

ROLE CARDS



SPECIALISTS

Include one **Specialist** deck in your game



NYPD OFFICER **First Play**

Your Move: Your Worker may move into an opponent Worker's space, if you can Force their Worker one space straight backwards.



NIGHT GUARD

End of Your Turn: If possible, choose a neighboring opponent's Worker. The opponent must immediately move that Worker, if possible.



STREET VENDOR

End of Your Turn: If possible, Force an opponent's Worker that neighbors the Block you built onto the Block.



FASHION DESIGNER

Start of Your Turn: If possible, choose a neighboring Worker. After moving your Worker, Force the chosen Worker into the vacated space.



REPORTER

End of Your Turn: If possible, Force a neighboring opponent's Worker north or south to the first unoccupied space; passing through anything in between.



ENGINEER

The **Engineer** is always in play



ENGINEER **First Play**

Start of Your Turn: Before moving your Worker, if possible, build a Skyscraper on one neighboring ground level space.

Additional Win Condition: Build a Rooftop, while possessing the Statue of Liberty.



BUILDERS

Include one **Builder** deck in your game



IRONWORKER **First Play**

Your Build: You must build in two different spaces.



CRANE OPERATOR

Your Build: If you do not build a Rooftop, you must build a second time in the same space.



BROADWAY ACTORS

Your Turn: If possible, both of your Workers must move, and then both must build.



FIREFIGHTER

Start of Your Turn: Before moving and building with your Worker, you must build underneath it. If this build is a Rooftop, remove your Worker from the game.



FOREMAN

Your Build: You must choose a neighboring Worker and must then build in two different spaces neighboring that Worker.



A **Skyscraper** is a special type of building which only **Engineers** can build. They can only be placed on ground level spaces, and cannot be moved onto or built on.



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MOVERS

Include one **Mover** deck in your game



SUBWAY OPERATOR **First Play**

Your Move: You must move your Worker north, south, east, or west to the first unoccupied space; passing through anything in between.



TAXI DRIVER

Your Move: You must move your Worker exactly 2 or 3 spaces in any direction (including diagonally); passing through anything in between.



TOUR BUS DRIVER

Game Setup: The youngest player places 1 Skyscraper on the game board.

Your Move: You must move your Worker north, south, east or west to any unoccupied space that neighbors a Skyscraper; passing through anything in between.

*Mover's abilities do not allow players to go up more than one level during their turn.

CREDITS

GAME DESIGN Gordon Hamilton	ART & GRAPHIC DESIGN Mr. Cuddington	DEVELOPMENT Gavan Brown Adam Wyse Paul Saxberg
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MADE IN CHINA

SANTORINI™

NEW YORK



Santorini™: New York puts players in the work boots of builders constructing a grand city at the start of the 20th century. During the game, you will move your workers around Manhattan, raising buildings and skyscrapers. To prove your skill, climb atop the tallest building and look down over the city you have built. Only clever tactical moves and cards will bring you victory.

Knowledge of English Required
Connaissance de l'anglais
nécessaire

AGE / ÂGE
8+

2-5
PLAYERS
JOUEURS

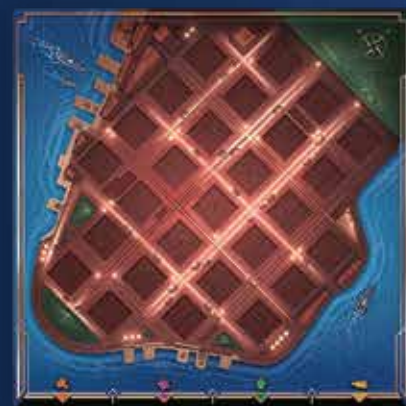
SET UP

- Starting with the youngest player and moving clockwise, players each choose a color and place their:
 - 2 Workers **A** on the board in two marked starting spaces of the same number.
 - Player Color Card **B** in front of them.
- Place the Building Blocks, Rooftops, Skyscrapers and Statue of Liberty near the board. **C**
- Create a deck of cards, containing:
 - 7 Engineers
 - 6 Builders
 - 6 Specialists
 - 6 Movers

**Each type of card should be a complete set. Do not mix-and-match different cards from sets of the same color.*
- Place the associated 4 Reference Cards **D** in their spaces beside the board.
- Shuffle the deck and deal 5 cards **E** to each player.
- If any cards are left in the deck, place them facedown to form the start of a discard pile. **F**



COMPONENTS



1 Manhattan Game Board



1 Statue of Liberty



10 Workers (2 x 5 Colors)



85 Role Cards



14 Reference Cards



10 Rooftops 64 Building Blocks



6 Skyscrapers



5 Player Color Cards

PLAYING A ROUND

The game is played over a series of rounds until the end game is triggered. Each round consists of four steps:

- Players each choose 1 card from their hand, and simultaneously play them face up onto their Player Color Cards.
- The player who played the highest numbered card this round takes the Statue of Liberty and places it in front of them.
- In order, from the lowest numbered card played to the highest numbered card played, players choose 1 of their Workers to move and build with (see "Moving and Building"), while also following the instructions on the card.
- After each player finishes moving and building, they must place their played card facedown on the discard pile.

Every four turns, when players' hands have been reduced to 1 card, players should:

- Shuffle the discard pile.
- Deal 4 cards to each player (bringing players' hands back up to 5 cards).



First Play

For the first few games, play with the **NYPD Officer**, **Ironworker**, **Subway Operator** and **Engineer**.

The first player to win 3 games gets to choose any of the Advanced Role cards to use in the next game!

MOVING AND BUILDING

You must:

- Move your chosen Worker to an unoccupied neighboring space; which may be at most 1 level higher, any number of levels lower, or on the same level.



A space is considered **occupied** if it contains a Worker, a Skyscraper, or a Rooftop. Your worker can never move or be Forced onto an occupied space.

- Build a Block (up to the third level) or a Rooftop (on the third level) in an unoccupied space neighboring the Worker's new location.



- You can build at any height, no matter what level your Worker is on.
- The card you choose to play each turn will often alter the moving and/or building phase, granting the player an ability for this round.
- When a card requires you to move to a non-neighboring space, you may still only move at most 1 level higher.

Forcing

When a Worker is **Forced** to an unoccupied space, normal movement restrictions do not apply, so it may be Forced any number of spaces upwards.

LOSING WORKERS

A player must remove 1 of their Workers from the board and forfeit their turn if:

- Neither of their Workers are able to both move and then build on their turn.
- They are unable to fulfill a requirement on the card they played.

If a player removes their last Worker from the board, they are eliminated from the game.

HOW TO WIN

A player can win the game in three ways:

- Moving one of their Workers upwards onto a third level building, while in possession of the Statue of Liberty.
- Playing the Engineer card and fulfilling an Additional Win Condition (building a Rooftop), while in possession of the Statue of Liberty.
- Being the only player with Workers left on the board.



The Statue of Liberty is given each turn to the player with the highest numbered card. You can only win if you have it in your possession.