



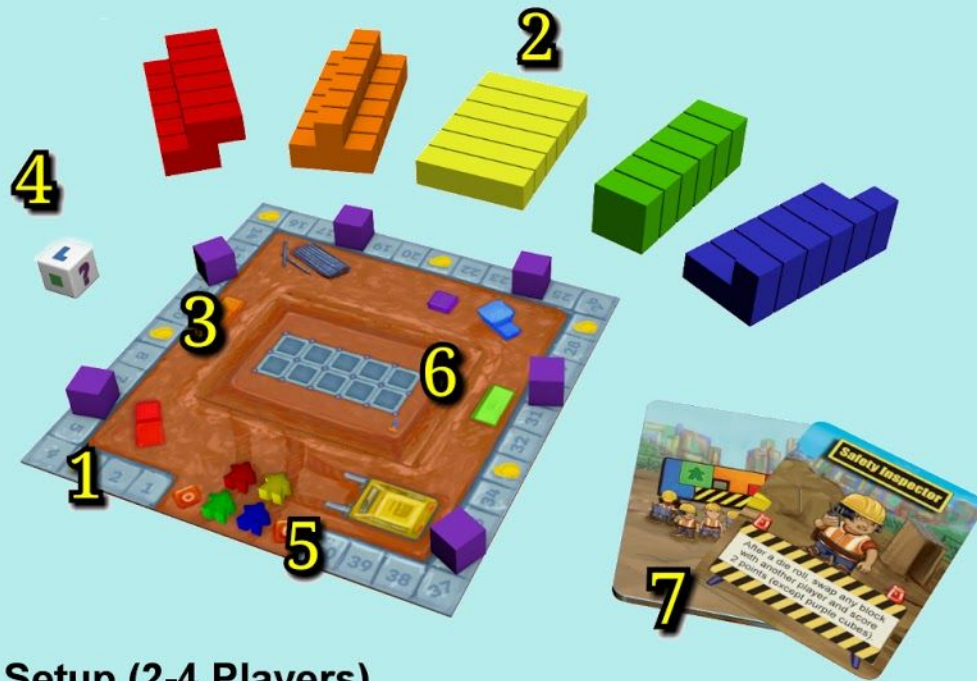
Overview

The city is growing every day, with new buildings popping up on every vacant lot. You've been hired as a contractor to help develop a skyscraper that will reshape the city's skyline. If you work hard and plan smart, you can earn the title of Master Builder and be immortalized as part of the city's rich history.

Components

- 1 game board
- 4 inspector meeples
- 3 footprint cards
- 12 crew cards
- 3 out of stock cards
- 1 six-sided supply die
- 6 purple cubes
- 30 tetromino blocks
(6 blocks of each color)





Setup (2-4 Players)

1. Place the **game board** in the center of the table so that it is accessible to all players. The track around the board will be used to keep score throughout the game.
2. Sort each type of **tetromino block** into its own pile. Place the five piles in a half circle around the top of the board in the following order: red, orange, yellow, green, blue. These five piles will make up the supply line.
3. Place a **purple cube** on each space on the board's score track that is marked with a cube symbol.
4. Place the **supply die** within reach of all players.

5. Have each player choose an **inspector meeples**. Place them on the driveway area of the board.
6. Choose a **footprint card** and place it face up in the center of the board. The numbers on the footprint cards (1-3) designate their respective difficulty levels.
7. Shuffle the **crew cards** together and place them face down in a deck next to the board. Deal 1 crew card to each player.
8. Have each player roll the supply die and add that block to their personal **supply bank** as their starting piece. (The “?” is wild, allowing a player to take any tetromino block of their choosing.)
9. Place the **out of stock** cards back in the box to be used to mark empty supply lines later. (optional)
10. The player with the most dirt on their shoes is the starting player.

NOTE: For the solo mode Setup and Gameplay see "Jack Of All Trades"



Gameplay

On a turn, each player will perform all of the following actions, in order. If no win conditions have been met, play will continue to the next player in clockwise order.

