

# Skyline

1-2 Players;

up to 4 if cards are printed twice

15 mins

Skyline is quick and easy to make, learn and play and it makes a perfect warm up game for any game night or a quiet evening at home. The game has a deck of 36 cards. They are divided into two groups - playing cards and task cards. We use these two types of cards to make sure the objective of each game is slightly different and so keep you on your toes :)

To make the game, simply print the four pages of cards in black and white and cut them out. If you have access to thicker printing paper that would work well with your printer, use that. We have made the designs deliberately light to avoid being able to see the design from the back, but your paper choice will also help. Alternatively, have a look at the Crafting suggestions on the Skyline section on our page. There you will find some suggestions on how to improve the quality of your cards as well as how to make the box we have specifically designed for Skyline.

If you would like to play the game with up to four people, print pages 1-3 a second time to double the size of the main deck.

Enjoy!

## Play the Game:

### 2 players (or four with a double main deck):

We start by setting up the game:

1. Separate the two types of cards. There are 24 cards, 6 of each design in one deck and 12 different cards into the other. You can see what the two types of cards look like in the infographics at the end of the rules. Shuffle the two decks very well.
2. Draw **four** cards from the main deck of 24 cards and place them in a line, face up in the middle of the table, visible to everyone.
3. Draw three cards from the other deck and place them on the table, face up, visible to everyone.
4. Deal 4 cards to each player. These cards are not shown to all players.

## Play the Game

The aim of the game is simple - collect the highest number of points. You collect points by completing one or more of the laid out tasks. Here is what they are:

1. **The four cards, placed in a line, face up on the table show your main task. Each one of the four cards has a value and your aim is to collect the sum of those values. For example, if the four cards have the values 4,2,6,1, your aim is to collect four cards the sum of which is 13 or**



under. Every player who collects the exact number gets 10 points. If no one has collected the exact number, the person who has collected the closest number below that gets 7 points. If a player has exceeded the number, they get 0 points. Have a look at the example below for more information.

2. The other three cards will give you three additional tasks. Each card shows a different task, which gives a different number of points. Complete as many tasks as you can to increase your chance of winning. Below you can see all 12 different types of task card, what they mean and how many points they will give you.
3. To start the game, every player looks at their cards and assesses what they have in relation to the tasks that need completing. They can then choose to just keep their cards, or exchange any number of them. To exchange cards, simply put down any number you want to discard, face down on a discard pile and draw the same number of new cards. Each player can do this up to 3 times. If the cards in the draw deck run out, shuffle the discard pile and replace the draw deck.

## End the Game

When all the players have had a chance to discard and draw cards up to three times and are happy with their hand it's time to tally up the points. All players reveal their cards.

- Any player that has collected the exact sum of points as the sum on the initial cards laid out gets 10 points.
- If no one has collected the exact number, the closest number below that gets 7 points.
- If a player has collected a number higher than this sum, they get 0 points.
- Next we have the task cards. For any one of the tasks on the task cards completed, the player gets the corresponding points. The winner is the player with the most points.

## Single Player

The game can be played identically by a single player. Simply forget the competitive element, make yourself a nice cup of tea and build a beautiful if slightly impossible landscape, completing as many tasks as you can.

Alternatively, we have another suggestion for a single player. At the end of the rules you will find a suggested layout for a Patience style arrangement of the cards. Your aim with this play mode is simple - to arrange all four landscapes in consecutive order of the card values.

Start by laying out the cards as shown in the infographic at the end of the rules, every last card of every row revealed. You can now move a card that is facing up to join any card that is of the same design or a card of any design that has a value just one below the card you are placing it next to. Only cards that are of the same design and consecutive values can be moved together. An empty row can take any card.

When a landscape is completed, the cards are gathered and removed from play.

