

DESIGNED BY KATIE TAM & CO-DESIGNED BY VANESSA TAM

Unleash your inner architect!

Compete to design, build and manage the most prestigious high rise in the city – will your tower be a *retail magnate*, *entertainment hub* or *residential condos*?

High Rise Hustle is a card- and tile-laying game with dice and meeple drafting.

Starting with a **blueprint** and an **empty building lot**, construct your unique design with **building block cards** that can be placed adjacently, over or tucked under other building block cards to achieve your blueprint – just make sure all levels are reachable by elevator from the ground floor!

Race to fulfil **contracts** each quarter by filling your building with **apartments**, **offices** and **retail units**, while unlocking larger and more luxurious units as you gain **prestige**... is that a *helipad*?!

Optimise **noise and traffic levels** to generate buzz in your building for **bonus actions and rewards**. Gain **influence** to increase your **building height limit** or manipulate the market. All the while, populate your high rise by accommodating the inflow of **visitors**... Umm, is that elevator queue overflowing into the *subway*?

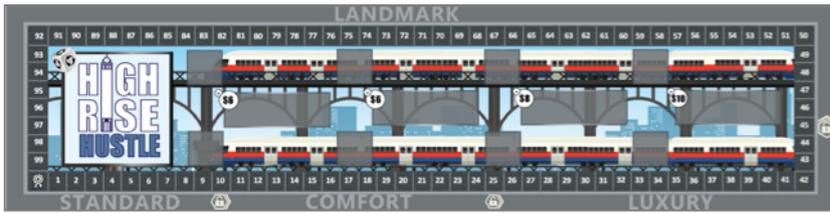
It's a hustle to complete your building so stay ahead of your competition by **satisfying visitor demands** and achieving your **building objectives**. The game ends after **four quarters** and the high rise with the most prestige wins!

**SPECIAL NOTE FROM THE DESIGNERS TO FASTAVAL ATTENDEES:**

Hey guys, thank so much for choosing to play High Rise Hustle at Fastaval! We're super excited for you to try our game out and hope you enjoy it.

Since we were not able to travel to Denmark from New Zealand to attend Fastaval, we would really love any comments or photos/videos of the game you may be able to share with us via email at [highrisehustle@gmail.com](mailto:highrisehustle@gmail.com) or @highrisehustle on Instagram/Facebook!

# COMPONENTS



**1x Game board**  
("Central Station")



**4x Player boards**  
(Building lot)



**8x Train trays**



**12x Visitor tiles**



**88x Building block cards**



**24x D6 dice**  
(8 yellow, 8 blue, 8 black)



**4x Meeple dice**  
(Realty dice)



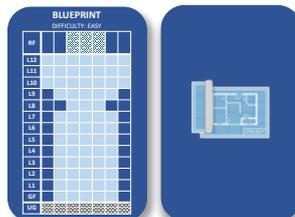
**120x visitor meeples**  
(40 blue, 40 pink, 40 green)



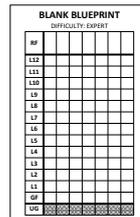
**1x visitor bag**



**60x Contract cards**  
(15 cards per quarter)



**16x Blueprints**



**32x Blank blueprints**  
(Advanced variant)



**12x Blueprint design cards**  
(Advanced variant)



**48x Standard tiles**  
(16 tiles per industry)



**36x Comfort tiles**  
(12 tiles per industry)



**24x Luxury tiles**  
(8 tiles per industry)



**12x Landmark tiles**  
(4 tiles per industry)



**12x Art tiles**  
(Décor)



**12x Balcony tiles**  
(Décor)



**12x Rooftop tiles**  
(Décor)



**12x Building cap tiles**



4x Prestige player markers



4x Influence player markers



4 x Population markers



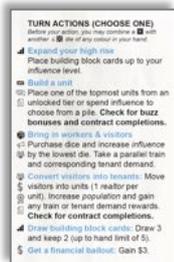
78x Money tokens  
(38x \$1M, 27x \$5M, 13x \$10M)



1x First player token



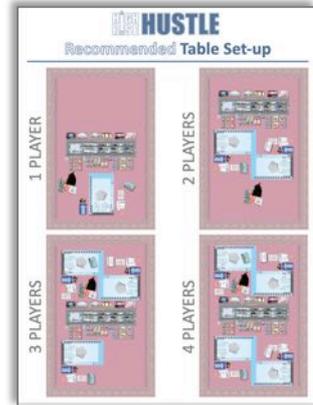
1x Colouring pencil



4x Player aid cards



1x Quick reference guide



1x Recommended table set-up

# GAME BOARD SET-UP



*Example 1.0: Global set-up of the game board for a 3-player game.*

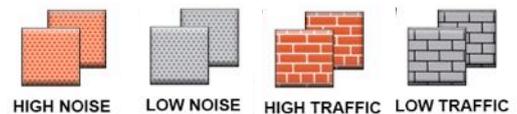
## GLOBAL GAME BOARD SET-UP

1. **Central Station game board** – Position the board so that all players can easily view and access it. Please refer to the “[RECOMMENDED TABLE SET-UP](#)” guide in the box for suggested table layout.
2. **Unit tiles:** There are 4 tiers of unit tiles in different sizes (as depicted in Example 1.0). The number of tiles per tier in the game is dependent on the number of players. Please refer to the following table for the number of sets required:

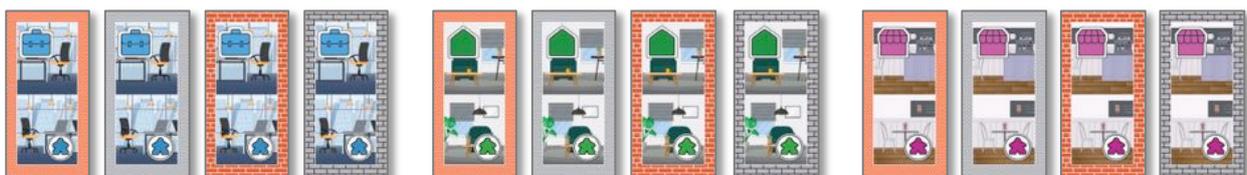
Tier	1 player	2 players	3 players	4 players
<b>Standard</b>	1 set	2 sets	3 sets	4 sets
<b>Comfort</b>	1 set	2 sets	2 sets	3 sets
<b>Luxury</b>	1 set	1 set	2 sets	2 sets
<b>Landmark</b>	1 set	1 set	1 set	2 sets

A set within each tier consists of the following tiles:

- 4x **Office** (  ) tiles (1 of each border/buzz type)
- 4x **Residential** (  ) tiles (1 of each border/buzz type)
- 4x **Retail** (  ) tiles (1 of each border/buzz type)



*Illustration: The four border/buzz types*



*Example 1.1: This is a set of Standard units that consists of each industry in all buzz types. In a 3-player game, 3 sets of these Standard units are required. In a 2-player game, only 2 sets are required.*

For every tier, separate unit tiles into industry types and shuffle each pile. Split each pile into two equal stacks and place around the Central Station game board corresponding to their tier (as depicted in Example 1.0). Place any remaining sets of tiles not required for the game back in the box.

- Décor tiles:** Take 3 of each type of décor tiles per player. Place Artwork next to the Standard unit tiles, Balconies next to the Comfort unit tiles and Rooftops next to the Luxury unit tiles (as depicted in Example 1.0).



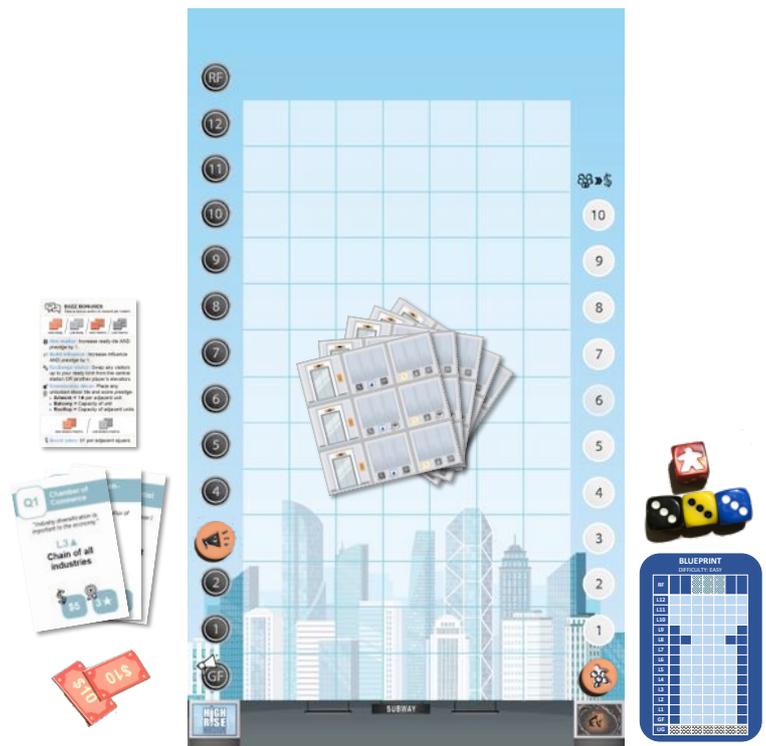
*Illustration: The four border/buzz types*

