SAN FRANCISCO

Build the San Francisco of your dreams! In the board game "San Francisco", you become an urban planner whose goal is to create the greatest redevelopment plan of the famous city in California. Get district plans, create sky-scrapers, and lay out cable car tracks that will become the flagship of your project. Compete with other players and gain advantage over them by making strategic decisions. Create a new vision of San Francisco that will gain the most rewards, and win through fame and recognition.

Components

4 city boards

1 project board

28 cable car markers

87 project cards

23 point tokens (18 circular advantage tokens and 5 hexagonal district completion tokens)

9 skyscraper standees (before your first game, assemble the skyscrapers as shown below).

1 scoring board

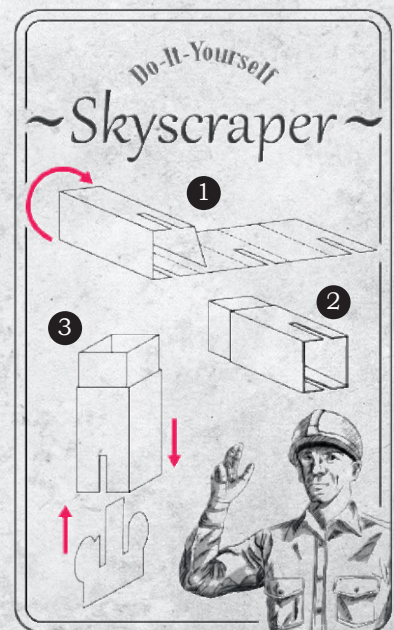6 bonus cards (3 cards in each of 2 types)

12 contract tokens

12 bonus tokens (3 tokens in each of 4 types)

Do-It-Yourself
~Skyscraper~

1 master builder's medal token

10 foundation tokens

1 Place the scoring board in the center of the play area. Place the project board below the scoring board.

2 Place the bonus tokens and cards on the designated spaces on the scoring board. Place the hexagonal district completion tokens on the designated spaces of the scoring board. Then, depending on the number of players, place the circular advantage tokens on the designated spaces of the scoring board. In a 4-player game, place all of the advantage tokens. In a 3-player game, do not place the "-1" value tokens. In a 2-player game, do not place the "-1" and "1" value tokens. In 2- and 3-player game put the unused tokens back to the box.

3 Place the foundation tokens on the project board making stacks of 2 tokens on the designated spaces. The number of tokens used depends on the number of players:

- in a 4-player game, place all 10 tokens,
- in a 3-player game, place 8 tokens (leaving the space with the ●●●● symbol empty),
- in a 2-player game, place 6 tokens (leaving the spaces with the ●●●● and ●●● symbols empty).

In 2- and 3-player game put the unused tokens back to the box.

4 Each player takes 1 city board and places it in front of themself.

5 Shuffle all of the project cards, create a face-down deck, and place it next to the project board.

6 Place contracts, skyscrapers, cable cars, and the master builder's medal within easy access of all players.

You are ready to play the game!

Gameplay

The first player is the player who last rode a cable car. Then the players continue to play their turns in clockwise order. The game continues until the end of game conditions are met (see "End of game" p. 7).

Player Turn

During your turn, you **must** perform 1 of the following actions:
A - place a project,
B - finalize projects.

A - Place a project

When performing the 'place a project' action, draw the top card of the project deck and place it face up in 1 of the 3 columns below the project board. All of the project cards in these columns must be visible.

If the project card you placed has the ✚ ▮ symbol, add 1 foundation token on it from the leftmost stack of the project board.

Example 1

Chris places a project card ① *below the project board. The card has the* ✚ ▮ *symbol, therefore he places a foundation token on the card* ② *.*

B - Finalize projects

When performing the 'finalize projects' action, take **all** the projects from 1 column below the project board. You can perform this action only if the number of contracts you own is **less than** the number of project cards in that column. Each time you perform this action you must additionally take 1 contract (regardless of the number of cards taken, see "Contracts" described later).

You may place the project cards on your city board in any order. When placing the cards, you must follow the general rules of building (see "Rules for building" p. 4).

You may place all, some, or none of the acquired cards. Cards you don't want to add to your city board are discarded to the box.

Example 2

Alice has 1 contract ① *. On her turn she may either take all the project cards from the left column below the project board, or place a new project card. Alice decides to take the projects* ② *, and therefore she takes another contract* ③ *.*

Contracts

As mentioned before, each time you perform a 'finalize projects' action, you must additionally take 1 contract and place it next to your city board. Your number of contracts affects which actions you can take (see "Finalize projects" described previously). Sometimes you won't be able to finalize projects and will have to place a project instead.