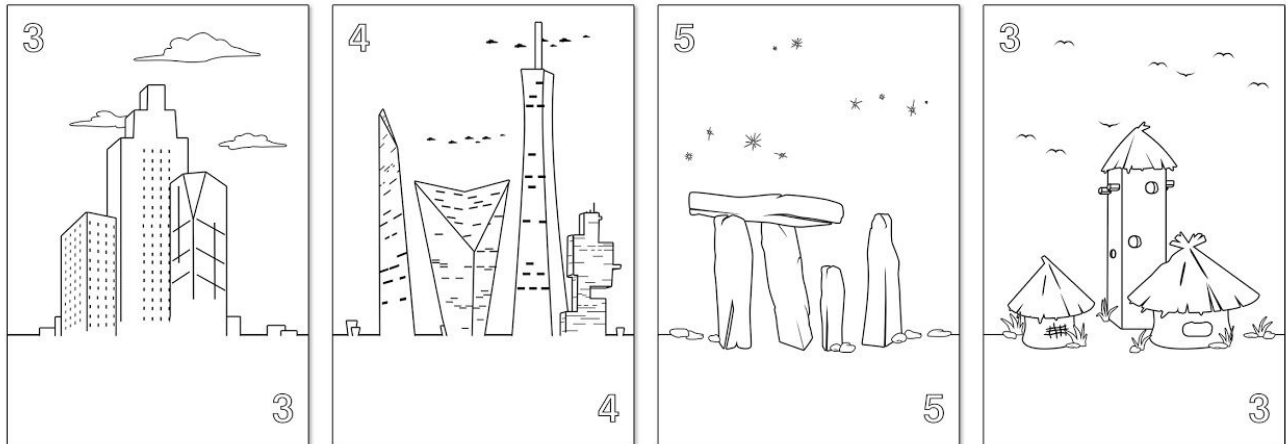
When you remove a card, reveal the one next to it and so on until all the cards are revealed, arranged in landscapes of consecutive numbers of the same design and removed from play.

Enjoy :)



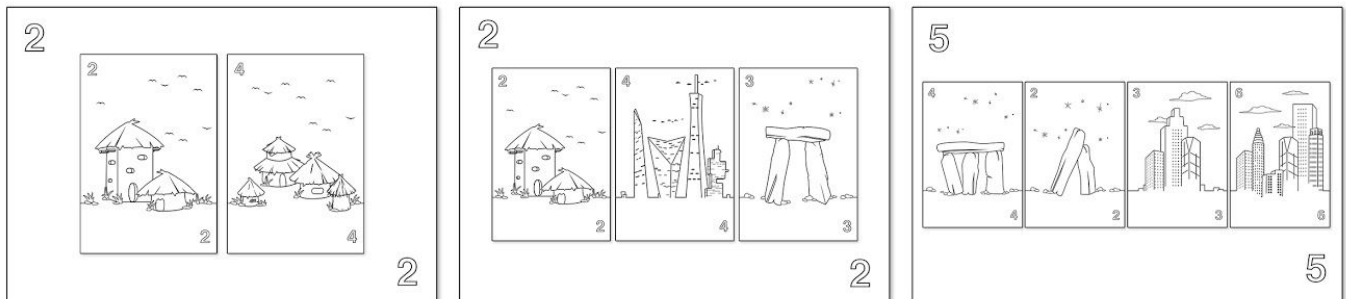
# Types of cards

## Main Deck



The main deck of Skyline has 24 cards. There are 4 different designs, representing 4 different time periods with 6 cards from each design. During the game you will be building beautiful if slightly improbable landscapes out of these cards :)

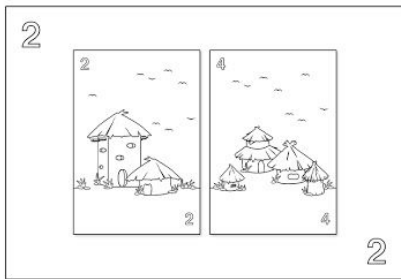
## Task Cards



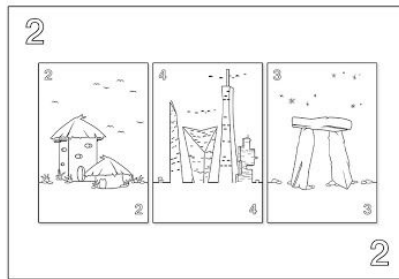
Skyline also has 12 task cards. They depict different combinations of cards from the main deck and are used to determine what types of cards you will use to build your landscape during the game. This way every game of Skyline is that little bit different and more fun. Have a look at the next infographic for detailed information on what each task card is.



