



RULES

For Playing the Game

SKYSCRAPER

(TRADE MARK)

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SALEM, MASS., NEW YORK, N. Y. LONDON, ENGLAND

For two, three or four players.

(By combining two or more games, an additional number may play.)

THE OBJECT OF THE GAME

Each player tries to be the first to build, on his district card, a complete skyscraper consisting of a store and five floors, or to be the first to develop completely all three sections on his district card, and thereby win the Construction Fund.

EQUIPMENT

Skyscraper equipment consists of eight Residences, eight garages, eight porches and eight chimneys; eight stores, and seventeen skyscraper floors; seven Public buildings (City Hall, Jail, Post Office, Library, School, Hospital, Bank); a Church with a steeple (which is considered part of the church and is not played separately); a Pent House (shaped like the garages but with a red roof); 150 chips (Blue \$10, Red \$5, White \$1); two dice; and three sets of cards (Pink, Insurance; Yellow, Player Designation; and Green, Luck).

PREPARATION

Before play starts, each player should take one of the large District Cards and place it in front of him, face up on the table. The four yellow Player Designation cards should be shuffled and dealt blindly, one to each player.

(Note: If only two persons are playing, each is dealt two yellow cards, but if three are playing, the player designation card (Insurance Agent) is taken from the game and the Insurance cards are used as explained below.)

The chips should be divided equally among the players, any odd ones being put back in the box out of the game. The green Luck cards should be shuffled and placed in a pile, printed side down, near the center of the table.

DUTIES OF PLAYERS

Each player looks at the Player Designation card (the yellow one) which was dealt him and assumes the role designated thereon for the game, becoming known as "Insurance Agent", "Home Builder", "Tax Receiver", or "Public Utilities".

The Insurance Agent takes the pink cards (Insurance Policies) and may sell them to any player at any time during the game to protect that player against loss for the amount printed on the card.

NOTE: The Insurance Agent may insure himself—see paragraph entitled INSURANCE AGENT.

(If three are playing, the pink Insurance cards are placed in the center of the table and may be selected and bought by any player during the game, upon payment of the proper amount to the Construction fund, or Pot, in the center of the table.)

The Home Builder takes charge of all the playing pieces and distributes them as they are called for and paid for during the game.

"Public Utilities" and the Tax Collector have no duties but receive payments from other players during the game.

TO PLAY

The Home Builder throws the dice first and the other players follow in their turn clockwise around the board.

Each player has only one throw per turn and then passes the dice to the player on his left. After throwing the dice, the player **adds their total**. If it is **two**, he may buy a porch for \$1. and place it on a space so designated on his district card; if it is **three**, he may buy a garage for \$1.; **four**, a chimney for \$1. etc.

The numbers at the lower edge of the district cards indicate what a player may buy and show the cost of various buildings and parts of buildings. A player who throws one of these numbers may buy the corresponding building, or part of a building, if he wishes and if he has an unoccupied space on which to put his purchase. If there are no pieces left to buy for that number, or if he has no unoccupied space for that number, or if he doesn't wish to buy he loses that turn.

All payments for property in the residential district (homes, porches, chimneys and garages) are made to the Home Builder.

Payments for all other pieces are made to the Construction Fund (or Pot) in the center of the table.

RESIDENCE, CHIMNEY, PORCH, GARAGE

A player may buy a chimney, porch or garage before or after he has bought a residence but may have only two of each on his card at one time.

Pay the Home Builder for these Buildings.

STORES AND SKYSCRAPER FLOORS

Skyscraper floors may not be bought by a player until he has first purchased a store and placed it on one of the two possible places on his district card as the store is the necessary base for the Skyscraper. As floors are bought, they are placed one on another on top of the store (see illustration).

NOTE: If a player throws a total of five and has no store, he loses his turn.

Pay the Construction Fund, or pot, for these buildings.

PUBLIC BUILDINGS AND PENTHOUSE

A Player who throws a total of nine has his choice of any unsold Public Buildings, or the Pent House (described under equipment), excepting that the Pent House may be purchased only by a player who owns a store with at least two skyscraper floors on it. Additional skyscraper floors may be added under the Pent House as they are purchased.

Pay the Construction Fund, or pot, for these pieces.

THE THREE DISTRICTS

RESIDENTIAL

Public buildings and Stores may not be erected in this district.

The following combinations will complete this district:

1. **Two Residences** with the addition to each of one chimney, one porch and one garage.
2. **One Residence**, with additions as above, and **one Church**.

MUNICIPAL

Residences and Stores may not be erected in this district.

The following combinations will complete this district:

1. **Two Public Buildings**.
2. **One Public Building** and the **Church**.

