned more funds than the other player's architects.
22. They do this by moving their client around the board in such a way that pays the most funds to their architect without bankrupting their client.
23. Clients go bankrupt when they have no more funds to pay for their move, of if a player's architect is obliged to pay funds they do not have.
24. If any player's client or architect goes bankrupt before they reach the finish space, then the other player wins the game.
25. Any player's commission is complete when their client reaches the final space labeled "F." Once a player's client reaches the final space, that player's game is over. The cards in their hand are returned to the discard pile. Their score is equal to the total funds their architect has earned.

The Endgame

26. On the round starting after whichever player first completes their commission by reaching their final space, no new cards are drawn by the remaining player. The remaining player completes the game, playing out their hands.
   ◦ **NOTE #2**: this occurs on the round AFTER the first commission is completed. That is, the other player gets to complete their turn normally for that round.
27. On all subsequent turns, the remaining player's gains are cut in half, so each move gains only half of what's shown on the board. This reduction affect the rewards shown on the board, earned by crossing lines, or due to any cards played.
28. The penalties for moving backward continue the same as before, withdrawing funds from the architect to the client or back to the bank in the amount shown on the space retreated to, whatever lines are in effect, and whatever cards are played.

29. If the bank runs out of funds, then the game continues without any more funds due from the bank.

Determine the Winner

30. Once all players have either completed their commissions or gone bankrupt, the game is over.
31. The architect with the most funds wins.

Construction Cards

Cards numbered 1 through 15 in 4 suites: **WOOD**, **STONE**, **STEEL**, **GLASS**

1. Ascend **OR** advance, client **gains** 4 funds from bank.
2. Retreat **OR** ascend, client **gains** 4 funds from bank.
3. Retreat **OR** descend, client **gains** 4 funds from bank.
4. Descend **OR** advance, client **gains** 4 funds from bank.
5. Ascend **OR** advance, architect **pays** 4 to bank. (See Note #3.)
6. Retreat **OR** ascend, architect **pays** 4 to bank. (See Note #3.)
7. Retreat **OR** descend, architect **pays** 4 to bank. (See Note #3.)
8. Descend **OR** advance, architect **pays** 4 to bank. (See Note #3.)
9. Retreat at no cost or gain.
10. Move TWO spaces in any direction, pay cost or gain from the second move only.
11. Move **THREE** spaces in any direction, pay cost or gain from the third move only
12. Advance **AND** descend, architect **pays** 4 to bank. (See Note #3.)
13. Retreat **AND** descend, architect **pays** 4 to bank. (See Note #3.)
14. Advance **AND** ascend, architect **pays** 4 to bank. (See Note #3.)
15. Retreat **AND** ascend, architect **pays** 4 to bank. (See Note #3.)

NOTE #3: If the architect is ever required to pay funds they don't have, their client must pay the balance for them. If neither have the funds, then that player is bankrupt and out of the game.

NOTE #4: Advance means any move that follows a line in a positive direction, while retreat is a move in a negative direction. Ascend is any move upward; descend is any move downward.

Card Group Effects

2-card Plays

Two cards of the same number can be played onto thr opponent. On the opponent's next turn they must move as dictated by the cards played on them if they are able, instead of playing a single card on themselves. If they are not able, because they cannot move into a closed area or across a dashed line, then the cards played on them have no effect and are discarded.

Only one pair of cards can be played on a player by one opponent for that player's turn. If the cards require the architect return funds that the architect does not have, then the architect's client must make up the difference. If neither the architect nor their client have the required funds, then that player is bankrupt and is out of the game.

3-card Straight

Play 3 consecutively numbered cards that do not include a **STONE** cards to activate/deactivate **BLUE** lines: any client who who travels along a **BLUE** line gains <u>additional half</u> of the sum of the points at both ends (paid by the bank).

Play 3 consecutively numbered cards that do not include a **STEEL** cards to activate/deactivate **ORANGE** lines: any client who who travels along an **ORANGE** line loses <u>half</u> of the sum of the points at both ends (paid to the bank).

Play 3 consecutively numbered cards that do not include a **GLASS** cards to activate/deactivate **GREEN** lines: any client who who travels along a **GREEN** line gains <u>additional sum</u> of the points at both ends (paid by the bank).

