



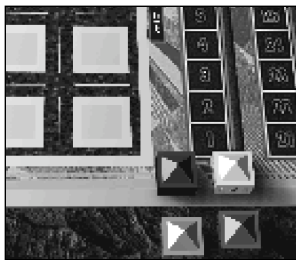
# MANHATTAN

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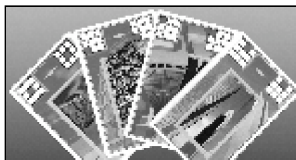
**B**uilding boom in Manhattan! But not only there! Sky-scrapers are springing up all around the world. Players also have the opportunity to build sky-scrapers in Sydney, Frankfurt, Hongkong, Sao Paulo, and Kairo.

The question each turn is whether to continue to build your own buildings or to top another's building. When you do that, you take their points, as well. Players score after every six turns, scoring for tallest building, most buildings per city, and most buildings overall. After four rounds, the player with the most points is the winner!

Place scoring markers below the scoring track.



4 building cards per player



each chooses 6 building parts

play 1 card, place 1 building part, draw 1 new card

start player changes after each scoring

## CONTENTS

45 building cards: players use these to select building locations.  
1 game board with 6 "empty" cities for building and a scoring track.  
96 building parts, 24 in each of the 4 player colors in four sizes: 1, 2, 3, and 4 stories.  
4 scoring markers, 1 in each color: a 1 story building part.  
1 yellow start player marker  
rule booklet

## PREPARATION

- ◆ Each player selects a color. The 24 building parts in this color is his entire supply for the game, and remains in the box for now.
- ◆ Before starting the game, each player takes his scoring marker and places it on the scoring track on the game board on space 0.
- ◆ The players choose a start player who takes the start player marker.
- ◆ The start player shuffles the building cards face down and deals 4 cards face down to each player. He places the remaining cards as a face down supply next to the board.

## PLAYING THE GAME

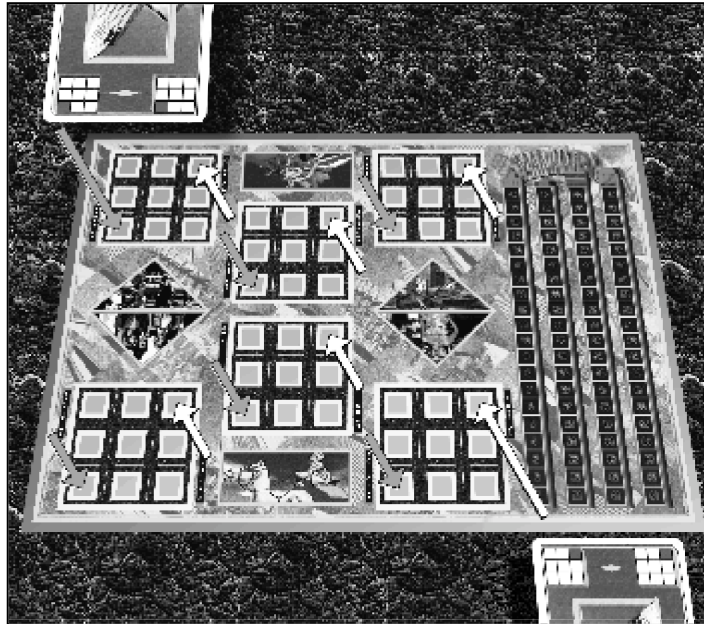
- ◆ After looking at their cards, each player, beginning with the start player and going clockwise around the table, takes any 6 of his building parts from the supply, placing them in his play area. His remaining parts stay in the box. Only when he has placed these 6 parts may he take more from the supply.
- ◆ The start player selects one of his card and places it face up in his play area. Next, he chooses a building part from his supply and places it in the building place shown on the card he played (see also "Using building cards" and "How to build"). Finally, he draws a new card from the card supply.
- ◆ In clockwise order, the other players do the same: play 1 card, place 1 building part, and draw 1 card from the supply.
- ◆ A round ends when all players have placed all 6 building parts from their play areas. Then the players score their positions, moving their scoring markers to record their scores.
- ◆ After scoring, the start player passes the start marker to his left neighbor, who becomes the new start player for the next round.
- ◆ Building parts placed in prior rounds remain on the board, so that the sky-scrapers can continue to grow throughout the game.
- ◆ The new round can now begin with each player chooses 6 building parts.
- ◆ The game ends after 4 rounds (all building parts gone).
- ◆ The winner is the player with the most points!

