Stefan Feld
City Collection
3

NEW YORK CITY

A game for 1–4 players aged 14 and up.

Game description

New York is famous for its skyline – and now it's up to you to re-create this skyline, gaining as much prestige as possible.

The players are architects striving for success by raising funds to pay their team, preparing building plans to construct as many skyscrapers as possible, and influencing the press (which is helpful to break ties).

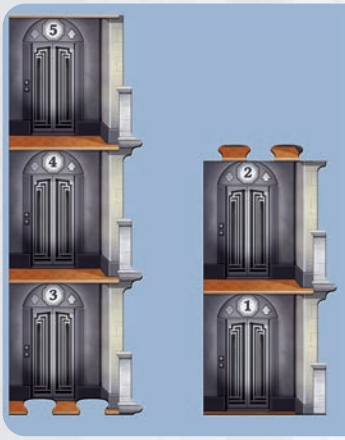
During each of the 5 rounds skyscrapers can only be built only in the borough where the Mayor is currently located; there are exceptions to this rule of course. At the end of the game you score majorities in the various boroughs, which will give you prestige points. The combined value of your team will be accounted for as well.

The player with the most prestige points at the end of the game is the winner.

General Components

1 Game board

Showing the boroughs of New York (with Jersey City added for the purpose of this game) in which the players build their skyscrapers, the prestige points track on which the players record their points, and Press Track that determines who wins ties.



1 "Elevator" display board

Character tiles will be stacked on this board. (page 7)

76 Character tiles

Characters grant bonuses during the game and points at the end of the game (see addendum).

26 dollars

Used to pay characters to use their ability. (see addendum)

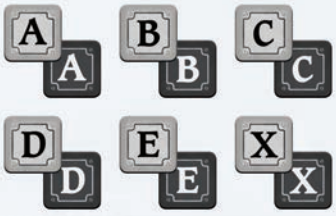
reverse

10 Prestige tiles (2 per vessel)

Increase the prestige of a borough and indicate which vessel must be used to do so. (page 11, "prestige")

1 Mayor token

Indicating the current borough in which skyscrapers may be built.



6 Sequence tiles (A, B, C, D, E, X)

Indicating the route the Mayor will take through the boroughs. (page 8, phase 0)

reverse

6 Base value tiles (6, 7, 8, 8, 9, 10)

These indicate the base prestige value of the boroughs.

Press *Prestige* *Elevator*

Dollars *Skyscraper* *Building plans*

105 Cards (7 types x 15 each)

Used for the 6 bids in each game round (pages 9/11).

Wild cards *Reverse*

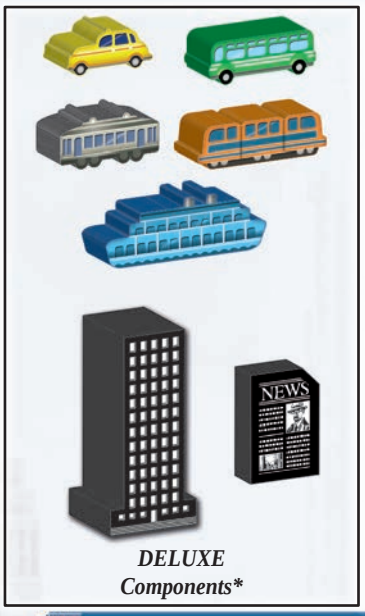
front side *reverse*

1 "Statue of Liberty" Bonus Tile

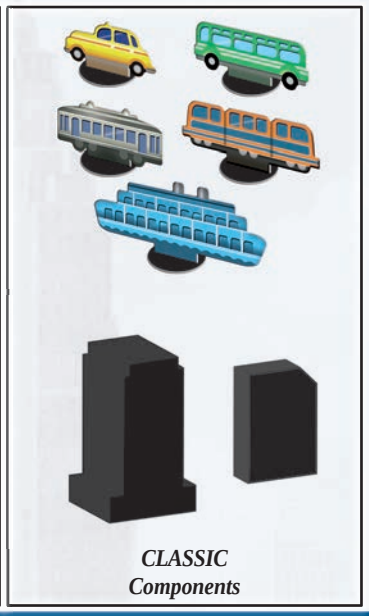
The Statue of Liberty indicates if the borough bonus has been awarded yet (pages 11 + 13, borough bonus).

1 Addendum

Includes more detailed explanations of all characters and their abilities plus standard terms and icons.



*DELUXE Components**



CLASSIC Components

10 Vessels (2 each of taxi, bus, streetcar, subway, boat)

Used when placing prestige tiles in the boroughs (page 11, "prestige").

12 Neutral Skyscrapers

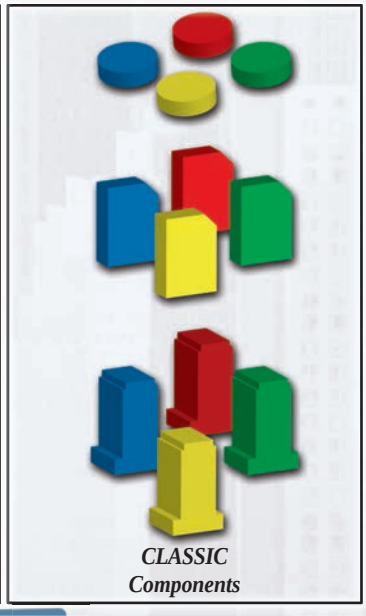
Placed in boroughs to make it harder for one player to gain a majority.