In rare cases you could run out of contract tokens. If that happens, use some suitable substitute.

Discarding contracts

There should always be at least 1 player with 0 contracts. If at any point during the game all players own at least 1 contract, each player discards 1 contract (see Example 3 on the next page).

Example 3

Alice has no contracts ❶ *and decides to finalize projects* ❷ *. Alice takes a project and a contract* ❸ *and then each player (including Alice) returns 1 contract* ❹ *.*
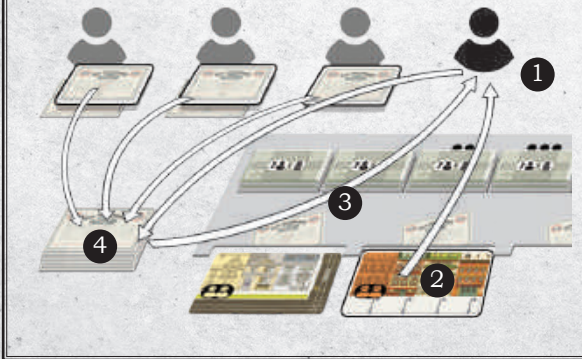

Rules for building

Your city board has 5 rows, and each row has 5 spaces. Each row has a different color and represents 1 of 5 districts of San Francisco. Each project card goes on your city board in the row matching the card's color. When you place a card, place it in the leftmost empty space of the corresponding row. If there is no empty space in the row, the project card must be discarded to the box instead.

Project cards

Project cards come in 6 different colors: the 5 colors representing the San Francisco districts, and black cards that are universal and can be placed in a row of any color. The color of the card is determined by its left side, the rest of the art doesn't matter.

Some cards also have a value on their left side, indicated by the number of 👷 symbols.
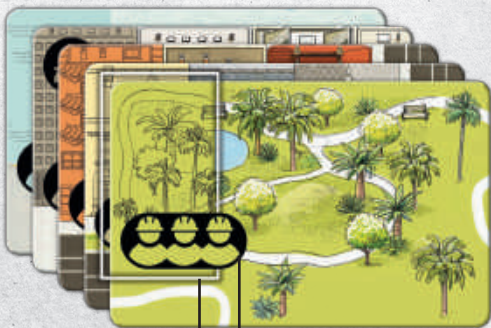
color of the card   value of the card

Some project cards have other symbols, which are explained in later sections.

Important! *Adjacent cards are cards that share sides. Cards touching only at corners are not adjacent.*

Finishing a district

The first player to finish building a district (by placing the 5th card in a given row), receives a district completion token and places it to the right of their city board, next to the corresponding row. Each of these tokens is worth 1 victory point at the end of the game.


Cable car tracks and depot
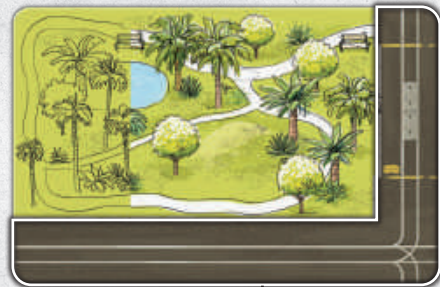
cable car tracks

Cards with printed cable car tracks can create a cable car network. To be a part of the network, the card needs to be adjacent to the depot printed on the bottom of the board, other card that is part of the network, or a cable car depot card.

For clarity, each card (with cable car tracks) connected with the cable car network should be marked by a cable car. When you place a card with cable car tracks on a space adjacent to the cable car depot printed on the board (any space adjacent to the 🚃 symbol on the bottom of the board) – or adjacent to another card already connected to the network – place the cable car on the newly placed card. If cards that you previously placed become connected to the network after you place a new card, place a cable car on those cards too.
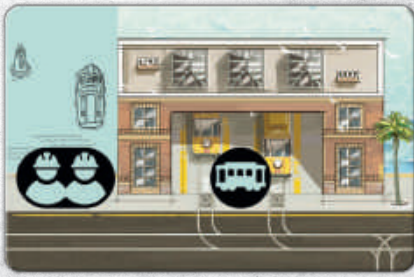
When placing a cable car depot card (with the cable car symbol ![cable car]), immediately place a cable car on the card.