- Worker dice** – A set of dice consists of 1 yellow, blue and black die. Roll each set of dice separately (3 sets for 1-3 players or 4 sets for 4 players) and place in ascending order by sum and cost on the Central Station game board (as depicted in Example 1.0). The first \$6 slot is only used in a 4-player game. Please refer to “**WORKER DICE RULES**” on page 12 for more information.
- Visitors** – Place trains on Central Station game board as depicted in Example 1.0 (3 trains for 1 player, 6 trains for 2-3 players or 8 trains for 4 players). Place all meeples in the visitor bag and shuffle. Randomly draw 5 visitors from the bag and put them in each train.
- Visitor demands** – Draw visitor demand tiles and place each tile face-up in the square slots next to each train (3 tenant demand tiles for 1 player, 6 for 1-3 players or 8 for 4 players).

### PLAYER BOARD SET-UP

Each players receives:

- 1 building lot/player board
- 1 player aid card
- Population marker (Placed on 0 of the population track on right of the building lot/player board)
- 2 population tokens
- Prestige marker (Placed on 0 of the prestige track on the Central Station game board)
- Influence marker
- 1 set of worker dice (1 yellow, blue & black dice turned to 3)
- 1 realty die (Set to 1)
- \$20 in money tokens
- 5 building block cards
- 2 blueprint cards (Please refer to “**THE BLUEPRINT**” on page 6 for difficulty levels)
- 2 building cap tiles
- 3 Q1 contract cards



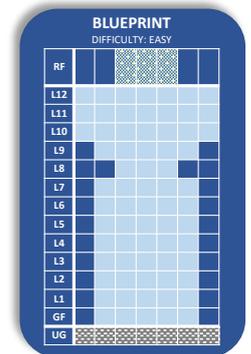
*Example 1.2: Set-up for building lot/player board*

Finally, place the building block cards, Q2-Q4 contract cards, visitors (in the bag), remaining tenant demands and money near the game board. Put all the remaining components back in box.

# BUILDING SET-UP

## THE BLUEPRINT

Choose 1 of the 2 **blueprint** cards received during set-up. Players must strive to bring their chosen blueprint to life. Squares in light blue represent the structure design. If a player alters their design, whether intentional or not, they lose 3★ for every level that does not match the blueprint at the end of the game.



Blueprints vary in difficulty. These are the recommended combinations within a game:

- Beginner + easy blueprints (recommended for the first few plays)
- Easy + intermediate blueprints
- Intermediate + hard blueprints
- Expert-level blueprints (Please refer to “ADVANCED VARIANT” on page 20)

## BUILDING CAP

Choose 1 of the 2 **building cap** tiles received during set-up. The building cap selected will determine a player’s **building objectives** and what type of high rise they will develop.

Each building cap provides bonus end game **prestige for special building zones, unit groups and unit type** achieved. These building objectives are on the reverse side of the chosen building cap and are kept private during the game.



Illustration: Building cap tile

The building cap must be built in order to be counted at the end of the game. The building cap costs \$15 to construct and must be placed on the RF level.

## INFLUENCE

Place the **influence** marker on 3 on the **elevator** track to the left of the **building lot**, which doubles as the influence track. This also represents the player’s **building height limit**. Players start the game with a building height limit of Level 3 (L3). Influence increases the building height limit of a player’s high rise, which allows them to build up.

When influence exceeds the Rooftop (RF) level, tracking continues from the Ground Floor (GF).

Influence is gained by **hiring workers** (please refer to “ACTION 3. BRING IN WORKERS & VISITORS” on page 15 for more information) and **generating buzz** (please refer to the “GENERATING BUZZ” section under “ACTION 2. BUILD A UNIT” on page 13).

On their turn, players may also spend available influence that is above their current building height:

- When placing a unit, spend an influence to choose any unit from an unlocked tier to suit their desired buzz type.
- Prior to purchasing worker dice, re-roll a set of dice from the Central Station for every influence spent.
- Spend 2 influence to discard a contract card at any time. Immediately draw another 2 and keep 1. This action is limited to once per quarter.

**Example 2.0:** Phoebe's influence marker is at 11, which means she is currently able to build up to L11.

Phoebe has built to L9 so far, and therefore, has 2 available influence to spend

She chooses to spend an influence to chose a unit tile from an unlocked stack. She decreases her influence to 10, which means her new height limit is L10.



If a player's influence is equal their current building height, they do not have any available influence to spend.

## BUILDING BLOCK CARDS & THE FOUNDATION

With their 5 starting **building block cards**, players simultaneously build the first few levels of their blueprint (up to the starting height limit of L3) onto their **building lot** before the first quarter begins.