1 Neutral Press Token

The press token and skyscrapers of the neutral player influence both the Press Track and final scoring (page 12, final scoring).

Components for each player

*DELUXE Components**



CLASSIC Components

1 Score marker

Used to record the player's prestige points.

1 Press token

Used to record the player's influence on the Press Track.

20 Skyscrapers

Skyscrapers are built in boroughs and score points based upon who has the most in each borough. (page 13)

1 Summary card: "Final scoring"

1 Player board

Used to store the player's supply of skyscrapers (on the right) and dollars (on the left).

Character tiles should be attached to the top of the board, and cards displayed across the bottom.

Please note: *The game components are not limited. If you run out of dollars or skyscrapers please use any suitable substitute. Usually, this could happen only if Tom, the virtual player is involved (page 13).*

*This chapter shows both the material of the **DELUXE-Version*** as well as the **CLASSIC-Version**. From here on, only the material of the **DELUXE-Version*** is used in the illustrations. **The DELUXE** material can also be purchased separately.*
Further information on pages 18-19.

Setup

1. Put the game board in the center of playing area. – Example for 3 players
2. Place the Elevator display board next to the game board.
3. Sort the character tiles, first into light and dark backs, then each stack by their value (1-5).
   Shuffle each stack facedown. Place the stacks with dark backs on the corresponding spaces of the elevator and reveal the top four tiles of each stack.
4. The light tiles are the 12 start characters. Sort them in face-down stacks of 2 tiles each with the value 1 and 5.
   Then, reveal a certain number of stacks.

5. Shuffle the sequence tiles facedown and randomly place one in each borough. After all have been placed, turn them face up.
6. Perform the same procedure with the base value tiles, placing them next to the sequence tiles.
7. Mix the 10 prestige tiles and stack them facedown on the designated space.
8. Place the "Statue of Liberty" bonus tile on the designated space with the "4" side up.
9. Place the vessels on the connections between districts with matching colors.
10. Place the dollars in a convenient location.
11. Shuffle the cards and place them facedown on the table to form a draw deck.
12. Place 2 Neutral skyscrapers on each borough. With 2/3/4 players, place the neutral press token on the 8/7/6 space of the Press Track.
13. Place the Mayor next to the game board.

14. After choosing a player color, each player should:

A. Place the player board of their chosen color in front of them;

B. Form a supply of all skyscrapers of the player's color, then place 1 skyscrapper on the borough containing the "X" sequence tile.

C. Place 4 skyscrapers of their color on their player board.

D. Take 1 dollar and store it on their player board.

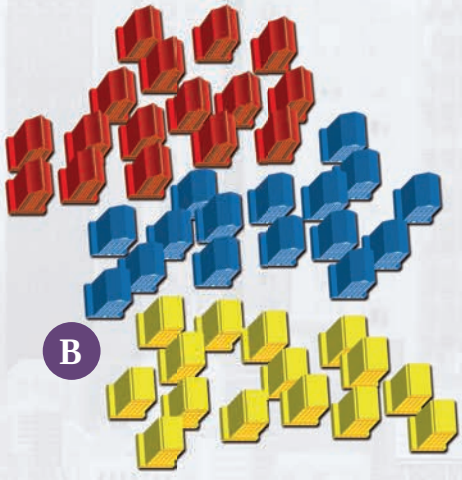
E. Place their score marker on the "0" space of the prestige track.

F. All players stack their press tokens in random order on the start space of the Press Track.

13

2

3



B

16

C

14

D

A

15

15. Each player takes 2 cards from the draw deck and places them next to the bottom edge of their player board. These cards are their "reserve." (Page 9, "General rules for bidding rounds").

16. In reverse order on the Press Track (bottom to top), players select 1 set of 2 start characters and places them above their player board.

17. All remaining start characters and player components colors may be returned to the game box.

Important Terms

Points track

A player gaining prestige points *(from now on "points" only)* advances their score marker on the points track accordingly. This marker records the prestige that the players accumulate during the game.

Example: Blue gains 3 points; his score marker advances 3 steps further on the points track.

Press Track

This track indicates each player's influence with the press, and will determine **player order** as well as all **tie breakers**.

Players are ranked on the Press Track based on the highest number, then from top to bottom if multiple players are on the same number. The Press Track is limited to 15 spaces. Any player reaching the final space is placed at the bottom of the stack of all tokens already there.

Example: In this example, red is ahead of yellow, who is ahead of blue.

Ties:

Ties are broken in favor of the player the who is farther ahead on the Press Track. This applies:

- when checking for the bonus in a bidding round *(number of played cards)*. In this case the neutral press token does not count.
- when checking majorities during the final scoring *(number of skyscrapers)*. Here the neutral press token counts.

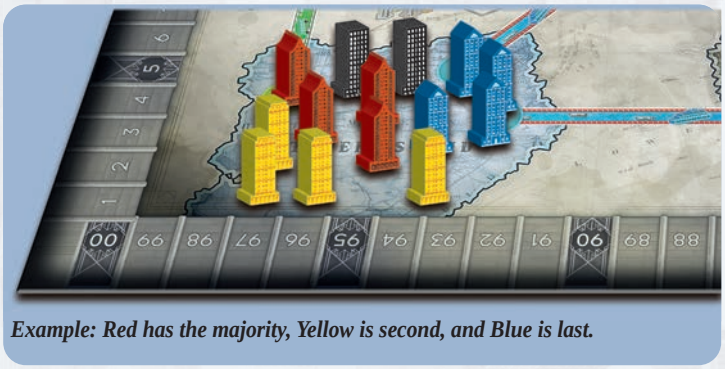
Example: Red receives the bonus, because their press marker is further ahead on the track

Player order:

When determining the player order you usually go from first (ahead) to last. There are a few exceptions:

- **Setup: Picking start characters:** Proceed from last to first place on the Press Track.
- **Phase 1: Choosing a pair of cards:** Proceed from last to first place on the Press Track.
- **Phase 2: Player order:** The player farthest ahead on the Press Track starts the bidding on the first round of a game turn only. After this round, the player who won the previous bid always starts for rounds 2-5. If no player plays a card in a bidding round, the turn order remains unchanged.