Example 4

*Chris places a card in the green district ❶. It connects with the cable car depot printed on the bottom of the board, so Chris places a cable car on this card ❷. Now, previously placed cards in the yellow district have gained a connection to the cable car network and Chris places cable cars on those cards ❸.*
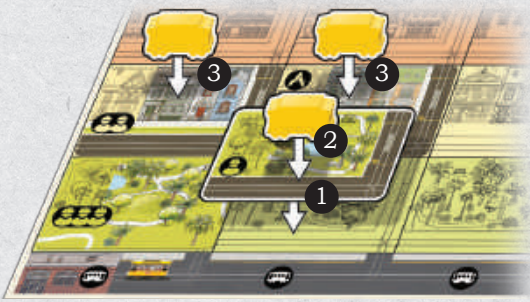
In rare cases you could run out of cable cars. If that happens, use some suitable substitute.

City squares

City square cards can only be found in gray, orange, and yellow districts. A city square card has a value of 4 if it is adjacent to at least 1 card that is a part of the cable car network (a card with a cable car). Otherwise, its value is 0.
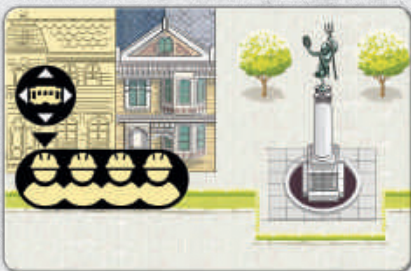
Foundation cards and skyscrapers

When you place a foundation card (with foundation symbol ![foundation symbol]) in 1 of the columns under the project board ('place a project' action), place 1 foundation token on the card. The player who takes the card must also take the token on the card (the token remains on the card). A foundation card with a foundation token is referred to as "foundation".

You may build a skyscraper on a foundation that is on your city board. You can do that only if the sum of the values of the adjacent cards is 7 or more. When the condition is fulfilled, place a skyscraper on the foundation. Each skyscraper is worth 1 victory point at the end of the game.

Example 5

Alice places a project card with a cable car depot in her blue district ❶. Now, the adjacent city square card fulfills its requirement (it's adjacent to a card that is a part of a cable car network) and gains a value of 4 ❷. Therefore, a foundation adjacent to the city square fulfills its requirement (the sum value of adjacent cards is now at least 7). So Alice places a skyscraper on the foundation; it will give her 1 victory point at the end of the game ❸.

Master builder's medal

The first player to build a skyscraper takes the master builder's medal. Whenever another player builds **more** skyscrapers than the current medal holder built, the player with the most skyscrapers takes the medal. Building an equal number is not enough to take the medal. The master builder's medal may pass between players multiple times during a game. The medal is worth 1 victory point at the end of the game.

Seaside

Each seaside card (with the 🏢-1👤 symbol) placed on the city board lowers the building requirement value of every skyscraper on the player's city board by 1.

Example 6

Michael has a foundation in his orange district ①. *Cards adjacent to this card have a total value of 6 — which is not enough to build a skyscraper* ②. *Michael places a seaside card* ③, *which lowers the requirement value for building a skyscraper to 6 and allows Michael to place a skyscraper on the card* ④.
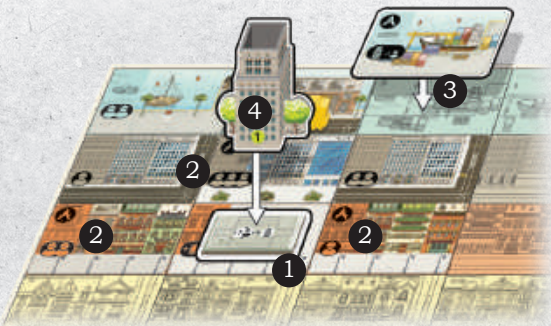
Bonuses
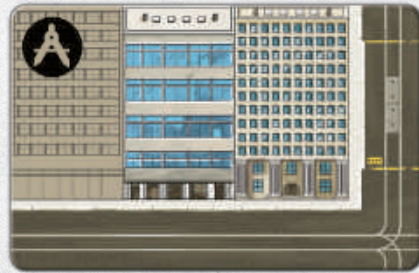
When you place the second card with the bonus symbol 🅰 in the same district, immediately take the corresponding bonus (see "Bonus tokens and cards" below). Each district grants a bonus only once per player.
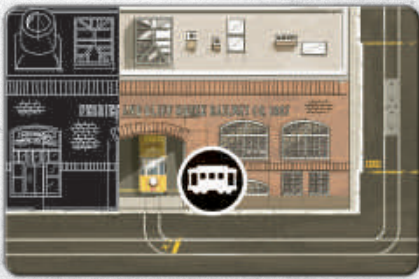
Bonus tokens and cards

Each district has an assigned unique bonus token or bonus card. There are 3 of each of these bonuses. If the tokens or cards of a certain type run out, they cannot be taken.