1. ROLL: Roll the **supply die** and add that **tetromino block** to their **supply bank**.

2. CHOOSE: Choose 1 of the 2 **tetromino blocks** from their **supply bank** to place onto the footprint of the tower without knocking it over (see “0” Days Without An Accident). A player may also add one **purple cube** to the footprint on their turn, if they have any available (see Worker’s Comp).

NOTE: A player can build over an empty spot, but all blocks and cubes must be played within the set boundaries of the lot’s footprint on every floor.

3. SCORE: Score any points earned that turn by moving their **inspector meeples** along the score track, checking to see if they have been awarded any bonuses (see Worker’s Comp).

4. CHECK: Check to see if they have ended the game (see Win Conditions). If no win conditions have been met, play will continue to the next player in clockwise order.

Supply Die

The Supply Die is a six-sided die with sides that represent the five different block shapes and a “?”. If a player rolls the “?”, they may choose any available block from the supply line. If a player rolls a block that is no longer available in the Supply Line, the player to their left chooses which block they will receive.



“0” Days Without An Accident

If any blocks or cubes (other than the chosen block being placed) fall off of the tower on a player’s turn, those blocks are removed from the game. The player must finish placing their chosen block, but will score “0” points for their turn.



NOTE: If anything falls while playing a purple cube, finish placing the cube and your chosen block on the tower. A player should only have one tetromino block in their supply bank at the end of their turn.

Scoring Points

There are three ways to score points in the game.

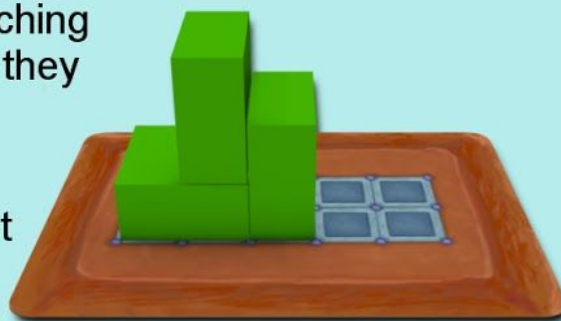
NOTE: If while scoring, a player would land on a spot occupied by another inspector, simply bump the current occupant up to the next available spot along the track.

1. 5 points for each finished floor a player completes on their turn. (A floor is unfinished if any of its spots are empty.)



2. 2 points for each matching color touching the block they placed on their turn.

EXAMPLE: If a player places a green block that touches another green block they score 2 points. If they touch 2 green blocks they score 4 points... and so on.



NOTE: Diagonal corners are not touching.

3. Playing and discarding a crew card at the time specified on the card, allowing the player to score points or effect the game.

NOTE: Players may only play one crew card per turn.



Little Builders Variant



When playing with a younger group, consider having the adults try to place blocks using only one hand to give the Little Builders an advantage. Also crew cards may be left out to simplify the gameplay.

Worker's Comp

Players are awarded bonuses throughout the game for being **the last inspector meeples to reach certain spots on the score track.**

1. The cube spots award a **purple cube** to a player's supply bank that can be used on future turns. A player may place one purple cube in addition to their chosen tetromino block on to the footprint. **The purple cube does not count for matching colors.**



NOTE: No more than one purple cube can be played with a tetromino on a turn.

2. The crew spots award a crew card to a player. **A player may only have 2 crew cards at any given time.** If a player is awarded a 3rd crew card, they must choose one to give to the player with the next lowest score.



Win Conditions

The game ends once one of the two win conditions are met.

1. When a player reaches 40 points in a two-player game, 35 points in a three-player game, or 30 points in a four-player, that player wins.



2. If three of the five supply line piles are emptied, the current player finishes their turn. At the end of their turn, the player with the highest score wins.

NOTE: Other players may still use crew cards to “steal” the win.



Jack Of All Trades (Solo rules)

Objective: Score 40 points before 3 of the 5 supply lines are emptied.

Setup: Prepare the game as suggested in the “Set up (2-4 players)” section with the following variations.