Important: The player order of each bidding round is always in clockwise direction!



Example: Red has the majority, Yellow is second, and Blue is last.

Example: Blue is last in the stack and chooses first. Yellow and Red follow.

Characters

The characters have tags in the top left corner assigning them to phases I, II, III, or the end of the game.

Players may use a character's ability assigned to phases I - III only once per game round and only during that character's indicated phase. This may be done one on the player's own turn, and they must place 1 dollar on that character before they use it. At the start of the next game round, that dollar is returned to the general supply and the player may not use that character until then.

Detailed information about character abilities can be found in the addendum.

Each character provides three pieces of information:

A. The phase the character may be used, or if it provides end game scoring.

B. The value of the bid needed to hire them.

C. The ability of the character.

Important:

- You do not need to pay 1 dollar to use characters with this symbol!
- Unless mentioned otherwise, each character may be used once for each 1 dollar paid.

Playing the Game

A game of New York City is played over **5 rounds**. Each game round consists of **4 Phases**:

During **Phase 0** you prepare the round.

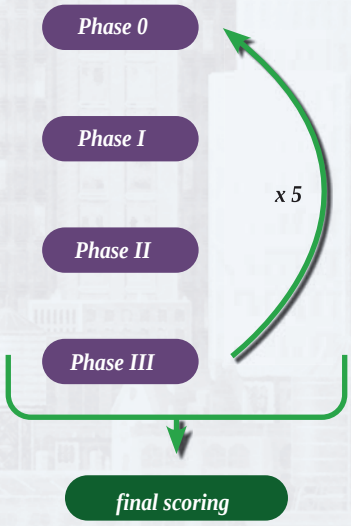
In **Phase 1** you draft a hand for the round, and may use special characters marked as "I."

Phase II is the core of the game: Six bidding rounds will be played with the cards selected in Phase I, one round for each type of card. Special characters marked as "II" may be used.

During **Phase III** the abilities of characters marked "III" may be used.
After that the game round ends.

After 5 game rounds the game ends with a **final scoring**.

Note: *A summary of the game play is printed on each player board.*



Phase 0 – Prepare the game round

- **Return dollars:** Return any dollars placed on characters during the previous round to the general supply – skip in the first round.
- **Move the Mayor:** The Mayor starts the game in borough A, and will move sequentially from A to E. Flip the sequence tile of the Mayor's current borough, then move the Mayor to the next borough.

  The Mayor never enters the borough marked with X.

- **Reveal prestige tiles:** Reveal the top 2 prestige tiles from the stack.

- **Prepare the cards:**
  - Each player draws 3 cards from the draw pile, adding them to their hand.
  - Deal out in a central location the following number of pairs of cards:
    - 4 players: 9 pairs
    - 3 players: 7 pairs
    - 2 players: 5 pairs

Example: 7 pairs for three players

Phase I – Select cards

In reverse player order of the Press Track, each player takes 1 pair of cards from the display. Repeat until each player has taken 2 pairs of cards.

At the end of phase I you should have 7 cards in hand.

Phase II – 6 bidding rounds

During this Phase, there are **6 bidding rounds** in which players will play cards from their hand.

Each bidding round is dedicated to one type of cards, each type representing one specific action. Wild cards may be used in each bidding round.

The order of bidding rounds is fixed, and printed on your player boards.

General rules for bidding rounds

Hand & Reserve: During Phase II *(and during this Phase only!)* players may exchange one of their cards in hand for one card from their reserve any number of times. However, they may play cards from their hand only – the reserve always must contain 2 cards.

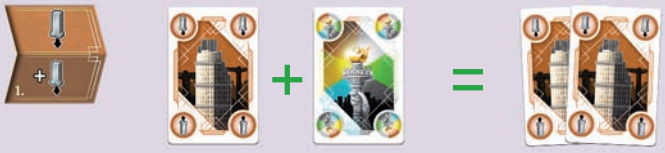
Procedure:

- The player who is farthest ahead on the Press Track starts the first bidding round of each turn. The player having won the previous bidding round always starts the next of the following 5 bidding rounds.

Example: Red is first on the Press Track and starts the first bidding round.

- Each bidding round proceeds ***clockwise*** from the start player, with each player having **only once chance** to bid or pass:
  - A player may play any number of cards matching the type of this bidding round.
  - They may increase their bid by using the abilities of certain characters. *(see addendum for more information)*
  - Any number of **wild cards** may be added to a bid, but wild cards may never be played on their own.

Example: In the first bidding round (press) you only play press cards from your hand.



Example: 1 skyscraper card + 1 wild card = 2 skyscraper cards

Example: Wild cards may not be played on their own.

  - Any 2 identical cards may be played as if it were any card.

  Important: 1 wild card + of any other card is considered to be any card, thus is legal to play alone in a bidding round.