Building block cards are used to create the structure of a player's high rise. Each building block card has 9 squares of **elevators** and **vacant spaces**. Building block cards can be placed adjacently, over or tucked under other building block cards on your building lot grid, and all floors must be reachable by elevator from the Ground Floor (GF). Please refer to "**ACTION 1. EXPAND HIGH RISE**" on page 9 for more information.

Players must place at least 1 building block card and may place up to 5 building block cards from their hand. Once the building block cards have been placed, the player must pay \$2 for every visible elevator. Any unused building block cards remain in the players' hand and can be discarded or placed at a later turn.

## OPENING FOR BUSINESS

Each player randomly draws 3 visitors from the visitor bag and places 1 on each **elevator** in their building.

Each player then rolls their **realty die**. The player with the highest roll starts the quarter, proceeding clockwise. **All players must reset their realty die to 1 before the quarter begins.**

## GAMEPLAY OVERVIEW

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High Rise Hustle is played over 4 quarters (Q1-Q4). The building with the most prestige at the end of the game wins.

During each quarter, players take turns to choose 1 of 6 available actions:

1. **Expand high rise**
2. **Build a unit**
3. **Bring in workers & visitors**
4. **Convert visitors into tenants**
5. **Draw building block cards**
6. **Get a financial bailout**

The end of each quarter (or game for Q4) is triggered when the first player completes all 3 of their **contract cards**.

### CONTRACT CARDS

At the beginning of each quarter, players draw 3 **contracts cards** that provide them with building goals for the quarter. Contracts are kept private until fulfilled.

When the end of quarter is triggered, all players then take one more turn (including the player that triggered the end of quarter) before the quarter ends.

Each time a contract has been fulfilled, the player must immediately reveal and announce the completed contract. The player then immediately claims the **money** and **prestige** rewards indicated on the card.

At the end of the quarter, any incomplete contracts are discarded.

Please refer to “**PLACEMENT DEFINITIONS & CLARIFICATIONS**” on page 17 for more information.



**Example 3.0:** Joe announces that he has built a residential unit with a balcony and has completed his third Q2 contract card and triggers the end of the quarter. He gains \$5 and 4★ upon completion. All players, including Joe, take one more turn before the quarter ends.

## ACTION 1. EXPAND HIGH RISE



Players draw 5 **building block cards** at the beginning of each quarter.

Building block cards are used to create the structure of the player's high rise. Each building block card has 9 squares of elevators and vacant spaces. Vacant spaces always have 3 utility ports – **power** (⚡), **water** (💧) and **wi-fi** (📶). Ports depicted in colour will need to be connected when building a unit. Please refer to "[ACTION 2. BUILD A UNIT](#)" on page 11 for more information.

**Example 4.0:** This building block card will cost \$6 to build. It's vacant spaces have 3 power, 3 water and 2 wi-fi ports that will need to be connected before a unit can be built.

At the end of the game, players lose 2★ for every visible vacant space in their building.

To expand their high rise, players may place up to 5 building block cards from their hand onto their **building lot** (player board). Once the building block cards have been placed, the player must pay \$2 for every visible elevator.

Building block cards can be placed adjacently, over or tucked under other building block cards on your building lot following these placement rules:

- All floors must be reachable by elevator from the Ground Floor (GF). Elevators are considered linked and accessible if they are adjacent to one another. Two elevators on the same level, even if unlinked, are also considered accessible. Please refer to Example 4.1 and "[ELEVATOR ERRORS](#)" on page 10.
- Players may only build up to their current height limit based on their influence. Please refer to "[INFLUENCE](#)" on page 6.
- Cards must be placed within the grid depicted on the player board, and cannot be placed on the Underground (UG) or Rooftop (RF) levels.
- Building block cards must be oriented so that elevators are upright.
- Building block cards cannot be placed over existing unit tiles, or slotted between an existing unit tile and the building block card that it is placed on.



**Example 4.1:** Scenario A is incorrect because L4 does not have any elevators. Scenario B is incorrect because the elevators on L3 are not adjacent to any other elevators and therefore, does not connect to L4 and above. Scenario C works because the leftmost elevator on L3 connects to 2 adjacent elevators. Scenario D works because elevators on L3 are connected by level.

If a player is unable to pay for a build, they must either scale back by covering or tucking elevators until they can afford it, or place less building block cards and reserve them for another turn.

Once a player announces their intention to expand their high rise, the next player can continue the round while the expansion occurs. Once the round continues, if for any reason the player is unable or decides not to expand their high rise, they may choose to take the “draw building block cards” OR “get a financial bailout” action instead.

