



# Game City

The game's components, including the cards, box, and rulebook, are in French. However, it is entirely possible to play without speaking French, as the text on the cards serves only as a guideline.

## Objective of the Game

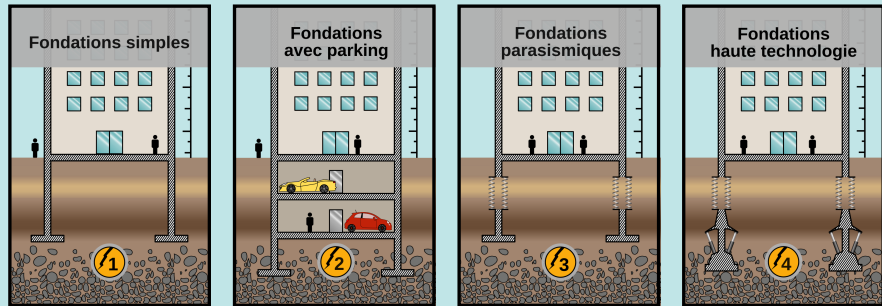
To have the most Prestige Points at the end of the game. Prestige Points are displayed at the bottom of certain Floor cards and on Prize cards.



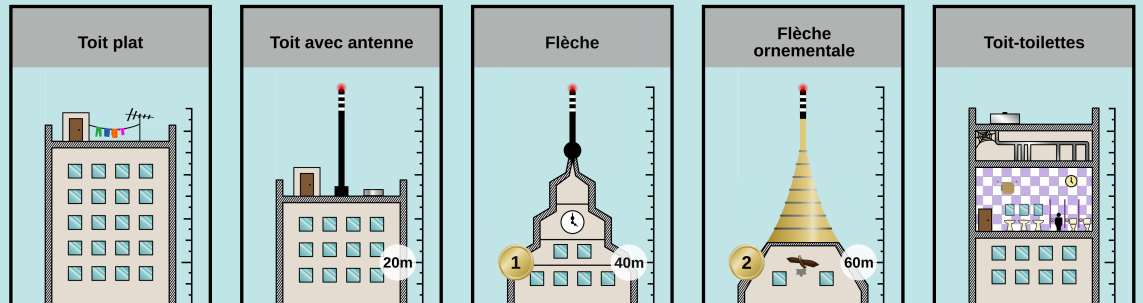
## Components

The game includes 128 cards:

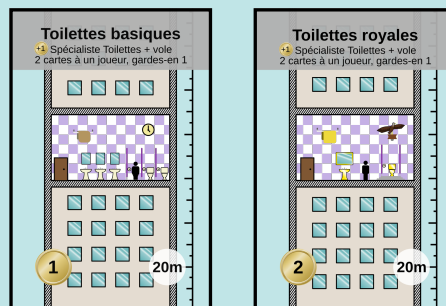
- 10 Foundations



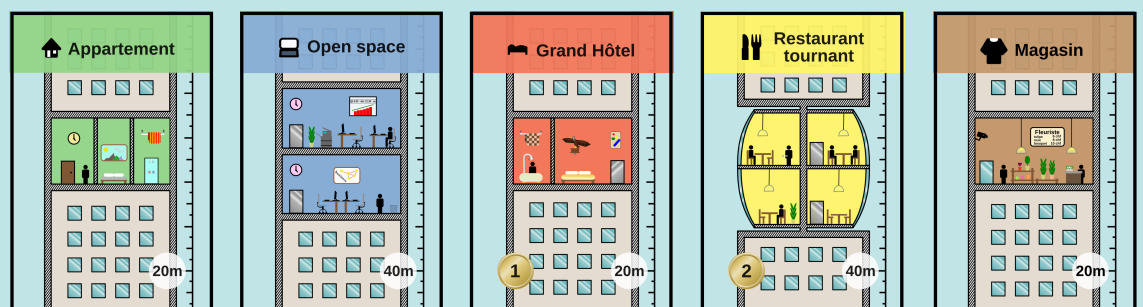
- 12 Roofs



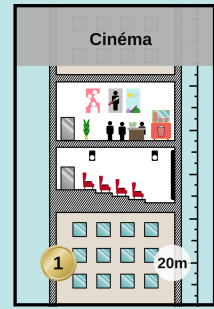
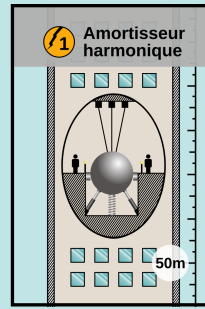
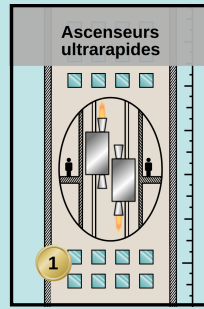
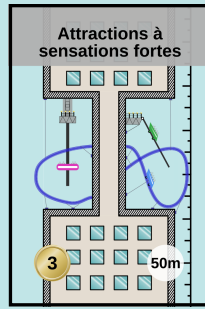
- 10 Toilets



- 35 Floors

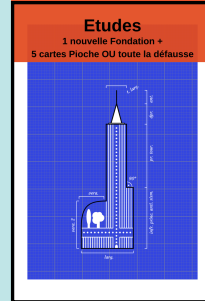


- 10 Special Floors

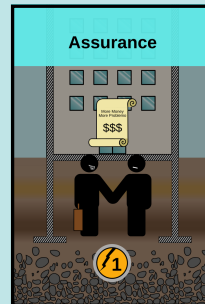


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- 10 Studies



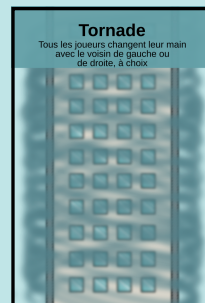
- 10 Insurance



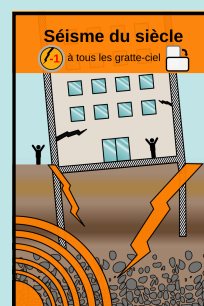
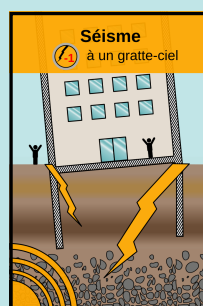
- 15 Prizes



- 6 Tornadoes



- 9 Earthquakes (+1 "Earthquake of the Century")



## Setup

- Place the Prize cards face-up where all players can see them.
- Use the same number of Tornado cards as there are players (remove any extra Tornado cards from the game).
- Prepare the number of Foundations, Toilets, Studies, and Roofs based on the number of players (remove the unused cards from the game):

# of Players	# of Foundations, Toilets Studies	# of Roofs
2 .....	5 .....	7
3 .....	6 .....	8
4 .....	8 .....	10
5 .....	9 .....	11
6 .....	10.....	12

- Shuffle the Foundation cards and create a pile. Reveal 2 cards for 2-3 players, 3 cards for 4-5 players, and 4 cards for 6 players. These visible cards become the initial construction sites.
- Shuffle the Roof cards and deal 1 to each player.
- Shuffle all the remaining cards (including unused Roof cards) to form the main deck and deal 4 cards to each player.
- In summary, the setup includes the following: visible Prize cards, a pile of Foundations with a few revealed, 5 cards in each player's hand, and a main deck.

## Player Turn

The oldest player begins, and play proceeds clockwise. On their turn, a player:

1. Plays one card from their hand.
2. Draws one card from the main deck.

Then, it is the next player's turn.

## Building Skyscrapers

Players work together to construct skyscrapers by stacking Floor cards. When adding a new card, slightly offset it upward so that the height and point values at the bottom of each card remain visible. Players cannot look at cards covered by higher floors.

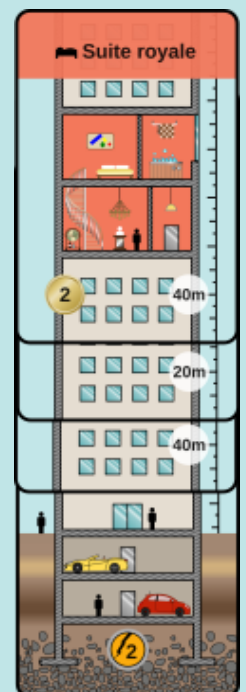
Players earn Prestige Points for skyscrapers they own at the end of the game. To claim a skyscraper, a player must place a Roof card, completing the building. They then take the skyscraper and place it in front of them. The height of the building is immediately calculated, and the player may earn a Prize (see Prizes). Prestige Points are only tallied at the end of the game. Once a construction site is completed, a new Foundation is revealed (if any remain).