The bidding value is the number of played cards plus any bonuses from characters.

In the "Elevator" bidding round a wild card and a press card counts as one elevator card.

You can play an additional wild card to gain 2 elevator cards in total.

- **Highest bid bonus:** The player with the highest bid gains a bonus. Usually, this is "+1" for the related action; There is a different bonus for the "prestige" action. (page 10)

  In case of a tie for the highest bid, only the affected player further ahead on the Press Track gains the bonus.

- **Evaluation:** All players who placed a bid now perform the related action based on their bidding value. If the order of performing the action is relevant (this could be for rounds 1, 3, 5, and 6), the players proceed in order of Press Track.

Note: *The number of cards in hand is public knowledge.*

Cards and their related actions

1 – Press

In order of the Press Track (first to last), players advance a number of spaces on the Press Track equal to their bidding value. If landing on an occupied space, the token is put on top.

Note: The Press Track is limited to 15 spaces. Press markers arriving later on the final space of the track are placed under those already there.

Highest bid bonus: Advance one extra space immediately after advancing for your bidding value.

Example: Red is first and advances 1 step. Yellow has the highest bid bonus and advances 3 steps, with their marker being placed on top of Red. Finally, Blue advances 1 step.

2 – Dollars

The players take a number of dollars from the supply equal to their bidding value, placing them on their player board.

Highest bid bonus: Gain 1 additional dollar.

Example: Red has the highest bid bonus and receives 3 dollars. Yellow and Blue receive 1 dollar each.

3 – Elevator

The players take 1 character (only) of their choice from the display with a value (top right) equal to or lower than their bidding value. They place that character above their player board.

Multiple copies of the same character are allowed.

Highest bid bonus: +1 bidding value for choosing a character.

Example: Yellow and Red have played 2 Elevator cards each, meaning there is a tie for the highest bidder bonus. Yellow is first on the Press Track, so they receive the bonus. Yellow takes a character with the value 3, Red takes a character with value 2, and Blue a character with value 1.

4 – Building plans

The players take a number of skyscrapers from the general supply equal to their bidding value, placing them on their player board.

Highest bid bonus: Gain 1 additional skyscraper from the general supply.

Example: Blue bid the most cards and receives the bonus. Blue takes 4 skyscrapers from the common supply. Red and Yellow take 1 skyscraper each.

5 – Prestige

The players gain a number of points equal to their bidding value.

Highest bid bonus: Exception – there is a bonus for the second highest bid as well!

The winning player of this bidding round,

- First chooses 1 of the 2 prestige tiles from the display.
- They then select 1 of the 2 vessels of a matching color, placing the prestige tile in one of the boroughs connected by this vessel. This increases the points value of that borough.
- The player keeps the vehicle on their player board,
- and places 1 skyscraper from their player board on that borough.

If a player has no skyscrapers on their player board, they may remove one of their skyscrapers from any other borough instead (*"selling it"*) and rebuild it in the new borough.

The **runner-up** performs the same procedure with the remaining tile.

A player may forfeit their highest bid bonus! For example, if they don't want to increase a borough's value.

Return any prestige tiles not used during the game round to the game box.

6 – Skyscrapers

Each player takes a number of skyscrapers from their player board equal to their bidding value, building them in the borough currently visited by the Mayor.

If a player has no skyscrapers on their player board, they may remove one of their skyscrapers from any other borough instead *("selling it")* and rebuild it in the new borough.

As long as a player still has skyscrapers on their player board, they must build them - it is not allowed to forego this.

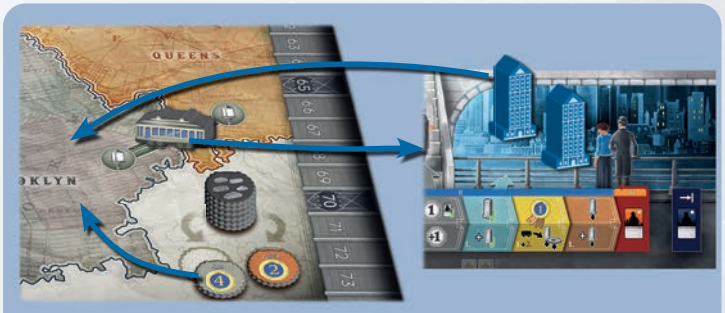
Highest bid bonus: Build 1 additional skyscraper.

Borough bonus: The first player to have built skyscrapers in all 6 boroughs at the end of a bidding round flips the statue of liberty tile and immediately earns 4 points.

All players who have built a skyscraper in all 6 boroughs earn 3 points at the end of the game, including the player to flip the Statue of Liberty tile.

Note: If several players have built skyscrapers in all 6 boroughs at the end of the same bidding round, they all gain 4 points each.

Example: Blue advances 2 steps on the points track. Yellow advances 1 step. Red hasn't played any cards and receives no points. Blue wins the bonus and Yellow is in second place.



Example: Blue chooses the grey prestige tile and takes the grey streetcar between Brooklyn and Queens. Blue puts the prestige tile on Brooklyn, raising the value of that borough, and places a skyscraper on Brooklyn as well.

Example: Yellow takes the brown prestige tile and the brown subway between Bronx and Queens. Yellow puts the prestige tile in Queens, raising the value of this borough. Finally, they also place a skyscraper in Queens.

Example: Blue played the most cards and receives the highest bid bonus. The Mayor is in Manhattan, so Blue places 4 skyscrapers there. Red and Yellow place 2 skyscrapers each into Manhattan.