1. Return all crew cards to the box.
2. Return 2 of each tetromino blocks to the box, leaving 4 of each shape.
3. Remove the purple cubes from the board, putting all but one back in the box.
4. Place the remaining purple cube in front of the matching supply line for whichever shape was rolled as your starting piece.

Game Play: The player will perform the following actions, in order, until they **score 40 points** (win), until **3 of the 5 supply lines have been emptied** (fail), or until **any blocks fall off of the tower** (fail).

ROLL: Roll the **supply die** and add that **tetromino block** to your **supply bank**.

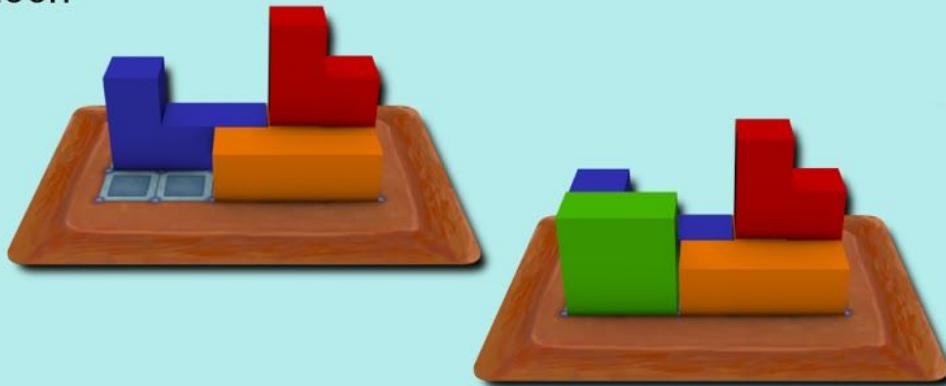


- If the “?” is rolled, move the purple cube clockwise to the next supply line pile (wrapping around the supply line if needed) and take a block from it.
- If a block rolled is not available in the supply line, take a block from the line that the purple cube is currently on.
- If the purple cube is on an empty line, move it to the next supply line.

CHOOSE: Choose 1 of the 2 **tetromino blocks** from your **supply bank** to carefully place onto the footprint of the tower, without knocking it over.

NOTE: During the solo game, a block must touch the last block that was played. (diagonal corners are not touching)

EXAMPLE: The player placed the blue tetromino as their last move. On the next turn they place the green tetromino so it touches the blue and completes the floor.



SCORE: Score any points earned for the round by moving your **inspector meeple** along the score track.

NOTE: Solo scoring works the same way, except there are no crew cards or purple cubes to be played/placed for points.

CHECK: Check to see if you have won the game by scoring 40 points, or lost the game by having 3 of the 5 supply line piles emptied.

Challenge: If the player has successfully built the tower, they may try to master a new footprint of a higher difficulty level. Only a “Master Builder” can beat a level 3 difficulty footprint.



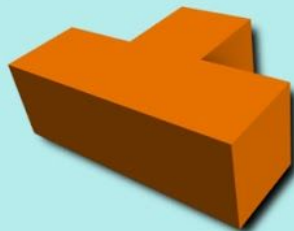
First Day On The Job (FAQ)

1. Can a player use two hands to place a block? Yes, although consider having adults only use one hand when playing against children as is recommended in the Little Builders section.



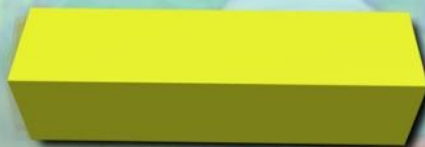
2. When can I play my crew card? Each crew card says when it can be played. Examples: On another player's turn, After a die roll, On this turn, etc.

3. What happens when I roll a block that is no longer available? If a block isn't available in the Supply Line, the player to your left chooses a block for you.



4. If blocks fall off the tower, can those floors be finished and scored again? In a 2-4 player game, yes. Accidents happen. In the solo game, no. You lose.

5. The Architect cards says to "remove a block from the top of the tower". What counts as "the top"? The "top of the tower" refers to any block that does not have another block on top of it.



Got a Question? Ask us at
www.tinyurl.com/LOTSGAME



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