## Skyscrapers Rules

Skyscrapers must meet the following conditions:

1. They must start with a Foundation and end with a Roof.
2. They must always have at least two Floors.
3. They must reach a minimum height of 100 meters (with some exceptions allowing 60 meters; see Prizes).
4. Ideally, they should include at least one Toilet floor (see Prizes).

The Foundations revealed during setup are the initial construction sites where players can place Floors. On each turn, players choose which site to build on.



# Cards

- **Foundations:** These start skyscraper construction and have varying resistance to earthquakes. The number at the bottom of the card indicates how many earthquakes it can withstand. For example, a "Foundation with Parking" resists one earthquake but collapses after two.

- **Floors:** These form the majority of a skyscraper and come in five categories: Residential, Offices, Hotels, Restaurants, and Shops. Each category has distinct colors and logos. Skyscrapers composed entirely of one category earn a Prize (see Prizes).

- **Special Floors:** These provide additional bonuses, like Prestige Points, and are often taller than regular Floors. The "Harmonic Absorber" ("Amortisseur harmonique") card, for instance, increases a skyscraper's resistance to earthquakes.

- **Roofs:** These complete a skyscraper and allow players to claim it as their own, placing it in front of them. Players may stack their claimed cards to save space but must always keep the Foundation's resistance visible.

- **Toilets:** Including a Toilet floor is important for skyscrapers; buildings without one incur a penalty (see Prizes). Playing a Toilet card also allows the player to take 2 cards from another player's hand and keep 1. Additionally, playing Toilet cards grant extra Prestige Points (see Prizes). The "Toilet Roof" card allows players to finish a skyscraper while ensuring it includes a Toilet. However, it does not allow stealing cards or gaining extra points.

- **Earthquakes:** These can destroy skyscrapers. When a player plays an Earthquake card, they choose a skyscraper (either owned or under construction) to attack by placing the Earthquake card on top of it. If the number of Earthquake cards equals the Foundation's resistance, the skyscraper collapses, and all its cards are discarded. If the skyscraper was owned, the player also loses any Prizes earned through that building.

The "Earthquake of the Century" card reduces the resistance of all skyscrapers in play, including the one owned by the player who used the card. Some skyscrapers may collapse, others may lose Insurance (see below), and a few may survive. Indicate the effects of the "Earthquake of the Century" by rotating the affected Foundations a quarter turn. This signifies a -1 resistance for those Foundations.

- **Insurance:** These provide protection against Earthquakes. The player chooses a skyscraper (either completed or under construction) and slides the card under its Foundation, granting +1 resistance. There is no limit to the number of Insurance cards a skyscraper can have. If a player has an Insurance card in hand, they may immediately insure a skyscraper they just finished constructing with playing a Roof, this is the only situation where a player can play two cards in a row. However, only one Insurance card can be played per turn.

If an Insurance card is played on a skyscraper already hit by an Earthquake, both cards are discarded. Similarly, if an Earthquake is played on an insured skyscraper, both cards cancel each other out.

- **Studies:** These allow players to explore the deck or discard pile:

If the player chooses the deck: they look at the top 5 cards of the deck, choose 1 to add to their

hand or play immediately, and places the remaining cards back on top of the deck in any order. If the player plays the card, they draw another to maintain their hand size.

They may also choose to replace all 5 cards in their hand. If they do, they place their previous hand on top of the deck in any order. However, they cannot play a card immediately after replacing their hand.

If the player chooses the discard pile: they may select any card from the discard pile but cannot play it immediately.

After using a Study card, discard it and reveal a new Foundation (if any are left).