Example: Red has at least 1 skyscraper in Staten Island, Jersey City, Manhattan, Bronx, Queens, and Brooklyn. Red advances 4 steps on the points track and flips the Statue of Liberty tile to the other side.

Phase III – Activating Phase III characters

In player order (Press Track) players may put 1 dollar each on all their Phase III chracters in order to use their abilities once only (see addendum, characters 23-27).

After all players have activated their characters if they wish, the game round ends.

All leftover cards in a player's hand must be discarded and may not be saved for the next round.

Example: Red placed 1 dollar on character 24 and advances 1 step on the points track. Red also takes 1 red skyscraper from the common supply.

Example: Yellow placed 1 dollar on character 26 and takes 1 yellow skyscraper from the common supply. Yellow also advances 1 step on the Press Track.

Example: Blue placed 1 dollar on character 27. Blue is third on the Press Track and advances 3 steps. The black token doesn't count.

Ending the Game and Final Scoring

The game ends after the fifth game round, and the final scoring takes place:

- **Characters:** Each character awards as many points as its value printed in the top right.
- **Characters for final scoring:** Each character with the icon awards points according to the requirements printed on the card *(see addendum*, characters 28-42).

Example: Blue has 7 characters and receives 4+1+1+1+2+5+1 = 15 points. Character 30 earns an additional 5 points since Blue has 5 skyscrapers in a borough with a brown lantern. Blue gains 20 points in total.

- **Evaluation of majorities in the boroughs:** Determine the majority of skyscrapers in each of the 6 boroughs. Rank the players by the number of skyscrapers in the borough, with ties being broken by whom is further ahead on the Press Track.

  Important: Do not forget the neutral skyscrapers, which are evaluated as well (though do not score for any player).

  Players earn points based on their rank as follows:

  - 1st position: Number of points equal to the total of the base tile plus all prestige tiles in that borough.
  - 2nd position: Half the number of points for 1st position *(rounded up)*.
  - 3rd position: Half the number of points for 2nd position *(rounded up)*.
  - 4th position: Half the number of points for 3rd position *(rounded up)*.
  - 5th position: Half the number of points for 4th position *(rounded up)*.
  - A player with no skyscrapers always earns no points.

- **Borough bonus:** Each player who built skysrapers in all 6 boroughs earns 3 points.
- **Press Bonus:** Each player who reached at least space 5 of the Press Track earns 3 points.
- **All the rest:** Each player counts the dollars and skyscrapers on their player board, then divides the total by 2 (*rounded up*), and adds this result to their points.

The player furthest ahead on the points track is the winner of the game!

In case of a tie the player further ahead on the Press Track wins the tie.

Example: The prestige tiles 4 and 2 are in Brooklyn with the base value tile 8.

The value of Brooklyn is 14 points. Yellow has the most skyscrapers here and gains 14 points. Red and Black have the same number of skyscrapers, but Red is further ahead on the Press Track. Therefore Red gains 7 points (14 / 2 = 7) and Black 4 (7 / 2 = 3.5➔4).

Note: The points for Black are virtual.

Blue has the least skyscrapers and gains 2 points (4 / 2=2).

Solo rules - You versus TOM

Tom is a virtual au**TOM**atic player you may challenge alone or with several players. You may even play against more than one Toms!

When Tom is mentioned in the following rules, everything said always applies to each Tom! You (etc.) always applies to each human player.

You adjust Tom's playing skills by the combination of 2 parameters:

- The number of cards (2-9) he draws in phase I of each round.
- His playing mode (A-C), i. e. how many cards he can get additionally during the bidding rounds in Phase II of each round.

The playing modes are: A (Predictable), B (less predictable), C (erratic).
Find more details in the explanation of phase II.

Easy	Medium	Hard
Tom 1: A6	*Tom 5: B4*	Tom 9: C4
Tom 2: B3	Tom 6: C3	Tom 10: A9
Tom 3: C2	Tom 7: A8	Tom 11: B6
Tom 4: A7	Tom 8: B5	Tom 12: C5

Combining Tom's playing mode (A, B, C) with his strength (2-9 cards drawn) result in different difficulty levels from easy to hard.

Game Rules

Choose a difficulty level and try to gain more points than Tom. For a start we recommend "B4", which means that Tom draws **4 cards** in phase I of each game round and gets only a few more during the bidding rounds.

If you want to play against several Toms, simply add one additional pair of characters during setup and one additional pair of cards during phase I for each Tom participating – the rest remains unchanged.

Apply the following changes to the base rules for multiple players:

General rules:

- The **"building plans"** cards are always considered **wild cards** for Tom!
- Tom is not allowed to put one dollar on his characters during phases I, II, and III, and thus may not use them.

Setup and phase 0

- Reveal one stack of start character tiles for each player, including Tom. You take 1 stack, and then Tom(s) takes the remaining stack(s).
- Tom receives no skyscrapers and no dollars for his player board.
- Tom does **not receive 2 cards** for his reserve below his player board.
- Tom does not draw cards into his hand.

