

SKYRISE



2-4 30-90 14+

RULEBOOK V 1.02

A CITY IN THE SKY

The Mayor has enlisted some of humanity's greatest visionaries to help build **Skyrise**: a magnificent city in the sky, dedicated to art, science, and beauty. But only one artisan can be remembered as the greatest!

Prove your genius by using a brilliant spatial auction system to win sites to build in, earning favor across islands and factions, scoring secret and public objectives, courting mysterious patrons, and building your own unique Wonder.

Skyrise tells an interactive story of a growing cityscape, hard decisions, scarce resources, and ever-rising stakes that will keep you enthralled until the final scores are revealed.

VIDEO TUTORIALS

roxley.com/skyrise

VISIONARY & PATRON BIOS

Coming soon!

COMPONENTS



1 Game Board



1 Central Island & 4 Outer Islands



40 Neighborhood Discs
(10 in each color)



16 Patron Discs
(4 in each type)



4 Patron Value Tiles



2 Wild Discs



2 Commissions Discs



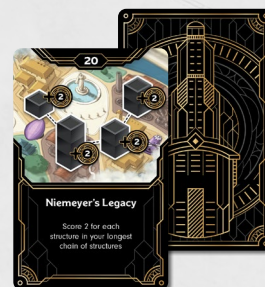
1 Small Key Tile



4 Secret Objective Cards



5 Panorama Cards



20 Wonder Cards



1 Island Control Card



1 Key to the City Tile



4 Player Boards
(double sided)



48 Buildings
(12 in each player color)



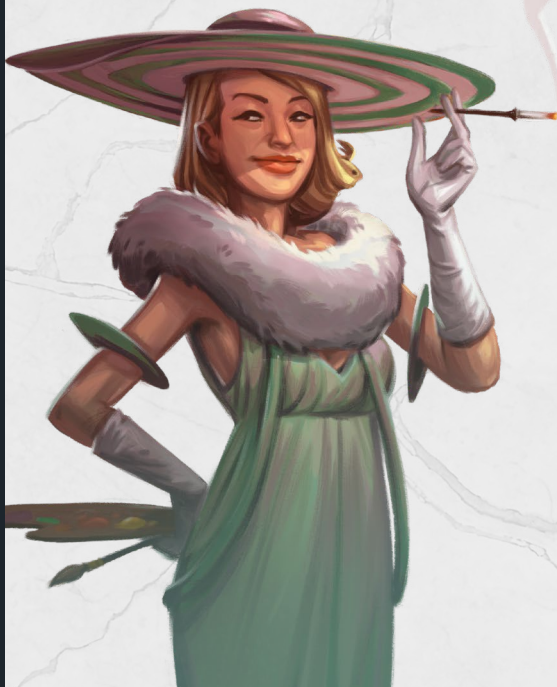
4 Wonders
(1 in each player color)



4 Scoring Discs
(1 in each player color)



1 Draw Bag



SETUP

GAME SETUP

- Put the **Game Board** in the center of the table. It has a Prestige track that runs around the outside of the board.
- Take a number of **Outer Islands equal to the player count** and place them randomly over the game board landscape as shown in the image to the right.
- Place the **Central Island** in the middle of the outer islands so its bridges slot into the spaces on the outer islands.
- Remove the following discs, depending on player count, and return them to the box:
 - 4 Players** : remove nothing.
 - 3 Players** : remove a wild disc, a commissions disc, and 3 of each neighborhood disc.
 - 2 Players** : remove 2 of each patron disc and 5 of each neighborhood disc.
- Mix up the remaining **Neighborhood, Patron, Commissions, and Wild Discs** and place them in the draw bag.
- Randomly draw and place 1 disc on each colored neighborhood area of each island.



To place the discs randomly we suggest you start at one corner of an island and move clockwise around, placing discs until each neighborhood disc has a disc.

