

2-3 Players
20 Minutes
Ages 8+

In the heart of the city, steel beams race skyward. While other cities seem to sprawl endlessly outwards, the city planners are looking up - up - Up! Real estate prices are skyrocketing, and it's time for a new class of skyscraper—the Supertall—to reshape the skyline.

COMPONENTS

18 Plan Cards, each showing a **Plan Type**:



and **Tax Assessment Value** (\$0-\$5).

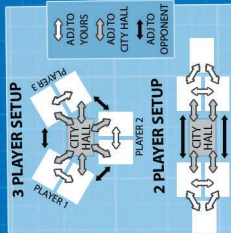
Each also has a **Scoring Method** linked to the Plan Type, and a **Rezone Ability** linked to the Tax Assessment.



3-PLAYER GAME Each player will have 2 tower sites. Your towers are adjacent to each other, and adjacent to the closest tower of the player next to you (Example: your right tower is adjacent to your right-hand player's left tower). Both of your towers are also adjacent to City Hall.

2-PLAYER GAME Each player will have 3 tower sites, with two closer to City Hall and one behind the other two towers. The third tower is adjacent to both of your other towers, but not City Hall or the other player.

NOTE: City Hall adjacency is active during the game, but not final scoring.



SETUP

Shuffle the 18 Plan Cards. Deal one to each player, and place one face up in City Hall.

Each player places their card onto one of their building sites face down. When all cards have been placed, reveal them.

Divide the remaining cards into 3 approximately equal face down Plan Piles.

TAKING A TURN

On your turn, Draw a card from one of the 3 Plan piles and reveal it. Take one of the following 3 actions: **Submit Design**, **Scrap Plans**, **Rezone**.

SUBMIT DESIGN Place the plan on top of any tower, as long as the Tax Assessment number is equal or greater than the number below it. Splay the plan cards so the Plan Type and Tax Assessment Value of each card is visible.

SCRAP PLANS Place the plan face up on top of the City Hall stack. Any number may be placed here in any order.

REZONE Use the ability on the plan card, then return it to the bottom of any one Plan Pile. The ability triggers after the card is returned.

NOTE: You cannot Rezone to an empty plan pile.

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 Rules Editing: Travis D. Hill
 2018 Button Shy Games

Rules questions? Visit buttonshygames.com



QUICK REFERENCE

On your turn draw a card and take 1 action:

SUBMIT DESIGN Place on top of any tower.

(Cannot place a lower Tax Assessment Value)

SCRAP PLANS Place on top of City Hall stack.

(Tax Assessment Value doesn't matter)

REZONE Use ability & place under any Plan Pile.

(Ability triggers after the card is placed)

WINNER

The highest score wins. Ties are broken by the player with the highest tax assessment value in a single tower.

All player towers, including ones that were not awarded points by City Hall, still give points for adjacency scoring.

ENDING THE GAME

At the end of the turn when the Plan Piles have as many cards as players (2P game = 2, 3P game = 3), each player will take one more turn and the game ends. Players will then score points as follows:

FEWER TURNS (1 POINT)

If players did not take an equal number of turns, each player that took fewer turns earns 1 point.

HIGHEST TAX ASSESSMENT VALUE (2 POINTS)

The player with the most value earns 2 points.

CITY HALL - CHECK FOR MATCHING TOWERS

Buildings topped with plans of the type matching City Hall will not score. After determining the towers that don't score, set the City Hall pile aside. City Hall cards do not count toward any adjacency scoring.

Remember when placing cards that the newly-placed card's Tax Assessment Value must be equal or greater than the value of the card below it.

REZONE ABILITIES (BASED ON THE TAX VALUE)

- \$0** No ability
- \$1** Move the top card of a tower to an adjacent tower. The destination tower need not have any cards in it.
- \$2** Move the bottom card of a tower to the bottom of an adjacent tower. The destination tower must have at least one card. The source tower may be left with no cards.
- \$3** Swap the top card of any 2 towers. These do not need to be adjacent.
- \$4** Remove the top card from any tower, return it to the bottom of any Plan Pile. As with Rezoning, the card can only be returned to a pile with at least one card in it. Place the removed card under a plan pile after the card used to Rezoning.
- \$5** Rearrange the order of cards in any tower. (Towers must follow Tax Assessment rule, but City Hall can be arranged freely.)

TOWER SCORING - CHECK TOP PLAN

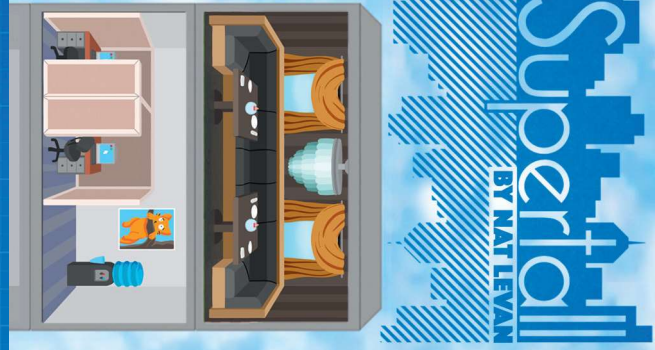
Plans come in four types. All cards of a type score the same as follows:

RESIDENTIAL 2 points per card in the tower. -2 points for each adjacent tower with a Business plan on top.

BUSINESS 3 points for any Entertainment in the tower. 1 point for any Business in the tower (including itself). -1 point for each adjacent towers with Natural plan on top.

ENTERTAINMENT 5 points if the skyscraper only has Entertainment plans. 0 points if it has Entertainment and one other plan type. 3 points if it has Entertainment and two other plan types. 8 points if it has all four plan types.

NATURAL 3 points for each pair of matching numbers in the tower. 7 points for each triple of matching numbers. (NOTE: They need not match the top number, and each plan card may only be scored in one set.)



Supertall
 BY NAT LEVAN