**Designer note:** *Our prototype building block cards turned out slightly thicker than expected. When tucking new cards, you carefully place pressure with your fingers on the other hand on building block cards and units that you are tucking under on your player board to ensure your structure remains intact!*

### ELEVATOR ERRORS

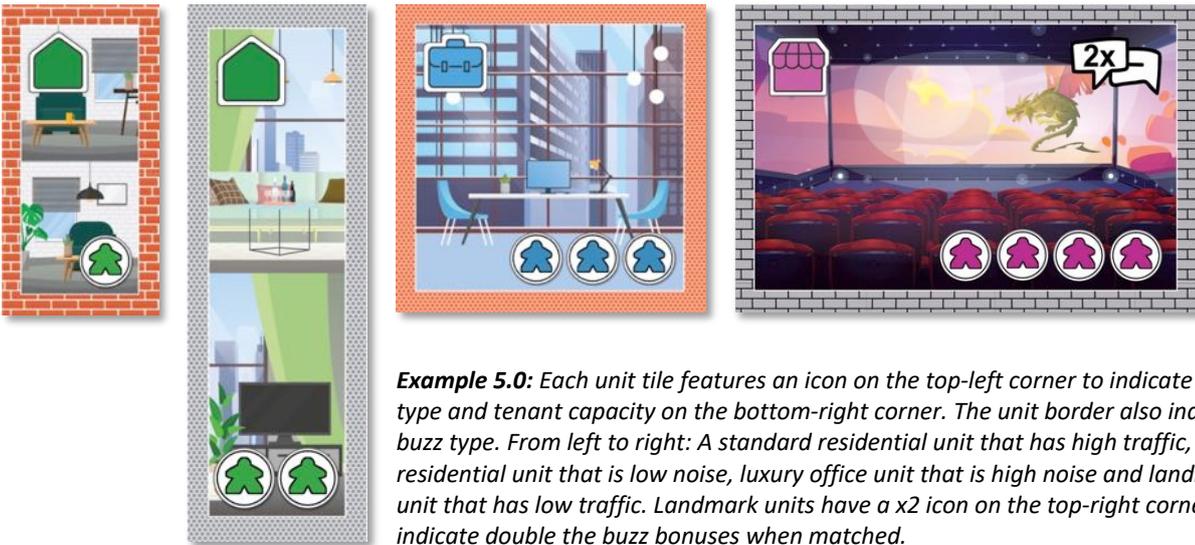
If you find that your elevators do NOT connect due to a building error in a previous turn, you may NOT build units on the levels that are not accessible by elevator. In these cases, your options are to:

- Generate buzz and use the bonus action to obtain an elevator tile to connect your elevators.
- Alter your blueprint by placing more building block cards so that you may add elevators.
- Demolish a unit by decreasing 1★ per square demolished to create space for elevators.

If your elevators don't connect, but you've already built a unit, you may NOT move any tenants into the unit until elevator access has been restored using the options above. The entire unit must have access to an elevator to the GF.

If your elevators don't connect, but you've already built a unit and moved tenants in, you must evict your tenants and lose 1★ per tenant. Draw the same number of visitors from the bag and place them in your elevators or, if your elevators are full, in your subway station. Then, following the rules options above, restore accessibility by connecting your elevators.

## ACTION 2: BUILD A UNIT



**Example 5.0:** Each unit tile features an icon on the top-left corner to indicate its industry type and tenant capacity on the bottom-right corner. The unit border also indicates its buzz type. From left to right: A standard residential unit that has high traffic, comfort residential unit that is low noise, luxury office unit that is high noise and landmark retail unit that has low traffic. Landmark units have a x2 icon on the top-right corner to indicate double the buzz bonuses when matched.

### AVAILABLE UNITS

There are 4 tiers of **units: Standard, Comfort, Luxury & Landmark**. As players move up the **prestige track**, they unlock larger and more luxurious units. Comfort unlocks at 10★, Luxury unlocks at 25★ and Landmark unlocks at 45★ as indicated on the prestige track.

There are 3 industries of units to choose from: **Office** (Briefcase icon), **Residential** (House icon) and **Retail** (Storefront icon). This is indicated by the industry icon on the top left on each unit tile.

Players may choose the topmost tile from any stack of units from a tier that they have unlocked (i.e., up to their current tier on the prestige track). They may also spend an available influence to look through and choose a unit from any unlocked stack. Please refer to “**INFLUENCE**” on page 6.

Players can also choose to construct their building cap instead of a unit during their turn. The building cap costs \$15 to construct, must be placed on the RF level and have building block cards on the level below supporting its entire width. Please refer to “**BUILDING CAP**” on page 6.

