

DAVID SHORT

# SKYLINE

## RULEBOOK



DICE GAME  
FAMILY GAME

**10+**  
AGE RANGE

**15m**  
PLAYTIME

**1-4**  
PLAYERS

# GAME CONTENTS



25 X Ground Floor Dice  
28 X Upper Floor Dice  
7 X Penthouse Dice



8 X Height 1 Buildings  
20 X Height 2 Buildings  
6 X Height 3 Buildings  
18 X Height 4 Buildings  
4 X Height 5 Buildings  
4 X Height 6 Buildings



1 X Status board  
1 X Status Marker

# DICE FACES

## PENTHOUSE DICE



## UPPER FLOOR DICE



## GROUND FLOOR DICE



# GAME GOAL

Build the best city skyline by grouping dice and constructing buildings in order to score the most points. Dice are rolled and placed in columns by type. Each column of dice represents a *building*. The taller the building, the more points it's worth. The more a player builds, the higher their score. The player with the best skyline wins!

# GAME SETUP

Place the Status Board in the center of the play area. Place the Status Marker on the 1 space indicating that the first round is about to begin. Next, place all of the dice near the left side of the Status Board grouped into three piles by type: Ground Floor dice, Upper Floor dice, and Penthouse dice. Additionally, place all of the Building Tiles near these dice. This area is called the *Construction Yard*.

Next, take 3 dice from the Construction Yard, 1 of each type (Ground Floor, Upper Floor and Penthouse), to place near the right side of the Status Board. This area is called the *Abandoned District*.

The player who has most recently visited a high-rise building is the *start player*. Turns are clockwise from this player.

Beginning with this start player and proceeding clockwise, distribute 3 Ground Floor dice. Give the start player a High-Rise Ground Floor, the 2nd Player a Mid-Rise Ground Floor, and the 3rd Player a Low-Rise Ground Floor. The 4th Player does not receive any Ground Floor dice. These dice start the game as an already built part of a player's skyline. When playing with fewer than 3 players, put the excess dice back in the Construction Yard.

**The game is ready to play.**



# GAME ROUND

Every round, beginning with the start player and proceeding in clockwise order, each player takes 1 turn. The player whose turn it is, is known as the *active player*. After each player has been the active player once, the round is over. At the end of the round, move the Status Marker forward 1 space, and begin the next round with the start player again.



## GAME TURN

Each turn, the active player must complete all 4 of the following steps in order:

1. Take Dice - 2. Roll Dice - 3. Take Actions - 4. Roll Again?

### 1. Take Dice

The active player takes dice using one of the following two options. These will be the active dice this turn:

- Any 3 dice chosen from the Construction Yard
- All dice located at the Abandoned District

NOTE: If the Abandoned District is emptied, restock it with 3 dice (1 of each type) before the next turn begins.

### 2. Roll Dice

The active player rolls their active dice.

### 3. Take Actions

The active player must choose 1 or more active dice to resolve, using one of the following 3 actions:

- **Abandon** : Move chosen dice to the Abandoned District
- **Build** : Build chosen dice by starting new building(s) or expanding existing building(s) (See *Build* on page 4)
- **Demolish** : Move chosen dice and one building from the active player's skyline to the Construction Yard  
(the existing building chosen may be a **Building Tile** or an entire column of dice)

### 4. Roll Again?

The active player must choose one of the following two options:

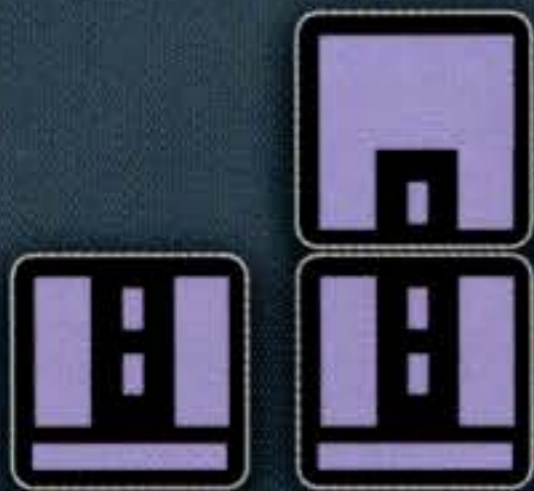
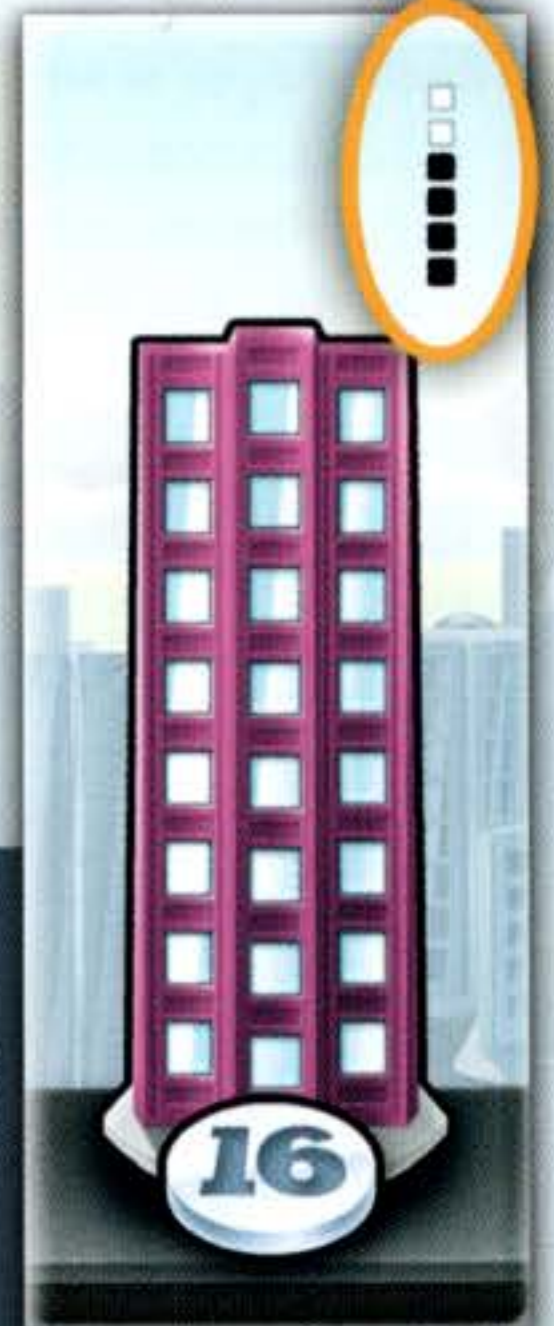
- **Continue** : Roll any number of remaining active dice and repeat steps 3 & 4.
- **Resign** : End the turn and move all remaining active dice to the Construction Yard  
NOTE: If the active player has no more active dice to roll, they must resign during this step.

# BUILD

When resolving dice using the Build action, the following requirements must be met:

- Once a die is added to a skyline, it is no longer considered a part of a player's active dice and may never be changed.
- Ground Floor dice can always be added to a player's skyline.
- Upper Floor dice and Penthouse dice must be added to a column of the same type (Mid-Rise with Mid-Rise, High-Rise with High-Rise). If a player does not have a column of the desired type, then the Upper Floor or Penthouse dice cannot be added to their skyline.
- Dice may never be inserted between two previously built dice.
- A Low-Rise building is considered *complete* as soon as an Upper Floor die is built onto it (see below for details).
- A Mid-Rise or High-Rise building is considered *complete* as soon as a Penthouse die is built onto it (see below for details).
- When a building is complete, replace the dice with a Building Tile of the same height. Move replaced dice to the Construction Yard.
- There is no limit to the number of buildings a player may have in their skyline.

The number of dice required to complete a building tile is represented by the black squares in the top right corner of the tile. The building below requires 4 dice (including Ground Floor and Penthouse).



## Low-Rise Buildings

- Must be made of dice with only Low-Rise sides showing
- Maximum Height 2
- Minimum Height 1
- Does not need a Penthouse die to be complete



## Mid-Rise Buildings

- Must be made of dice with only Mid-Rise sides showing
- Maximum Height 4
- Minimum Height 2
- Must have a Penthouse die to be complete



## High-Rise Buildings

- Must be made of dice with only High-Rise sides showing
- Maximum Height 6
- Minimum Height 3
- Must have a Penthouse die to be complete

# GAME END

The game ends with one of the following two events:

- The end of the 9th round
- The end of the round in which a player has completed a building that is 6 dice high (which is only possible with a High-Rise building)

After this last round, each player counts their skyline's score. The player with the most points wins! If two or more players' scores are tied, the player among them with the most completed buildings wins.