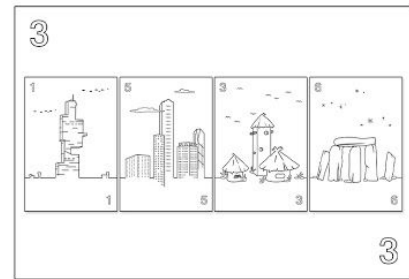
# Task Cards



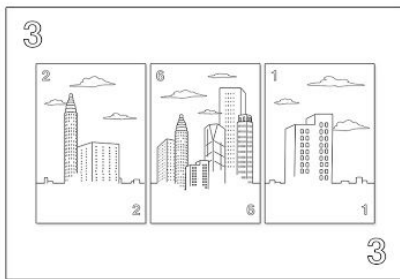
Collect two of the same design  
(any design)



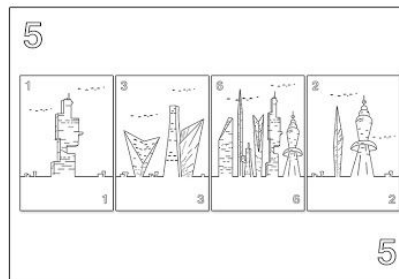
Collect three cards of different  
designs (any three designs)



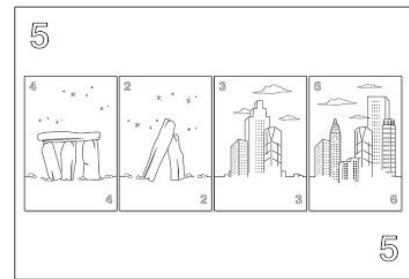
Collect four different designs



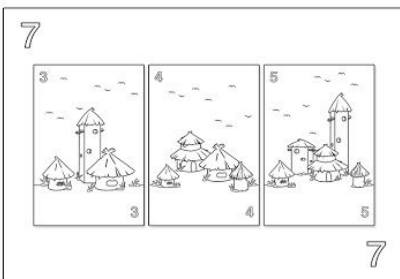
Collect three cards of  
the same design



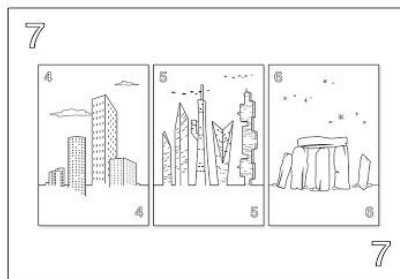
Collect four cards of  
the same design



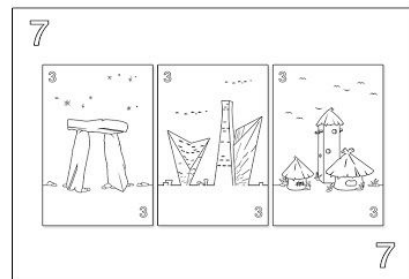
Collect two pairs - two of one  
and two of another design



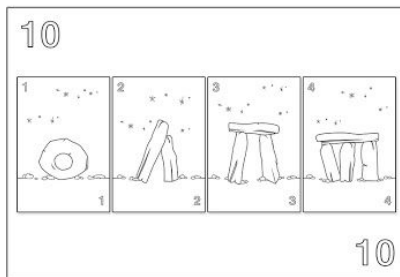
Collect three consecutive  
numbers of the same design  
(for example 2,3 and 4  
of any design)



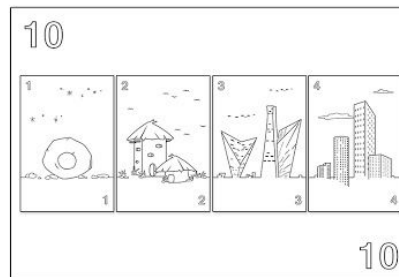
Collect three consecutive  
numbers of three different designs  
(for example 2,3 and 4 of any three  
different designs)



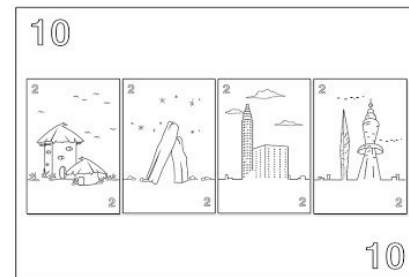
Collect the same numbers  
of three different designs  
(any three designs, any numbers)