- Shuffle the 20 **Wonder Cards** and deal 3 facedown to each player (5 cards each in a 2-player game). Return the remaining cards to the game box.
- Shuffle the 4 **Secret Objective Cards** and deal 1 facedown to each player. Return any remaining cards to the game box.
- Place the **Island Control Card** face-up near the game board.
- Shuffle the 5 **Panorama Cards**, draw 2 and place them face-up next to the island control card. Return the other panorama cards to the box.
- Shuffle the **Patron Value Tiles** and place one face-down randomly on the lettered spaces A, B, C, and D, on the game board.
- Place the **Key to the City Tile** near the game board.
- If playing with 3 or 4 players, place the **Small Key Tile** near the game board.



3 outer islands are shown because this is a 3 player game



SETUP



PLAYER SETUP

All players perform the following:

- 14 Choose a **Player Board** and place it in front of you.
- 15 Take the **Scoring Disc** matching your color and place it on the 0 space of the Prestige track on the game board.
- 16 Take the 12 **Buildings** and the **Wonder** matching your player color.
In a 2 player 🧑 game, each player gets 2 Wonders. Each player should take a Wonder of an unused player color and the scoring disc of that player to later mark the Wonder card associated with it.
- 17 Each of your buildings has a number on the bottom representing its bid value. Place your Wonder and all buildings with a dot to the left of your player board, number-side down.
- 18 Place your remaining buildings (without a dot) to the right of your player board in ascending order, number-side up.
- 19 You may now secretly view your secret objective and Wonder cards.

Each player gets a unique set of numbered buildings, so players may want to try different player boards and seating positions from game to game.

We recommend that new players wait until later in the game before looking at their Wonder cards.



START PLAYER

- 20 Randomly determine which player will start the first auction of the game.

GAMEPLAY CONCEPTS

THE GOAL

The goal of Skyrise is to earn the most Prestige by the end of 2 Eras.

Prestige is earned at the end of each Era and immediately when you construct your Wonder.

ERA 1 & ERA 2

Skyrise is split into two halves, called **Eras**. Each Era is played over a series of **auctions**. After each auction, **one** structure will be **constructed**. In Era 1 you will only have certain buildings available for use in auctions; these are the 7 buildings placed number-side up to the right of your player board during setup.

- Era 1 ends when **one player** has constructed all their Era 1 buildings.
- Era 2 ends when **all players** have constructed all their buildings and Wonders.

BUILDINGS & BIDS

Each player has 12 **Buildings** with numbers on the bottom. This number represents a building's bid value **A**. A building that is number-side up, whether beside your player board or on an island board, is called a **bid**.

When not on an island, all your available bids must remain number-side up and in numerical order beside your player board (so your opponents can see which bid numbers are still available).

When an auction is won, the winning bid is flipped number-side down and becomes a constructed building. Its number no longer matters once it is constructed, only its height. Buildings come in three heights: short **B**, medium **C**, and tall **D**.

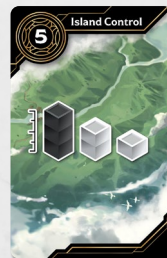


ISLANDS

The play area consists of up to 5 floating islands: 1 small central island **A** surrounded by up to 4 outer islands **B**.



At the end of each Era, the player with the highest quantity of tall **buildings** (not Wonders) on each island will score 5 Prestige for that island (see "Score Island Control", pg 7 for more details and tiebreakers).



Achieving island control on multiple islands can be a key to victory in Skyrise.

WONDERS

At the start of Era 2 each player receives access to their Wonder figure, and chooses one of their Wonder cards, which provides their Wonder with a special effect.

Wonders do not have a number on the bottom because they automatically win an auction when placed.

Buildings and Wonders are both considered **structures**.

Wonders **cannot** start an auction unless you have no other bids remaining.



WONDER CARDS



Each Wonder card has an initiative value **A** and effect described on the card **B**. Effects on Wonder cards are resolved immediately when the Wonder is constructed.

The player whose Wonder card has the lowest initiative value will begin the next auction when:

- Era 2 begins, or
- any player constructs their last structure in Era 2.

In a 2 player **2** game when each player has two Wonders, a player's initiative value is determined by sum of the initiatives of their chosen Wonders.