# GAME SCORING

Each player scores their own skyline following these steps:

1. Replace any remaining Low-Rise dice with Building Tiles
2. Discard any remaining dice that are a part of incomplete buildings
3. Add the points (silver numbers) at the bottom of each Building Tile

**83 POINTS!** The unfinished mid-rise did not score.

# SOLO PLAYER RULES

The standard rules are still valid except:

In a 1 Player game, when resolving dice, the Abandon action is not available. This means the Abandoned District will not be used at all in a solo game. Additionally, since there are no opponents, the solo player is challenging themselves to achieve the best score. Here are some levels to gauge performance:

## Solo Levels

- 40 Points = Project Manager
- 50 Points = Junior Architect
- 60 Points = Senior Architect
- 70 Points = Principal Architect
- 80 Points = Urban Planner
- 90 Points = Master Planner
- 100 Points = Urban Overseer

## Solo Scenarios

- Dubai : Finish with at least three Buildings of Height 3
- Essen : Finish without using the "Demolish" action
- New York : Finish with at least two Buildings of Height 5 or 6
- Sao Paulo : Finish with at least four Buildings of Height 4
- Shanghai : Finish with no Low-Rise Buildings built
- Toronto : Finish with only 7 total Buildings built
- Tucson : Finish with no High-Rise Buildings built

# SAMPLE ROUND

It is the beginning of the 3rd Round of a 3 player game. There are 3 dice at the Abandoned District.

## EILEEN'S SKYLINE

BEFORE



AFTER



Eileen is the start player. Her skyline looks like this (see "Before" image).

She chooses to take 3 Upper Floor dice from the Construction Yard:

She rolls them and gets:

She likes her results and decides to Build all 3 dice.

Her skyline now looks like this (see "After" image).

She resigns. Her turn is over.

## TIM'S SKYLINE

BEFORE



AFTER



Tim is the 2nd player. His skyline looks like this (see "Before" image).

He chooses to take 1 Ground Floor and 2 Mid Floor dice from the Construction Yard.

He rolls them and gets:

Since he is unable to build the , he decides to Build the .

He rerolls his two remaining active dice and gets:

He is unable to build either of those results, so he decides to Abandon

He rerolls his one remaining active die and gets:

He Builds this. His skyline now looks like this (see "After" image).

He resigns. His turn is over.

## DAVID'S SKYLINE

BEFORE



AFTER



David is the 3rd player. His skyline looks like this (see "Before" image).

He chooses to take all dice from Abandoned District which includes 1 Ground Floor, 1 Penthouse and 2 Upper Floor and Dice.

He rolls them and gets:

He Builds the .

He rerolls his 3 remaining active dice and gets:

Since he cannot build the and does not want to build the ,

he decides to Demolish one of his Height 2 Building Tiles. He

discards and one Height 2 Building Tile.

He decides not to reroll the , so he only rerolls his one other active die left and gets:

He Builds both the .

He moves this 3 height Mid-Rise to the Construction Yard and replaces it with a Height 3 Building Tile. His skyline now looks like this (see "After" image).

He resigns. His turn is over.

NOTE: Restock the Abandoned District at this time.

## CREDITS

Game Design:

**David Short**

Artwork:

**Gavan Brown**

Notable Playtesters:

**Eileen Short**

**Dennis Conners**

**Seth Jaffee**

**Rob Hoy**

**Matt Manis**

**Josh Martin**

David Short resides in Tucson, Arizona with his wife of 10 years, Eileen, and their two children, Kaia and Micah. He's worked for the last decade as an architect and graphic designer and plans to open his own design firm. He has a passion for sports (specifically basketball, tennis and volleyball), photography and of course board games.



David would like to thank...

His Creator for providing him a path to victory. His wife for her endless love, support and encouragement in this endeavor (especially since she was the primary playtester this time around). Michael Mindes for his relentlessness to produce a top notch product. Gavan Brown for providing a beautiful world for these dice to occupy. His family and friends for the joy they bring him. His local F5 gaming group for all the laughs and support. The local Gamesmiths design group for all the playtesting and comments.

And to everyone that sits down to play this, thanks for giving these dice some love. Hopefully this game will be a great excuse to gather friends and family around the table for an enjoyable time.



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