BUSINESS DISTRICT

Residences may not be erected in this district.

The following combinations will complete this district:

1. **Two stores**, with, or without, skyscraper floors.
2. **One store** with, or without, floors and **one Public Building**, or **Church**.
3. **Two Public Buildings**.
4. **One Public Building** and the **Church**.

Skyscraper floors, which may be added to any store, are not necessary to complete the district.

THE LUCK CARDS

Should a player throw a total of **seven, ten or eleven** on the dice, he **must draw** one of the Luck Cards (of which there are 40) and follow instructions printed thereon. These cards may direct a player to pay another player, to give up certain pieces because of a disaster, to take another player's pieces, etc. As soon as the player has followed instructions, he returns the card face down to the bottom of the pack and the turn passes. If the Luck cards are all used during a game they should be reshuffled and used as before.

INSURANCE CARDS

If a player owns an Insurance card covering a disaster which may fall to his lot because of turning up a Luck card, he is protected from that disaster. He may **turn in** the destroyed property and **receive the cost** of it or he may **retain the property** and **disregard the card**. In the first case, the **Insurance Agent pays the player** who has suffered the loss and in the second case **he** (the Insurance Agent) **pays the Construction Fund** (or pot).

Insurance cards may be purchased from the Insurance Agent at any time during the game for their printed price (except that **they may not be purchased** for protection of a disaster on the turn in which that disaster has occurred).

The **Insurance Agent may protect himself** against disaster by issuing policies to himself in which case he must pay the Construction Fund, or pot, the purchase price for them. In case he suffers a disaster he may return the affected structure and take its cost from the pot or he may disregard the disaster card and receive no money.

WINNING THE GAME

The game may be won by either of the two following methods:

1. The first player to succeed in erecting **a store with five skyscraper floors** on it (one complete skyscraper) **wins the game** regardless of what other spaces he may or may not have filled on his District Card.

or

2. The player who first **completely fills all three sections** on his District card, **before a Skyscraper has been completed**, wins the game.

The winner receives **all** the money in the Construction Fund (or pot) and if he has won by means of a complete Skyscraper **with the addition of the Pent House on top**, he receives a bonus of \$10. from each other player.

NOTES

Naturally **no player pays himself**. If the tax collector should draw a tax card, he must disregard it and return it to the bottom of the pack. Likewise the Utilities player does not pay Gas, Electric or Water Bills.

A player is only compelled to pay taxes once during the game. If he draws a tax card he does not return it to the game after paying but retains it out of play, until the game is over.

A complete Residence as referred to on the cards, means a **Residence with a garage, porch and chimney**.

An unoccupied space means that there is no building whatsoever on that space.

A player having a Fire or Tornado Policy may turn it in to the Insurance Agent at any time for its full value to **apply against the purchase** of an "All Risk" Policy. He is not allowed to turn it in for cash.

An Insurance Policy is good for the game. **A Player may collect for more than one loss on a policy.**

SUGGESTIONS

When a total of 12 is thrown, a player loses **that turn on which the throw was made**. On his next turn he resumes play unless he throws another 12.

If players prefer to have the Luck Cards drawn more often, they may draw when a total of 12 is thrown rather than lose a turn. This makes faster play, but must be agreed upon by all before the game starts.

A more difficult game may be played by making it necessary to have a Residence before a Chimney, Garage or Porch may be bought.

MORE THAN FOUR PLAYERS

Five or six persons may play, by combining two game sets. **All of one set is used and only part of the second set.**

Use all the chips in both sets.

For **each additional** player over four, add to the complete set, the following items taken from the second set:

1 District Card, 2 Complete Houses, 2 Stores, 4 Skyscraper floors, 2 Public Buildings (choice of Church, Post Office, Library or School), 3 Insurance Policies (Fire, Tornado, All Risk).

The remaining cards and playing pieces from the second set are not used.

Several Public Buildings will be duplicated when combining two sets. Therefore, a player who draws a green Pay Card pertaining to one of these duplicated pieces, **must pay** the specified amount to **the owners of each piece**.

When there are five or six players, **use only the four yellow cards** from one game, to be selected as usual, and those players who do not have yellow cards will be known as "Rovers." As compensation, other players must pay the Rover **double** the specified amounts on any green cards they draw, pertaining to Public Buildings which the Rover owns.

If a Rover draws the "Mayor" or "Chief of Police" card, he is paid **five times** the specified salaries, and **ten times** as much if he owns the City Hall or Jail, as the case may be.

"EASY GAME FOR CHILDREN"

For smaller children **all cards and money may be eliminated** from the game. Players shake the dice in turn, building on the proper totals and losing a turn on totals of seven, ten, eleven and twelve.