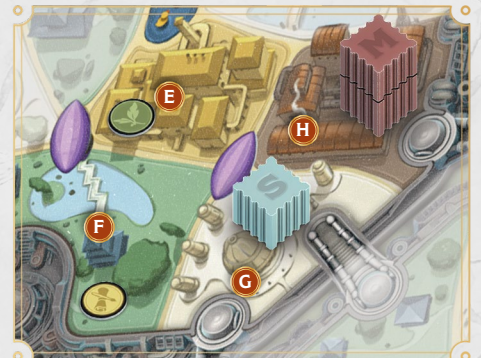
NEIGHBORHOODS

Neighborhoods are regions of an island where players will place bids and construct structures. Each neighborhood can hold only 1 bid or structure.

At the start of the game, each neighborhood will have a disc on it.

There are 4 colors of neighborhoods found in Skyrise which are populated by 4 factions of creatives:

- yellow **E**, populated by philosophers
- green **F**, home to naturalists
- white **G**, where artists have gathered
- brown **H**, made up of inventors.



UNOCCUPIED NEIGHBORHOODS

A neighborhood that doesn't contain a bid or a structure is considered **unoccupied**. In the diagram above, **E** and **F** are unoccupied.

ADJACENT NEIGHBORHOODS

One neighborhood is **adjacent** to another if they share a border (an edge, not a corner). In the above diagram **E** is adjacent to **F** and **H**, but not adjacent to **G**.

Neighborhoods connected by a bridge are also considered adjacent. In the diagram below, **J** & **K** are adjacent.



GAMEPLAY CONCEPTS

SECRET OBJECTIVE CARDS

At the start of the game, you will receive a secret objective card to provide you with a secret long-term goal. At the end of the game, if you have completed your objective, score the Prestige shown on the card.

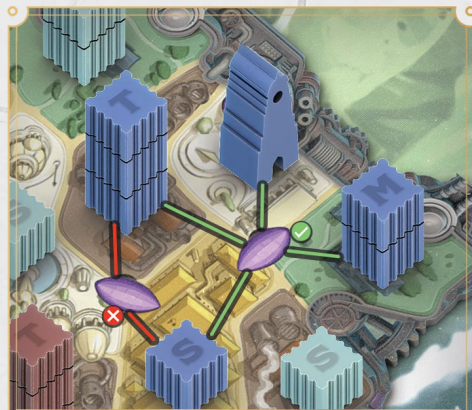
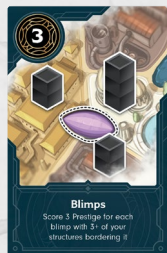


Blue has completed its secret objective (build 4+ times on brown neighborhoods).

PANORAMA CARDS

Panorama cards reward players for building their structures near specific island features.

Panorama cards are scored at the end of each Era. When scoring, a player may gain Prestige multiple times for each instance of achieving the card's objective.



Blue will score the **Blimps** panorama once at the end of the Era.

COLLECTING DISCS

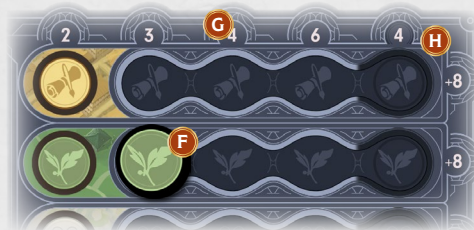
Whenever you construct a structure in a neighborhood with a disc in it (neighborhood, patron, wild, or commissions), you collect that disc to your player board.

NEIGHBORHOOD DISCS

Neighborhood discs come in 4 colors, matching the color of each faction's neighborhood.



When you collect a neighborhood disc, place it in the leftmost empty space of its row on your player board **F**. This will generally increase the Prestige value **G** of your structures that are constructed on that color (see "Score Structures" in "End of Era 2", pg 7).



Tip: To maximize Prestige, avoid collecting exactly 4 neighborhood discs of a single color **H**.

Note that each player starts with a disc already filled in under the "2" column. The leftmost empty space for a player's first disc of each color will be in the "3" column.

SHOOT THE MOON!

If you collect a neighborhood disc when you already have 4 of the same color **I**, place the disc on your character illustration instead **J**. Each of these will score 8 Prestige at the end of the game, as indicated by the "+8" on the right of your board **K**.



PATRON DISCS

Patron discs are black discs with a letter in their center. They represent your visionary creating commissioned work for one of the famous art patrons depicted at the edge of the game board.



When you collect a patron disc, place it on the character illustration of your player board.