Immediately place this token on any card on your city board — it increases the card's value by 2.
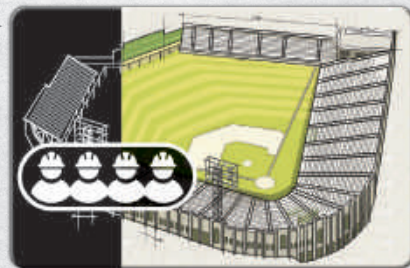
Immediately place this card in any row of your city board. The value of this card is 4.

Immediately place this card in any row of your city board. This card is treated as a cable car depot. Place a cable car on this card after placing it.

Place this token next to your city board. At the end of the game it is worth 1½ victory points.

Place this token next to your city board. At any time during any one of your turns you may discard up to 2 contracts. When you do, return this token to the box.

This bonus token is not connected to any district. You may take it instead of a district's usual bonus. Immediately place this token on any card without cable car tracks. From now on, count this card as a card with cable car tracks.
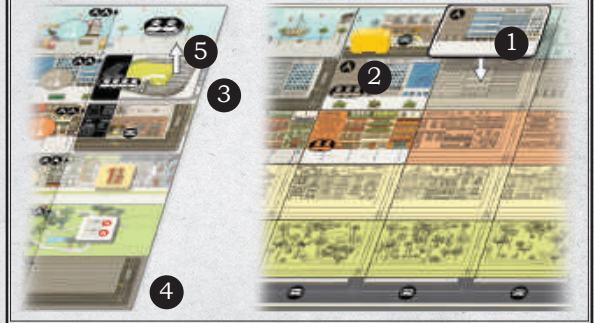
End of game

The game ends when 1 of the 2 following conditions is met:
- the last foundation token has been placed on a project card,
- any player completely fills their city board with project cards.

In both cases, the game ends **immediately**. Then, players count their advantage points and victory points.

Advantage tokens

At the end of the game, players receive advantage tokens for the districts they built. For each district, each player sums the values of all their cards in that district (the total amount of 👤 symbols). The advantage tokens for districts are distributed according to the table on the next page (starting with the player that has the highest result for a given district).

Apart from the advantage tokens received for districts, players also receive points for the highest number of cable cars placed on the city board. The advantage points for cable cars are distributed according to the table on the next page (starting with the player that has the most cable car markers).

number of players	●●●●				●●●		●●
player rank	1st	2nd	3rd	4th	1st	2nd	1st
advantage tokens for districts	②	①	–	(–1)	②	①	②
advantage tokens for number of cable car markers	(2½)	①	–	(–1)	(2½)	①	(2½)

In case of a tie

In case of a tie for advantage tokens for districts, compare the tied players' leftmost cards of that district; the higher value wins the tie. If there is still a tie, compare the next card from the left, and repeat as needed.

In a situation where all the cards of 2 or more players have the same values, move to the row below for comparison (or the first row if calculating the bottom row).

In case of a tie for advantage tokens for cable car network, compare the tied players' cable car markers in the leftmost column of their city boards; the higher value wins the tie. If there is still a tie, compare the next column, and repeat as needed.

If the winner of a tie still can't be determined (both when counting points for districts and for cable car networks), the highest advantage token goes to the player who triggered the end of the game. If that player is not a part of the tie, the token goes to the first player to their left who is a part of the tie.

End game scoring

To determine a winner, the players sum all of their victory points, including points for:

- built skyscrapers: 1 victory point for each skyscraper,

- master builder's medal: 1 victory point,

- bonus tokens: 1½ victory point,

- district completion tokens: 1 victory point per token,

- advantage tokens for districts: victory points according to the value of token,

- advantage tokens for cable car network: victory points according to the value of token.

The winner is the player with the most victory points. In case of a tie, the tied player with the most cable car markers on their board wins the tie. If there is still a tie, the players share victory.

From the designer

I'd like to thank all the testers who contributed to the development of this game. I'd like to especially thank: Iain Adams, Karen Easteal, Sebastian Gieger, Florian Gratzer, Ross Inglis, Florian Ionescu, Kevin Jacklin, Dorette Peters, Bert Scholz, Vroni Sigl, Philipp Winter, and Michi Zitzelsberger.

Credits