You versus Tom

You versus Tom I & Tom II

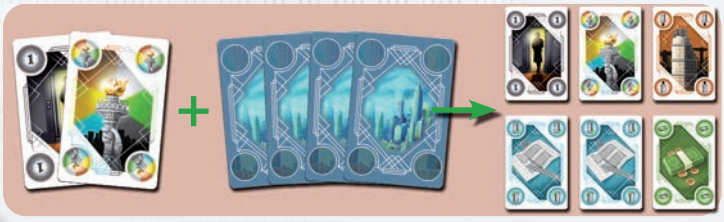
Tom

Phase I

- Reveal 2 pairs of cards for yourself and 1 pair of cards for Tom. Select two sets of cards as usual and give Tom the remaining pair.
- Then, depending on the difficulty level, Tom draws additional cards from the draw pile: For example 4 cards when playing with B4, so Tom starts with 6 cards in this case. Tom's cards are called his supply from now on.

You

Tom



Phase II

Before each bidding round starts, Tom draws

- **no card** from the draw pile when playing in **mode A**,
- **one card** from the draw pile when playing in **mode B or C**.

If this card is a wild card (or "building plans"):

- Tom plays this card immediately, if he can add at least one card from his supply matching the bidding round.
- If Tom cannot add a card, the wild card is added to his supply.

If this card is not a wild card:

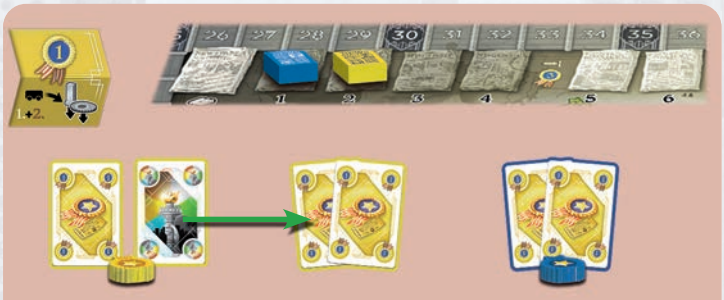
- Tom plays the card immediately if it is matching the current bidding round.
- Tom discards the card if it matches one of the previous bidding rounds of this game round.
- If the card matches one of the upcoming bidding rounds of this game round,
  - **put it on the discard pile in mode B**,
  - **add it to Tom's supply in mode C**.

All modes:

Tom always plays all cards from his supply that are matching the current bidding round. He only adds wild cards if this results in him gaining the bonus of the current bidding round.

Tom never plays 2 wild cards as a substitute for a missing card type except in the "skyscraper" bidding round.

Example: Tom has drawn 1 building plans card from the draw pile. He can play this card immediatly because he is able to add a dollar card from his supply.



Tom

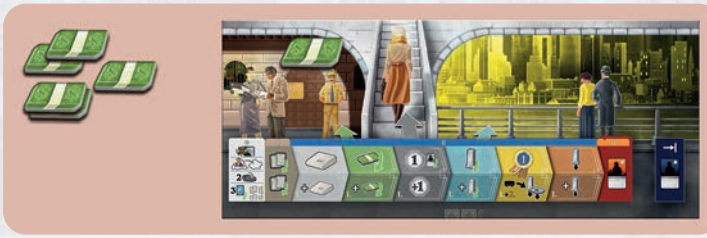
Example: You have played 2 prestige cards. Tom is ahead of you on the Press Track and has 1 prestige card only. However, he has 2 wild cards, and plays 1 of those now so he will gain the bonus of this bidding round.

Rules for the different bidding rounds

"**Press**" bidding round: no changes.

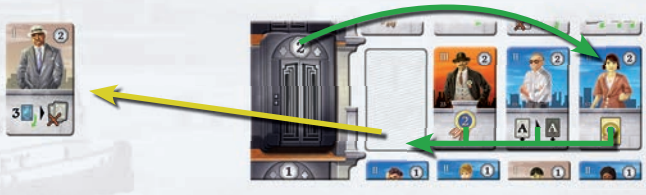
"**Dollar**" bidding round:

Tom collects the dollars on his characters for final scoring only. He cannot use these charcters during Phases I, II and III.



"**Elevator**" bidding round:

Depending on his bidding value Tom takes the leftmost matching character from the display. Move the remaining cards cards to the left and refill the display.



"Building plans" bidding round:

Tom skips this bidding round completely.

"Prestige" bidding round:

If Tom gains a highest bid bonus:

Determine Tom's move by performing the following steps in order:

1. Only consider those boroughs that Tom can reach by using the vessels (*Example: taxi and subway*) depicted on the prestige tiles (*Example: yellow and brown*) and that are still available on the game board. (*Example: B, C, D, X*)
2. If this applies to several boroughs: Choose the one containing the fewest of Tom's skyscrapers. (*Example: B, C, D*)
3. If this applies to several boroughs: Choose the borough with the highest letter. (*Example: D*)
4. If more than 1 vessel (*Example: both taxis and 1 subway*) is connected to that borough: Choose the one connecting to the borough with the highest letter ("X" is always considered the highest).

Important: *If there are 2 prestige tiles of the same color give Tom that one with the higher value.*

Example: Place the yellow prestige tile on borough D. Remove the yellow taxi from the game board and place it next to Tom's player board. Then, Tom builds 1 skyscraper from the general supply in this borough.

"Skyscrapers" bidding round:

Tom plays all his remaining cards. In case he has no "skyscraper" card but several wild cards/"building plans," then he plays 2 wild cards as 1 skyscraper card and may add further wild cards.

If Tom has only 1 wild card/"building plans" for this last bidding round, put the card on the discard pile.

Tom's skyscrapers are taken from the general supply and built in the current borough.

Important: *Tom may never exceed his maximum of 5 skyscrapers in a borough – any surplus skyscrapers of his are omitted.*

To indicate this you may **lie down** 1 of his skyscrapers instead of having 5 standing upright.