The letter on each patron disc corresponds to one of four art patrons.



Each patron was randomly assigned a patron value tile during setup.

The Prestige value of your collected patron discs is equal to the secret value printed on the underside of that Patron's tile.



At any time during the game you may secretly view the secret value on the bottom of the patron tile matching the letters of your collected patron discs.



Example: You have collected a "B" patron disc. You then secretly view the patron value tile on B space. You now know all "B" discs are worth 4 Prestige at the end of the game, but feel free to tell your opponents whatever value you want.

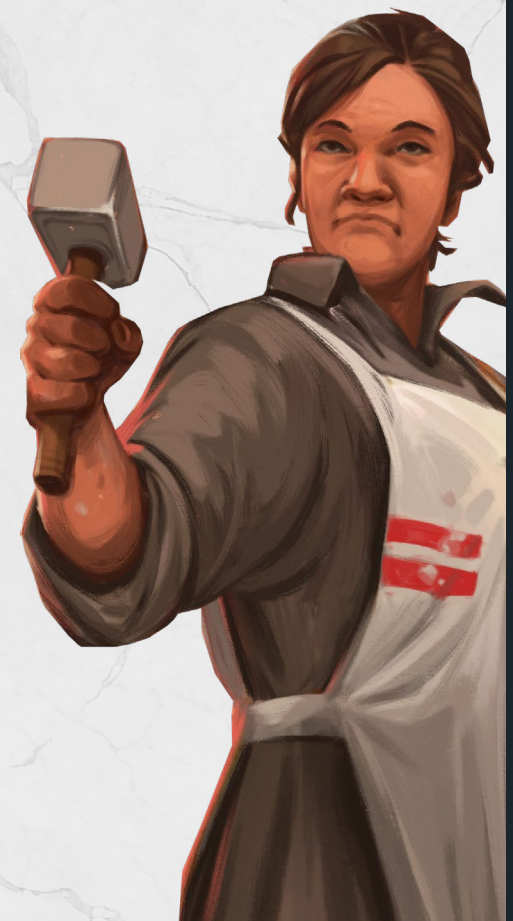
WILD DISCS

Wild discs are neighborhood discs that can be used for any faction. At the time they are collected, they must be placed on a row of your choice on your player board and then cannot be moved.



COMMISSIONS DISCS

When collected, place commissions discs on the character illustration of your player board. Each commissions disc you hold at the end of Era 2 will increase the value of each tile/disc on your character illustration by 1 Prestige. This includes patron discs, the keys to the city, excess neighborhood discs, or even commissions discs (see "Score Discs & Tiles" in "End of Era 2", pg 7).



PLAYING THE GAME

AUCTION

The game is played over a series of auctions, where players will go around the table choosing to outbid the current bid or pass. Once everyone has passed or can no longer outbid, the highest bid wins the auction and that structure is constructed.

Note: You can never outbid yourself. If the auction comes back around and you are still the highest bidder, everyone else has passed and the auction ends.

An auction consists of the following steps:

1 DETERMINE START BIDDER

An auction is always started by the player who **won the most recent auction**, with the following exceptions:

- **Beginning of Era 1:** the first auction is started by a random player determined during setup.
- **Beginning of Era 2:** the next auction is started by the player whose Wonder card has the lowest initiative value.
- **When a player builds their last structure in Era 2:** the next auction is started by the player whose Wonder card has the lowest initiative value.

2 PLACE STARTING BID

The player starting an auction places any of their available bids number-side up in an unoccupied neighborhood that is either:

- Located on the central island **A**.
- Adjacent to an already-constructed structure belonging to any player **B**.

Once placed, all bids should remain number-side up.

You cannot start an auction with a Wonder unless it is your last remaining structure.

3 CONTINUE BIDDING

Bidding then moves clockwise around the table. The next player must do one of the following:

- **Outbid:** Place a bid of higher value into an unoccupied neighborhood adjacent to the most recent bid.
- **Pass:** Say "pass". That player may not participate in the rest of this auction.
- **Place Wonder (Era 2 only):** Place their Wonder into an unoccupied neighborhood adjacent to the most recent bid.