### BUILDING A UNIT

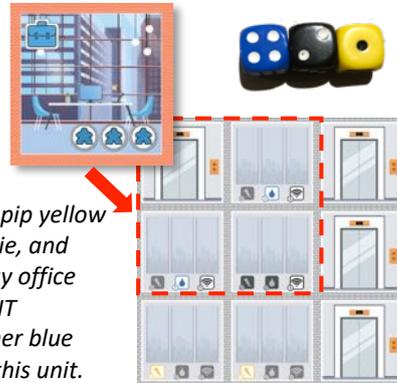
Players may choose one of two sides of a unit tile – a horizontal and vertical orientation.

Units can be placed anywhere within the confines of **building block cards** already on the building lot, except for décor tiles (please refer to “**DÉCOR**” on page 13) and building caps (please refer to “**BUILDING CAP**” on page 6 and “**AVAILABLE UNITS**” above). Every level of a unit must have an elevator on each floor that can reach the GF, otherwise the unit cannot be built. A unit does not need to be adjacent to another unit. Once placed, a unit cannot be removed except to fix an elevator error. Please refer to “**ELEVATOR ERRORS**” on page 10.

When building a unit, there may be utility ports that need to be connected. Ports in colour are required and need to be connected. Utility ports in grey are in operation. The cost to build a unit is determined by the number of utility ports that need to be connected in every vacant space where the unit is being built. To connect utility ports, players must spend the corresponding colour worker dice by decreasing a pip for

every utility port connection required. If placing a unit tile on top of an elevator, no connection costs are required for that space.

After building a unit, check for any buzz bonuses (please refer “[GENERATING BUZZ](#)” on page 13) and contract completions (please refer to “[CONTRACT CARDS](#)” on page 8).



**Example 5.1:** Before her turn, Rose combines her 1-pip yellow die with her 2-pip black die, discarding her yellow die, and giving her a 3-pip black die. Placing this luxury, noisy office will require 2 plumbers to connect the water and 3 IT technician to connect the wi-fi. Rose will decrease her blue die to 2 and exhaust her black die in order to build this unit.

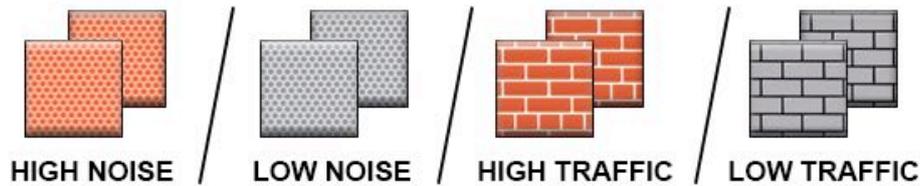
## WORKER DICE RULES

Whenever there are multiple dice of the same colour in a player’s hand, the lowest die must be used first. Before any payment occurs, if a player has a  $\square$  in their hand, they may combine the die with any other colour die in their hand, discarding one of those dice. This rule cannot be applied to a  $\square$ .

Once a die is exhausted, it is removed from the player’s hand and placed on the **billboard** next to the **Central Station** game board. If there is a complete set of dice on the billboard (one die of each utility colour) as well as an empty dice space in the Central Station, re-roll the set of dice and place them back as follows:

- Each set of dice are always placed in ascending order based on its sum, from left to right. The set of the dice with the highest sum is placed at \$10, the next highest set of dice is placed at \$8, and the lowest set(s) of dice is placed at \$6.
- During a re-roll, if there are no dice on the board, the new set of dice is always placed at \$8.
- If any sets of dice are equal in sum, compare the lowest die of each set. Whichever die is higher, that set of dice will be considered higher in sum. Any ties are resolved by the highest die in the set. If still tied, the next highest die will be compared.
- If a set of dice is identical in pips, re-roll one of the sets until resolved

## GENERATING BUZZ



Every unit falls under one of four buzz types as indicated by the border on its tile – **High Noise**, **Low Noise**, **High Traffic** and **Low Traffic**. Placing a unit adjacent to other units with matching noise and/or traffic generates buzz for your building.

When matching units of the same type of buzz, players may choose 1 of the following bonus actions per adjacent unit matched (with the exception of *Landmark* units, which allow players to choose 2 bonus actions instead):

- **Hire realtor:** Increase *realty die* and *prestige* by 1.
- **Build influence:** Increase *influence* and *prestige* by 1.
- **Exchange visitor:** Swap any visitors in your elevators, train or subway with the Central Station OR from another player's elevators. You may exchange as many visitors up to your *realty die*.
- **Commission décor:** Place décor tile (at no cost) and score *prestige* (décor must be unlocked).



When cross-matching units with **High Noise** and **High Traffic** or **Low Noise** and **Low Traffic**, players gain \$1 for every adjacent square matched.

**Example 6.0:** Katie places a luxury residential unit that generates low traffic and achieves 3 adjacent matches. 2 exact matches with the low traffic retail and office units, and a low noise + low traffic match with the low noise residential unit below. She takes 2 bonus actions and gains \$1.