Tom

Example: Tom may use 4 wild cards as 3 skyscrapers.

Final Scoring:

Final scoring for you is the same as in a multiplayer game.

Score Tom as follows:

- Tom's characters: Sort Tom's characters in ascending value from left to right. Then deal one dollar from left to right on each character. When you reach the end, start back at the beginning and deal a second dollar until you run out, or each character has two dollars.
  If Tom has any dollars left, they are scored as extras.
- Each character with 0 or 1 dollar on it is worth its value in points for Tom.
- Each character with 2 dollars on it is worth twice its value in points for Tom.
- Tom does not gain any additional points for characters with the symbol .

Tom scores the borough and press bonus, and all other scoring, just as a player in a multiplayer game would.

Example: Tom has characters with the value of 1+1+1+4. The first character is worth twice its value. Tom gains 8 points.

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City Collection
2
AMSTERDAM
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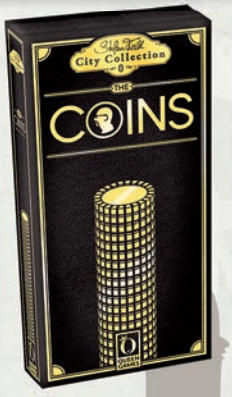
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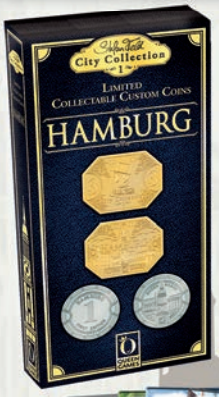
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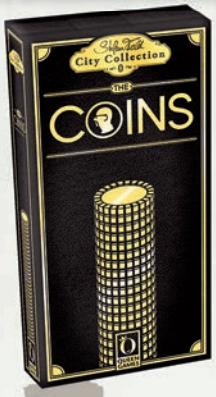
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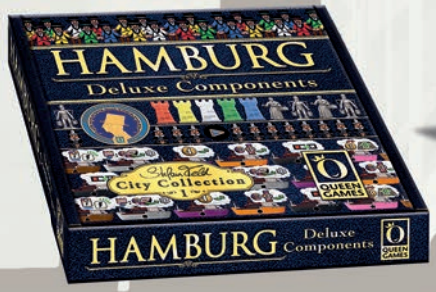
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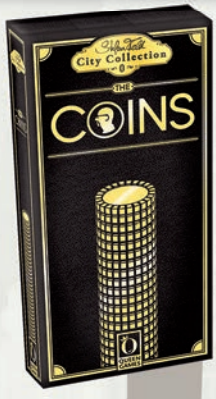

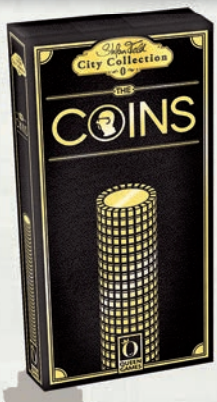

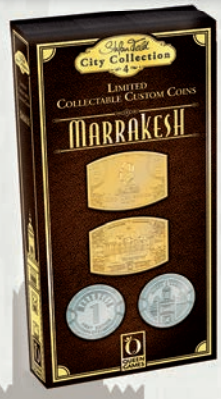

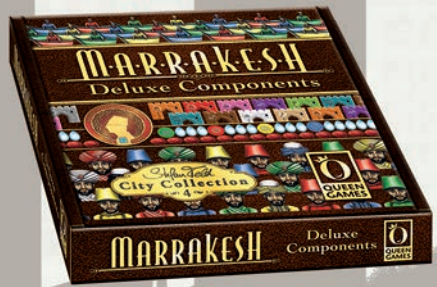

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est. 1989

QUEEN GAMES

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Stefan Feld
City Collection 3

NEW YORK CITY

ADDENDUM

Definition of Terms

- **Gain X Prestige Points:** Advance your score marker on the points track that number of spaces.
- **Take X cards:** Draw this number of cards from the draw pile into your hand.
- **Take X dollars:** Put this number of dollars from the general supply on the left side of your player board.
- **The Press Track:** The order of markers on the press track determines the player order in almost all cases. Being ahead is that player whose press token is most advanced on the press track. Players on the same space are ordered top to bottom.
- **Ties:** In case of ties the player further ahead on the press track wins the tie.
- **Discarding cards:** Put discarded cards on the discard pile.
- **Exchanging cards:** Place any number of cards from your hand into your reserve, then take a corresponding number of cards from the reserve into your hand.
- **Card symbols:** There are six different types of cards:

  Press | Dollar | Characters

  Building plans | Prestige | Skyscrapers
- **Reserve:** These are the cards below a player's player board.
- **Pairs of cards:** In Phase "0," a certain number of cards (based on player count) are dealt in pairs next to the game board. Each player will take 2 pairs of cards from the display on their hand.
- **Playing cards:** During Phase II players may play (place openly in front of themself) any number of cards matching the current bidding round.
- **Characters:** These are the tiles on display next to the lift.
- **Taking characters:** Players take characters always from the open display next to the lift and are placed above a player's board. These characters form the player's company.
- **Using characters:** Each character may be used, once, during the designated Phase or final scoring.
- **Placing 1 dollar on a character:** This indicates that this character has been used. Each character may be used only once during each game round. Exceptions are stated on that character's tile.
- **Bidding round:** There are 6 consecutive bidding rounds during phase II. A specific type of cards is played during each bidding round.
- **Bid:** Each player may place one bid during a bidding round, playing a number of cards matching the current bidding round.