4 END THE AUCTION

The auction ends when one of the following occurs:

- All players except for the most recent bidder have passed.
- There are no unoccupied neighborhoods adjacent to the most recent bid.
- A player places their Wonder (some Wonders may break this rule and allow Wonders to be outbid).

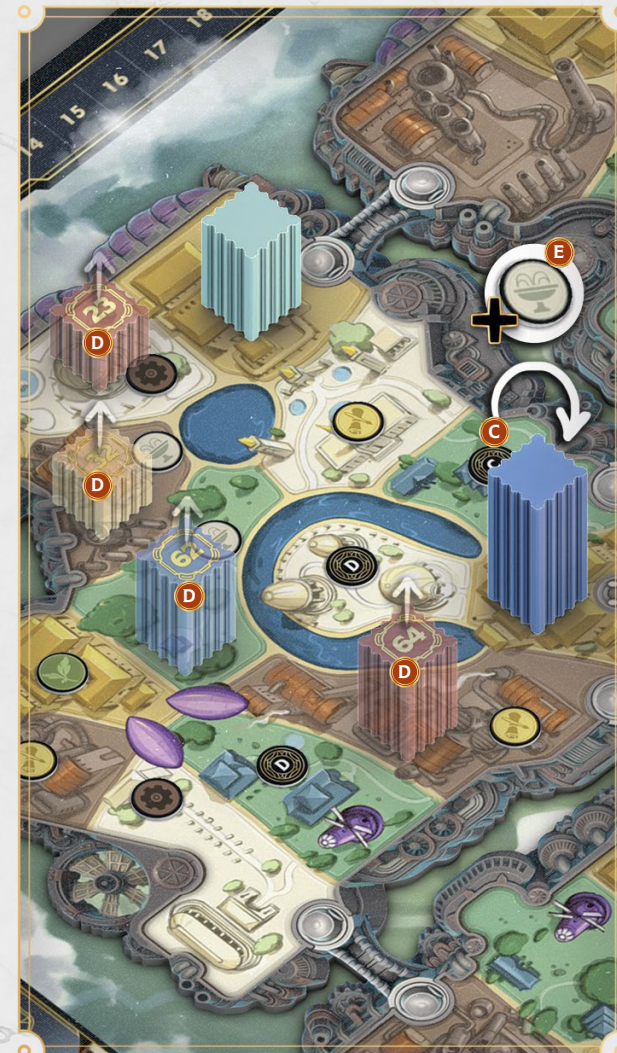
When the auction ends, perform the following steps:

1. The winning bid gets flipped over to become a constructed building – its number will now be face-down **C**. Wonders are not flipped over.
2. Return all unsuccessful bids to their owners **D**.
3. If there is a disc in the neighborhood with the newly constructed structure, the winning player collects it **E** (see "Neighborhood Discs", "Patron Discs", "Wild Discs" and "Draw Discs" pg 5).
4. If a Wonder was constructed, enact its effect.

The next auction then begins (return to "1 Determine start bidder"), unless the end of an Era has been triggered (see "Eras & Scoring", pg 7).



In this example, turn order around the table is: Red, then Teal, then Yellow, then Blue. Red starts the auction by bidding a 23 in the neighborhood adjacent to a constructed Teal building. Teal passes. Yellow outbids with a 32. Blue outbids with a 62. Red outbids with a 64. Yellow passes. Blue outbids with a 91. Red passes. Everyone but Blue has passed, so proceed to step **4** End The Auction.



ERAS & SCORING

END OF ERA 1

When **one** player has constructed all their Era 1 buildings, perform the following steps:

1 SCORE ISLAND CONTROL

For each island (including the central island), the player(s) who control the island each score 5 Prestige.

Island control is determined by:

- Which player has constructed the highest quantity of **tall** buildings on the island.
- If there is a tie, compare the quantity of **medium** buildings on the island amongst tied players.
- If there is still a tie, compare the quantity of **short** buildings on the island amongst tied players.
- If there is still a tie, all tied players score 5 Prestige for island control.



Red scores 5 prestige for island control because they have the greatest quantity of tallest buildings.



Red and blue each score 5 prestige for island control.

2 SCORE PANORAMA CARDS

For each panorama card, gain the Prestige value **A** for each instance you fulfill its objective **B** (you can score it multiple times).