## USING BUILDING CARDS

The player places the building card next to the board on his side of the table with the two squares next to the board. The red-marked section indicates on which building site he must build. The player may choose any of the cities to build in.

a player places building cards on his side of the board in a stack

6 building possibilities per card



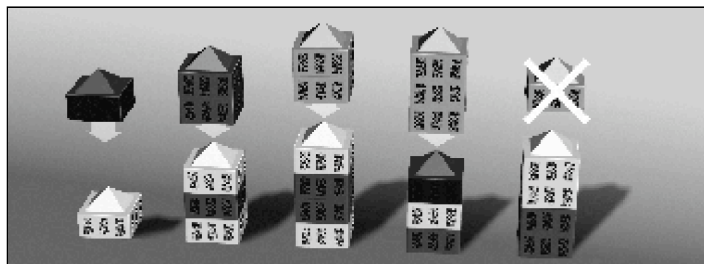
If another player plays the same building card, it will refer to a different site as it is played next to his side of the board (see above).

- ◆ Thus, the player's place at the table determines which building site in each city a building card refers to. During the game, each player plays his cards from the same side of the board and each player must use a different side of the board than the other players.
- ◆ Each player plays cards face up in a stack in his player area, most recent on top.
- ◆ A card may be used for any of the six cities, chosen by the player who plays the card.
- ◆ When the card supply is exhausted, collect the cards from all players, shuffle them and place them face down as the new card supply.

#### HOW TO BUILD

- ◆ **A sky-scraper belongs to the player whose piece is on the top!**
- ◆ A player may place a building part on an empty site or on a sky-scraper that belongs to him without restriction.
- ◆ On sky-scrapers belonging to another player: after placing the building part, the player must have at least as many floors (not parts!) of his color as those of the player the building belonged to before he placed the part. The location of the floors and the number of parts in the sky-scraper is not important - just the number of floors.

building on others' sky-scrapers



### SOME EXAMPLES: SCORING

A round ends when each player has placed 6 building parts. Then the players score their points and record them by moving their scoring markers on the scoring track:

#### 1. The highest sky-scraper

If there is exactly one highest sky-scraper on the board, the owner of that sky-scraper scores **3 point**. If several sky-scrapers tie for highest, no player scores 3 points.

#### 2. The most sky-scrapers owned in each city

In each city the players look to see if one player owns more sky-scrapers than any other single player. If so, this player scores **2 points**. To have the majority, more sky-scrapers must belong to one player than belong to any other single player. The player need not have more than the other players combined.

#### 3. Individual sky-scrapers

Each sky-scraper earns its owner **1 point**. The player earns the point, even if the sky-scraper had already earned points for one or both of the above.

scoring after each round:

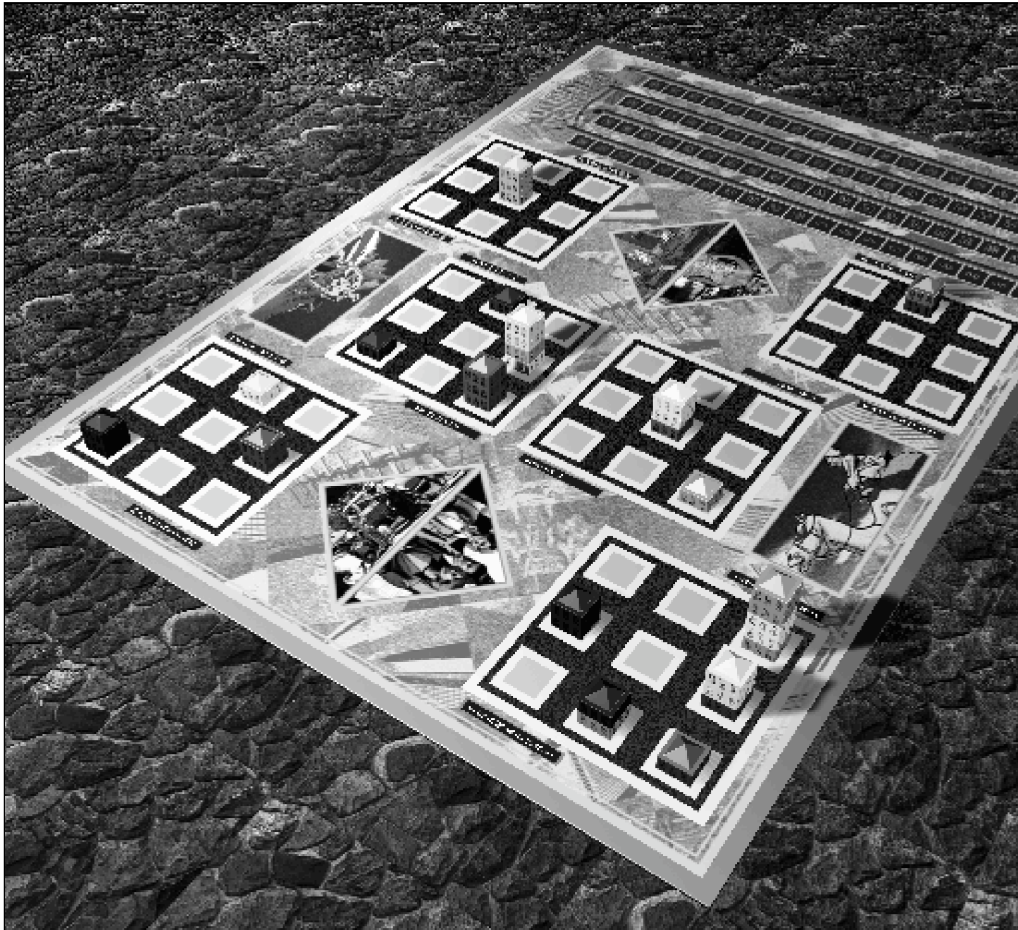
highest tower: 3 points

majority: 2 points

each sky-scraper: 1 point

Each player adds all the points he earns for the round together and moves his scoring marker accordingly on the scoring track to record these points.

### EXAMPLE:



**Highest sky-scraper:**

In this example, the highest sky-scraper on the board is in Frankfurt. It belongs to the blue player, who earns 3 points for it.

**Majorities:**

Majorities are worth 2 points each and go to black in Frankfurt and Sydney (total of 4 points). For their single sky-scrapers in Hongkong and in Sao Paulo blue and red earn 2 points each for the small building part expenditures. In Manhattan and in Kairo no player has a majority, so no player earns majority points for these cities.

**Individual sky-scrapers:**

For each sky-scraper a player owns on the board he earns 1 point, regardless of its size or location. Thus, the players move their scoring markers for the points they earned as shown below:



Blue: 8 points



Black: 9 points



Red: 6 points



Green: 4 points

**GAME END**

After the fourth round, the building parts are all used and the game ends. Players score their points at the end of the round as normal. There is no additional game end scoring. The winner is the player who scored the most points in the game.

three players:  
4 building parts, 6 round

two players:  
use 4 building parts in 2 colors

**2 OR 3 PLAYERS**

When playing MANHATTAN with 3 players, each player takes just 4 building parts each round and the game is played over 6 rounds. Thus, each player will twice have the advantage of playing last in a round.

When playing MANHATTAN with two players, each takes two colors for the game and 4 building parts in each color for each round. On a player's turn, he may place any of his building parts (in any order throughout the round). Scoring is done as though there were four players on the board. At game end, each player adds the scores from his two colors together and the player with the most total points is the winner!



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