Play 3 consecutively numbered cards that do not include a **WOOD** cards to activate/deactivate **RED** lines: any client who travels along a **RED** line loses the <u>sum</u> of the points at both ends (paid to the bank).

3-card Hand

Play any three cards of different suits to open/close the **<u>DASHED</u>** lines on all boards. Until the **<u>DASHED</u>** lines have been opened, they cannot be crossed. Once opened, **<u>DASHED</u>** lines behave like other lines.

3-card Flush

Play any 3 **STONE** cards to activate/deactivate the **BLUE** spaces on all boards. When a client lands on an active **BLUE** space they can immediately go to any other **BLUE** space and earn the average of the values at the two

BLUE spaces. When they next move, they must move forward from that **BLUE** space.

Play any 3 **GLASS** cards to activate/deactivate the **GREEN** spaces on all boards. When a client lands on an active **GREEN** space they can immediately go to any other **GREEN** space and earn the average of the values at the two **GREEN** spaces. When they next move, they must move forward from that **GREEN** space.

Play any 3 **WOOD** cards to activate/deactivate the **RED** CIRCLED spaces on all boards. When a client lands on an active **RED** CIRCLED space they immediately go to the **RED** CIRCLED space with the next higher number and collect the number shown on the original **RED** space they landed on. If they move to the **RED** space with the highest value (12), then move to the **RED** space with the lowest value (2). When moving back from a **RED** space, return to the **RED** space with the next lower value and return the value shown on the **RED** space first landed on.

Clients must move forward on their next move. They must move off a **RED** space before they can return to it and be transported again.

Play any 3 **STEEL** cards to turn the positive reward shown on all the ±**BLACK** spaces into their negative value. Negative values remain in force until the ±**BLACK** spaces are turned back to the positive.

Play any 3 **STEEL** cards again returns the reward on all the ±**BLACK** spaces to their positive values. Positive values remain in force until the ±**BLACK** spaces are turned to the negative.

Note that when moving...
— to a **+BLACK** space, the architect gains from the client the amount shown,
— back from a **+BLACK** space, the architect refunds to the client the amount shown,
— to a **-BLACK** space, the architect refunds to the client the negative of shown amount,
— back from a **-BLACK** space, the architect gains from the client the negative of shown amount.

4-card Flush

Playing any four cards of the same suit gains the architect 4 funds from the bank and flips all clients in the starting **YELLOW** area from the lower to upper, or upper to lower half of every commission board. This applies only to those clients on the 6 spaces in the **YELLOW** area for this turn only.

This 4-card hand can be played repeatedly by the same or different players on

consecutive moves. The places that are flipped and the places they flip to are indicated by dotted lines that connect the upper and lower halves of the **YELLOW** area. No other spaces are affects.

Two Sets of Two-of-a-Kind

Play any two sets of Two-of-a-Kind (Two-of-a-Kind is any two cards in the same suit) in the natural suits—a Two-of-a-Kind of **STONE** and a Two-of-a-Kind of **WOOD**—to open the **BLUE** areas (top and bottom).

Play any two Two-of-a-Kind in the manufactured suits—a Two-of-a-Kind of **STEEL** and a Two-of-a-Kind of **GLASS**—to open the **GREY** area (center).

Play one pair of **STEEL** and one pair of **STONE** to open all the **PURPLE** areas (surrounding the "F" finish space).

One one pair of **GLASS** and one pair of **WOOD** to enables/disables the **PINK SQUARES**. Clients cannot move to the **PINK SQUARES** unless they are enabled but they can move off them after they've been disabled.

5-card Flush or 5-card Run

Playing any five cards of the same suit, or any five consecutively numbered cards of any suits awards an architect 10 funds from the bank.

The Villa Savoye

"It's raining in the hall, it's raining on the ramp, and the wall of the garage is absolutely soaked. What's more, it's still raining in my bathroom, which floods in bad weather, as the water comes in through the skylight... After innumerable demands on my part, you have finally accepted that this house which you built in 1929 is uninhabitable."

— **Madame Savoye**, in a 1937 letter to the architect, Le Corbusier, concerning the state of the Villa Savoye.