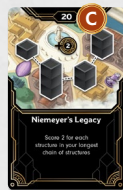
A single structure may be used to fulfill the objective of the same panorama card multiple times, and may apply to both panorama cards.

Yellow scores the blimps panorama card twice for 6 prestige. They also score the windmills card for 2 prestige.



3 CHOOSE WONDER CARDS

All players choose one of their face down Wonder cards and reveal them simultaneously. Return all unchosen Wonder cards to the box. In a 2 player **2** game, players will have two Wonders so they will choose two Wonder cards at this time. Place the scoring disc matching the color of the corresponding Wonder on top of the second chosen card.



Remember: the player who selects the Wonder card with the lowest initiative value **C** will start the first auction in Era 2.

4 UNLOCK ERA 2 STRUCTURES

Each player adds their Wonder figure (two Wonders in a 2 player **2** game) and five Era 2 buildings to their pool of available bids. The buildings are placed number-side up and sorted by numerical value beside your player board.



ERA 2: FINAL STRUCTURE

When any player constructs their final structure during Era 2, the next auction is started by the remaining player with the lowest initiative value on their Wonder card.

The **first** player to build all of their structures in Era 2 gains the key to the city tile, worth 10 Prestige at the end of the game.



In a 3 or 4 player game, the **second** player to build all of their structures in Era 2 gains the small key tile, worth 4 Prestige at the end of the game.



END OF ERA 2

When **all** players have constructed their final structure, perform the following steps:

1 SCORE ISLAND CONTROL

Score island control using the same method as in Era 1.

Wonders are **not** considered buildings, and therefore do not contribute towards island control.

2 SCORE PANORAMA CARDS

Score panorama cards using the same method as in Era 1.

Wonders **do** contribute towards panorama cards' objectives.

3 SCORE SECRET OBJECTIVES

All players reveal their secret objective cards. If you have fulfilled your secret objective, score the Prestige shown on the card.



4 SCORE DISCS & TILES

Patron Discs: Flip each of the patron value tiles face-up. Score Prestige for each of your collected patron discs based on the revealed patron value tiles (see "Patron Discs", pg 5).

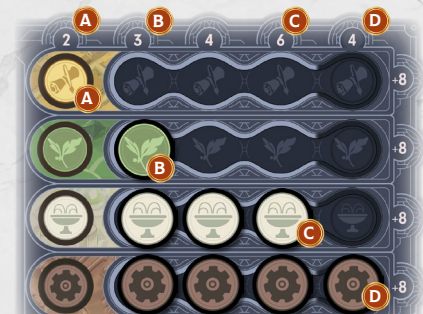
Excess Neighborhood Discs: for each neighborhood disc on your character illustration, score 8 Prestige (see "Shoot the moon!", pg 5).

Key Tiles: if you have the key to the city or the small key tile, score 10 or 4 Prestige respectively.

Commissions Discs: For each commissions disc you have, score 1 Prestige for every patron disc, excess neighborhood disc, key to the city, and commissions disc on your character illustration.

5 SCORE STRUCTURES

Remove all of your structures that reside in a philosophers' neighborhood (yellow **5**) from all islands. For each one removed, score Prestige equal to the amount shown at the top of the column of the right-most philosopher disc you've collected **A**.



*The disc printed on the player board counts for structure scoring, so even though the player has collected no **5** discs, each building on a philosophers' neighborhood scores 2 Prestige.*

Repeat for naturalists (green **3**), artists (white **4**), and inventors (brown **6**).

Example: Fritz Lang scores 6 Prestige **C** for each of his structures removed from an artist neighborhood **E**.



GAME END

After performing Era 2 scoring:

- The player with the most Prestige is declared the winner.
- Ties are broken by the player who gained the most Prestige from patron discs.

WONDER & PANORAMA F.A.Q.