Icons/symbols Reference

Play

Take

To the left is the requirement, to the right is the consequence

Card in hand

Card in reserve

Card from the draw pile

Pairs of cards during Phase I

Cards with specific icon

Cards in reserve with specific icon

Any card

Dollar

Player order

Wild card

Prestige card

Any character

Step(s) on the prestige track

Add to your reserve

Discard / Remove from the game

Skyscraper in the particular player color

Skyscraper of the neutral player

For each skyscraper in a borough with this icon (e.g. green)

Step forward on the press track

Vessels in your possession

Phase I Characters

1: Gain 1 point. You may discard any number of cards from your hand, then draw that many cards from the draw pile.

2: Take 2 single cards from different pairs instead of one pair from the display. Form a new pair from the 2 leftover cards.

3: Gain 1 point. Draw 1 card from the draw pile and place it faceup in your reserve. As of now you have one more card available to exchange with the cards in your hand.

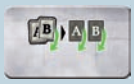
4: Instead of taking 1 pair of cards twice, this character allows you to take both pairs at once.

5: Draw 3 cards from the draw pile. Put 2 cards on the discard pile.

6: Take 2 dollars from the supply

7: Discard 1 character and take 1 character with a value up to 1 higher than the discarded one. Remove the discarded character from the game.

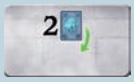
Example: If you discard a character with value 2, you may take character with value 3 from the display. If you discard a character with value 5, you simply take a new character with value 5.



8: For each card in the pair of cards you just took, you may take 1 identical card from your reserve on your hand. Refill your reserve from the draw pile.

Example: If you take a pair of one white card and one yellow card to your hand, you may also take one white card and one yellow card from your reserve to your hand, provided they are already in your reserve at this time.

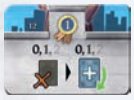
9: Draw 1 card from the draw pile and take 1 dollar from the supply.



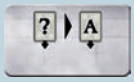
10: Draw 2 cards from the draw pile.

11: Replace 1 neutral skyscraper with 1 skyscraper from your player board. Remove the neutral skyscraper from the game.

Phase II Characters



12: Gain 1 point. Discard any number of cards from your reserve, then refill your reserve from the draw pile.



13: Play any 1 card as a card matching the current bidding round.

Example: If the current bidding round is for the white press cards, you may play any other card as if it were a white press card.

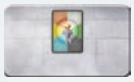
14: Go back 1 or 2 spaces on the press track. Each step counts as a played wild card.

Example: This bidding round is for character cards. You have played 3 character cards, and you go back 2 spaces on the press track. This counts as if you had played 5 character cards.

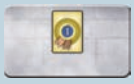
15: When you play at least 1 card from your hand, you may play 1 card with the same icon from your reserve additionally. Refill your reserve from the draw pile.

Notes:

- You may exchange the refilled card immediately with a card from you hand and play it this round.
- If you have character 15 twice, you may use both for the same played card, meaning you may play 2 cards from your reserve in addition.
- Also, you may play a card type not matching the current bidding round, then exchange that card combined with a card from your reserve in a ratio of 2:1 for a card matching that bidding round.
- You may not "re-use" a card using characters 13 or 22 in order to use it with character 15, because that card does not have the same icon.



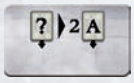
16: Your bid is increased by 1 wild card.



17: Your bid is increased by 1 prestige card.

18: Take 1 dollar from the supply. This character changes the bidding order for the current bidding round *(only)*, making you the last player. No other player may player character 18 in the current bidding round *(ties broken by the Press Track)*.

19: Gain twice the number of points for your bid of prestige cards.
This applies as well if you play character 17 in addition to this character.



20: Play any 1 card counting it as 2 cards matching the bidding round.

Example: The current bidding round is for skyscrapers. You play 1 press card, it counts as 2 skyscraper cards.

21: When building a skyscraper with the actions "Prestige" or "Skyscraper," you take 1 skyscraper from the general supply and build it in the same borough.

22: Return up to 2 of your cards to your hand after the evaluation of your played cards.

Phase III Characters

23: Gain 2 points.

24: Gain 1 point. Take 1 skyscraper from the general supply.
Place the skyscraper on your player board.

25: Gain 3 points.

26: Take 1 skyscraper from the general supply and advance 1 space on the press track.

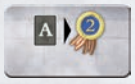
27: Advance a number of spaces on the press track equal to your current position. Do not take the neutral marker into account.

Example: If you are in last position in a game with 4 players you advance 4 spaces. In a game with 2 players being in second position means to advance 3 spaces.

Characters with the icon →|

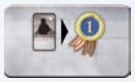
28 - 32: Gain 1 point for each of your skyscrapers in a borough matching the color of the depicted lantern.

33: Gain 1 point for each 2 spaces you have advanced on the Press Track *(rounded up)*.



34: Gain 2 points for each card of a certain type of your choice in your reserve.

35: Gain 2 points for each borough with at least 3 of your skyscrapers.



36: Gain 1 point for each character in your company.

37 - 39: Gain 5 points for each set of the depicted combination of vessels in your personal supply. Return any evaluated vessels to the general supply.

40 - 42: Gain 6 points for each set of the depicted combination of vessels, dollars, or skyscrapers in your personal supply. Return the evaluated sets to the general supply.

NEW YORK CITY

Stefan Feld City Collection 3

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