## DÉCOR

There are 3 types of décor: **Artwork**, **Balcony** and **Rooftop**.

Like unit tiles, artwork is placed on **building block cards**. However, balconies and rooftops are placed directly on the **building lot** grid and not on building block cards. Balcony tiles must be placed adjacent to a building block card that is on the left or right edge of your building. Rooftop tiles must be placed on the top edge of a building block card. Once a décor has been placed, it cannot be removed.

Décor is scored upon placement as follows:

- ⇒ Artwork = 1★ per unit adjacent to artwork
- ⇒ Balcony = 1★ per tenant capacity of the unit that the balcony is placed next to
- ⇒ Rooftop = 1★ per tenant capacity of all adjacent units



**Example 6.1:** In this example, upon placement, the artwork scores 3★ since it is adjacent to 3 units – a standard office, comfort retail and luxury residential.

The balcony scores 3★ since it is next to a unit with a tenant capacity of 3.

The rooftop scores 6★ since it is adjacent to two units with a total tenant capacity of 6.

All décor tiles also double as elevators on the reverse side. Elevators do not score any *prestige*, but help to connect elevators in your building if needed. Please refer to “**ELEVATOR ERRORS**” on page 10. Elevator tiles must be placed on building block cards.

## ACTION 3. BRING IN WORKERS & VISITORS

Workers are needed to connect **units** to the required utilities. Workers are represented by dice and can be hired from the Central Station game board in a set of three. Each set of dice contains a worker die for each utility: Electrician for power (yellow die), **Plumber for water** (blue) and **Technician for wi-fi** (black die). Only one set of dice may be purchased each turn.

After a player has paid the cost indicated on the board, they take the set of dice and place it next to their player board. Hiring workers increases your building height limit. Once a set of dice has been purchased, increase your influence by the lowest die. Please refer to “**INFLUENCE**” on page 6.

As workers commute to a player’s building by subway, visitors also arrive. There are 3 types of visitors matching each industry by colour – **Office** (blue), **Residential** (green) and **Retail** (pink). When purchasing worker dice, players must take one of the train parallel to the set of dice being purchased, as well as its corresponding visitor demand tile to the left. They then place the train of visitors and the demand tile next to each other in the subway below their building.

If a player’s subway station is full (already has 2 trains), they may not take this action. Each building’s subway can hold up to 2 trains. If there are visitors overflowing into the subway from a player’s elevators, they may only hold 1 train at a time in their subway.

After taking a train, if both sides of the track in that section are empty and there are empty trains available, replenish up to two trains and its visitors. There is always 5 visitor in each train. If there are no trains available, tracks will not be replenished. If an empty train becomes available at any time during the game and there is a section with both sides of the track empty, replenish one of the tracks. Tracks are always replenished from left to right.

**Example 7.0:** Vanessa decides to buy the \$8 set of dice. She pays and takes the dice, increasing her influence marker by 2 (the lowest die). She then chooses to take the bottom parallel train of visitors and its corresponding demand to her subway station.



## ACTION 4. CONVERT VISITORS INTO TENANTS

**Visitors** correspond to each industry by colour: Blue for **Office** (👔), green for **Residential** (🏠) and pink for **Retail** (🛍️). Visitors only move into units matching their industry colour. The units must be either unoccupied or not yet at full capacity. Each unit has a maximum tenant capacity as indicated on the bottom-right corner of the tile. The maximum capacity for a **Standard** unit is 1, **Comfort** is 2, **Luxury** is 3 and **Landmark** is 4.

Realtors convert visitors into **tenants**. Each unit requires 1 **realtor** to fill regardless of the unit's capacity. As an action, a player may fill as many units as they would like, up to the number on their **realty die** (maximum of 6). Players begin each quarter with 1 realtor, which can be increased by generating buzz (please refer "**GENERATING BUZZ**" on page 13). The realty die does not decrease when converting visitors into tenants but is reset to 1 before each quarter.

For every visitor converted into a tenant, the **population** marker is increased by 1 on its track (located to the right of the building lot). Population produces quarterly **income**, generating \$1 for every population in your building. Income is collected at the end of each quarter. When your population marker reaches the end of the track, take a +10/20/30 population token and continue tracking from 1.

When converting visitors from a train in your subway, based on the icon in the bottom-right corner of the tenant demand tile next to the train, gain \$1 (💰) or 1★ (🌟) per tenant if the demand is met. If you successfully clear a train, gain \$5 if the corresponding tenant demand has the **prestige** icon (👑) or 3★ if it has the dollar icon (💰). Lastly, check for any **contract completions**.

At the end of the game, players lose 1★ for every visitor still queueing at an elevator or in the subway of their building.