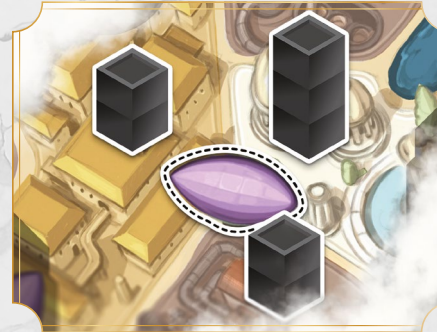
WONDER CARDS

- 1. The Hammer** - This Wonder can outbid other Wonders, so if someone has the Hammer an auction does not automatically end when a Wonder is placed. Once this Wonder is constructed, opponents cannot bid tall buildings into neighborhoods adjacent to it. In the extremely rare case that this restriction would prevent an opponent from being able to construct one or more buildings, remove this restriction.
- 2. The Capital Building** - You may start an auction with this Wonder. If you do, score 4 Prestige and you may bid into any neighborhood - even one that is not on the center island or not adjacent to an existing structure.
- 3. The Palace** - Score 2 Prestige for every bid made by any player over the course of the auction that ends with the construction of this Wonder.
- 4. Atlantis** - At the time this Wonder is constructed, check all islands to see how many different lakes are bordered by one or more of your structures. If your structures border 3 or more different lakes, score 8 Prestige.
- 5. Zepplinstone** - At the time this Wonder is constructed, check all islands to see how many different blimps are bordered by one or more of your structures. If your structures border 4 or more different blimps, score 8 Prestige.
- 6. Lynch's Image** - These structures can belong to any player but only you receive the Prestige.
- 7. Opportunity** - Check for unoccupied adjacent neighborhoods after the unsuccessful bids are returned to their owners.
- 8. Kahn's Ambition** - Your objective card will remain revealed for the remainder of the game.
- 9. Jacobs' Gardens** - Wild discs count as a neighborhood disc of the color it was assigned when collected.
- 10. Intelligentsium** - Only the Wonder's owner scores the panorama cards, and only on the island where the Wonder was built. The panorama cards will be scored again normally for all players at the end of Era 2.

- 11. The Olmsted** - Each sentence in this Wonder's effect is evaluated separately. For example, if this Wonder is constructed on an outer island and the center island has 4 structures on it, score 8 Prestige.
- 12. Munch's Haven** - This Wonder can score a maximum of 12 Prestige if you have at least one of each patron disc (A, B, C, and D).
- 13. Sullivan's Reach** - Only evaluate the island on which the Wonder is built. The tall buildings can belong to any player but only you receive the Prestige.
- 14. Atelier** - This Wonder counts as a tall building, not only for this Wonder's immediate scoring effect but also for island control at the end of Era 2.
- 15. The Shard** - Collect the Prestige at the time you construct this Wonder. Patron discs collected later do not score extra Prestige.
- 16. La Boca** - Only look at the island on which this Wonder is constructed.
- 17. Le Baron** - This Wonder will score either 12/8/6/0 Prestige depending on how many buildings you have not yet constructed (0/1/2/3+).
- 18. The Vault** - This will leave a neighborhood without a disc on it.
- 19. The Summit** - Evaluate island control at the time this Wonder is constructed. Only the Wonder's owner will score any Prestige during this Wonder's effect. Island control will be scored as normal at the end of Era 2.
- 20. Niemeyer's Legacy** - A chain of structures are constructed on neighborhoods that are adjacent to each other. Each neighborhood can only be used once in the chain, but this Wonder does not need to be part of the chain.

PANORAMA CARDS

- Blimps:** Score 3 Prestige for each blimp with 3 or more of your structures bordering it.



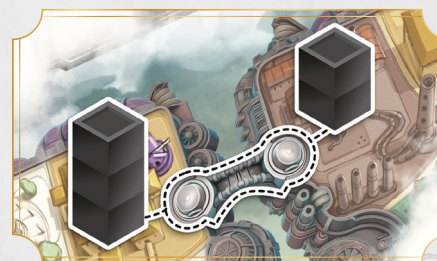
- Lakes:** Score 3 Prestige for each lake with 3 or more of your structures bordering it.



- Chains:** Score 3 Prestige for each island that you have 3+ adjacent structures. The 3 adjacent structures must be on the same island. This can only be scored once per player per island.



- Bridges:** Score 3 Prestige for each bridge with 1 of your structures on each side.



- Windmills:** Score 2 Prestige for each neighborhood with a windmill and 1 of your structures on it.



CREDITS

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