- **Tornadoes:** These cause all players to exchange hands. The player who plays the Tornado decides whether to pass hands to the right or left. The Tornado card is then discarded. If the Tornado is played near the end of the game, only players with remaining cards in hand are affected.

## Hand Management

Players must always end their turn with 5 cards in hand. If a player uses a Toilet card to steal a card from another player, they do not draw from the main deck that turn. A player who starts their turn with fewer than 5 cards plays as usual and then draws cards to restore their hand to 5 by the end of their turn. If a player starts a turn with no cards, they draw 5 cards and proceed normally.

## Height Threshold

Players must build increasingly taller skyscrapers. Once a player completes a skyscraper, they establish a personal height threshold. Their next skyscraper must exceed this threshold, and so on. Each player has their own threshold to surpass.

## Prizes

When a player completes a skyscraper, they may earn a Prize (Players may not hold multiple Prizes for a single skyscraper, except with the "World Record"):

- **Mini-Skyscraper:** Awarded to the player who builds a skyscraper exactly 60 meters tall, meeting all Skyscrapers Rules (except the 100-meters minimum rule). If another player builds a 60-meter skyscraper, the Prize passes to the new building, and the previous skyscraper receives the "Faulty or Smelly" penalty (see below). If the skyscraper is destroyed by an Earthquake, the Prize is discarded or reverts to the previous holder.

- **Order and Unity:** Awarded to a skyscraper made entirely of Floors from the same category (see Floors). Gray cards (Special Floors, Toilets, Foundations, and Roofs) do not count. The skyscraper must meet all Skyscrapers Rules. If another skyscraper with a unique category is built, the Prize passes to the new one. If the skyscraper is destroyed by an Earthquake, the Prize is discarded or reverts to the previous holder.

- **Toilet Specialist:** Awarded to the player who adds a Toilet floor to a skyscraper under construction. For each additional Toilet card played, the player earns 1 Prestige Point. To track this, take the Prize or rotate it a quarter turn to indicate the extra point. There is no limit to how many players can earn this.



- **World Record:** Awarded to the tallest skyscraper. If a taller skyscraper is built, the Prize moves to the new building. If the skyscraper is destroyed, the Prize is discarded or reverts to the previous holder. In case of a tie, no one earns the Prize. The "World Record" is the only Prize that can be combined with another for a single building.



- **Faulty or Smelly:** A penalty applied to skyscrapers without a Toilet floor, those built by a player but shorter than their height threshold, or those under 100 meters. Such buildings are worth -1 Prestige Point, regardless of the total points from their Floors. The Mini-Skyscraper does not incur this penalty unless another 60-meter skyscraper is built, causing it to lose the Prize. The penalty is then discarded if the Mini-Skyscraper Prize is regained. Note that even Mini-Skyscrapers can suffer this penalty if they lack a Toilet floor.



If all 6 'Faulty or Smelly' cards are in use, a player may place multiple skyscrapers under the same card. This penalty cannot be combined with others.

## End of the Game

When the last construction site is completed, the game ends. All players then count the Prestige Points of their skyscrapers and any Prizes they have. Note that the 'Faulty or Smelly' penalty means that the entire building has a value of -1 Prestige Point, regardless of the total points from its Floors. The player with the most Prestige Points wins and is considered the best architect in the world!

If the deck runs out while there are still skyscrapers under construction, players continue playing their cards from their hand. Once a player has no more cards, the others may still play one. Finally, proceed to the counting of Prestige Points. Note that it is possible that the last construction site may never be completed.

## Non-Exhaustive List of the World's Tallest Skyscrapers (2024)

1. Burj Khalifa	Dubai, United Arab Emirates	828m
2. Merdeka 118	Kuala Lumpur, Malaysia	679m
3. Shanghai Tower	Shanghai, China	632m
4. One World Trade Center	New York City, USA	541m
5. Taipei 101	Taipei, Taiwan	508m
6. Landmark 81	Ho Chi Minh City, Vietnam	461m
7. The Shard	London, UK	310m
8. Commerzbank Tower	Frankfurt, Germany	259m
9. Pirelli Tower	Milan, Italy	127m
10. Espacité Tower	La Chaux-de-Fonds, Switzerland	60m



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