*Example: Janelle currently has a realty die of 2, so she is able to fill 2 units in her building during her turn. She has exactly 3 retail and 2 residential visitors in her train to fill her luxury retail and comfort residential units. When settling her new retail tenants, she satisfies their demand to be next to a view. Based on the bottom-right corner icon (💰), Janelle will gain \$3. She then places the other 2 residential tenants into the comfort unit without meeting their demand so does not gain any reward. However, she successfully clears her train, gaining the corresponding (🌟) reward of 3★. Lastly, she increases her population by 5.*

## 5. DRAW BUILDING BLOCK CARDS

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Player draws 3 building block cards and keeps 2, **up to a hand limit of 5**. If they have a hand of 4 or more, they must discard down to at most 3 cards prior to drawing.

## 6. GET A FINANCIAL BAILOUT

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Player gains \$3.

## PLACEMENT DEFINITIONS & CLARIFICATIONS

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Contracts, tenant demands and building caps require specific placement of units. Below are the definitions of placement terms:

- **Level** requirements always include the floor specified (i.e., L6▲ means level 6 and above). Units with at least one square on that level satisfies the requirement.
- **Buzz-specific levels** can also include décor.
- **Chains** are 3 or more connected units. For chains with level requirements, only one square of the entire chain needs to be on the level required or above.
- **A set** is a collection of units. Units do not need to be connected. If a set has level requirements, all units need to have at least one square on the level required or above.
- **Next to** means left and/or right
- **Adjacent to** or **by** means spaces directly to the left, right, top and/or bottom
- **View** requires the unit to be at the edge of the building.
- **Elevator** requires the unit to be next to an elevator.
- **Occupied** means 1 or more tenants, regardless of unit capacity.

## End of a Quarter

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The end of each quarter is triggered when the first player completes ALL 3 of their contract cards. All players take 1 more turn before the quarter ends, including the player who triggered the end of quarter.

Before starting the next quarter:

- 1) Players must move all **visitors** from **trains** in their subway to an elevator. Remove all trains and **visitor demand tiles** from their building without gaining any rewards. If elevators are full, place any excess visitors in the subway.
- 2) Reset their **realty die** to 1.
- 3) Collect **income**, gaining \$1 for every **population** in their building.
- 4) Discard as many **building block cards** as you would like and draw new cards up to a hand size of 5
- 5) Discard incomplete contract cards and draw 3 contract cards for the next quarter.
- 6) Replenish all trains and visitors in the **Central Station**.

The last player on the prestige track takes the first player token and starts the next quarter.

## Game End & Scoring

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The game ends after the first player completes ALL 3 of their Q4 contracts. All players take 1 more turn before the game ends, including the player who triggered the end of game.

At the end of Q4, players must:

- 1) Move all **visitors** in their **train(s)** to an elevator. Remove all empty trains and **visitor demand tiles** from their building without gaining any rewards. If elevators are full, place any excess visitors in the subway.
- 2) Collect **income**, gaining \$1 for every **population** in their building.

Each player scores as follows, moving their **prestige** marker on the track:

- **Building cap:** Gain prestige for end game bonuses indicated on the tile, if built
- **Money:** Gain 1★ for every \$5
- **Visitor queue:** Lose 1★ per visitor queuing at an elevator in your building
- **Vacant space:** Lose 2★ per visible vacant square on building block cards
- **Blueprint:** Lose 3★ per level altered

The player who has the most prestige wins! In case of a tie, the player with the most influence wins. If players are still tied, the player with the largest industry chain or buzziest cluster (largest chain of 1 buzz type) wins. If still tied, players share the victory!

## Advanced Variant (Expert/Blank Blueprint)

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Before construction, players will design the shape of their building.

Draw 3 building construction cards and place them face-up near the game board. These cards provide players with design objectives when drawing their blueprint. Players must feature at least 2 of the 3 designs in their blueprint.

Armed with a pencil, each player draws the shape of their building by filling in the grid on their blank blueprint and complying with the building codes below:

- Building block cards used in constructing are 3x3 squares in size, so players must carefully fill in their grid within this parameter to ensure their tower can be built. Pro-tip: Design in blocks 3x3 at a time!
- Players will have 20 building block cards over the four quarters, so efficient design is crucial in completing your tower
- Your tower must start on the Ground Floor (GF)

Once construction begins, blueprints can no longer be changed and players must strive to bring their design to life. If a player fails to achieve or decides to change their design, they lose 3★ for every altered level at the end of the game.

## Solo Mode

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In a 1-player game, play the game as normal. Measure your final *prestige* against the following:

< 50★	Modest Mid Rise
50 - 74★	Humble High Rise
75 - 85★	Buzzy Building
85 - 100★	Tower Tycoon
>100★ or more	Skyscraper Status