Collect four consecutive numbers  
of the same design (for example  
2, 3, 4 and 5 of any design)



Collect four consecutive numbers  
of four different designs

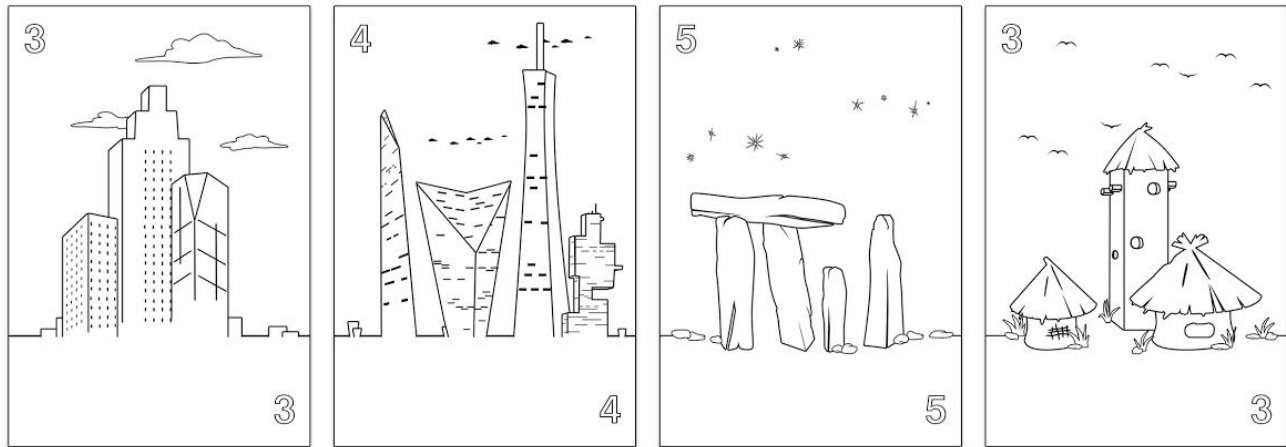


Collect the same numbers  
of four different designs



# Game Example

## Tasks

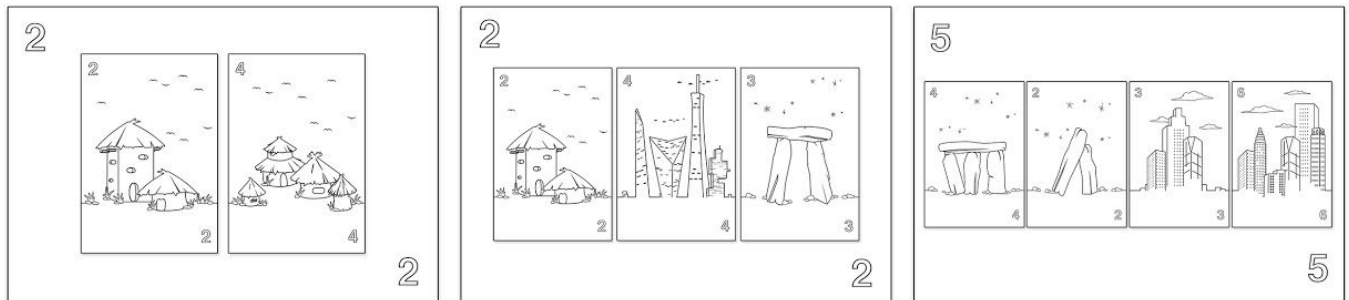


In the beginning of the game you lay out four cards from the main deck for everyone to see.

This tells you what combined value of cards you will need to collect during the game.

The value of the card from each deck is shown in the two opposite corners. In the example above we have 3, 4, 5 and 3 as values with a sum of 15. This means that during the game you will be aiming to collect cards with the sum of 15 or as close as possible below that sum.

If you collect 15 exactly, you will receive 10 points. If no one collects 15 exactly and you are the person, who has collected the closest number below 15, you get 7 points. **If you have collected a number higher than 15, you get 0 points.**



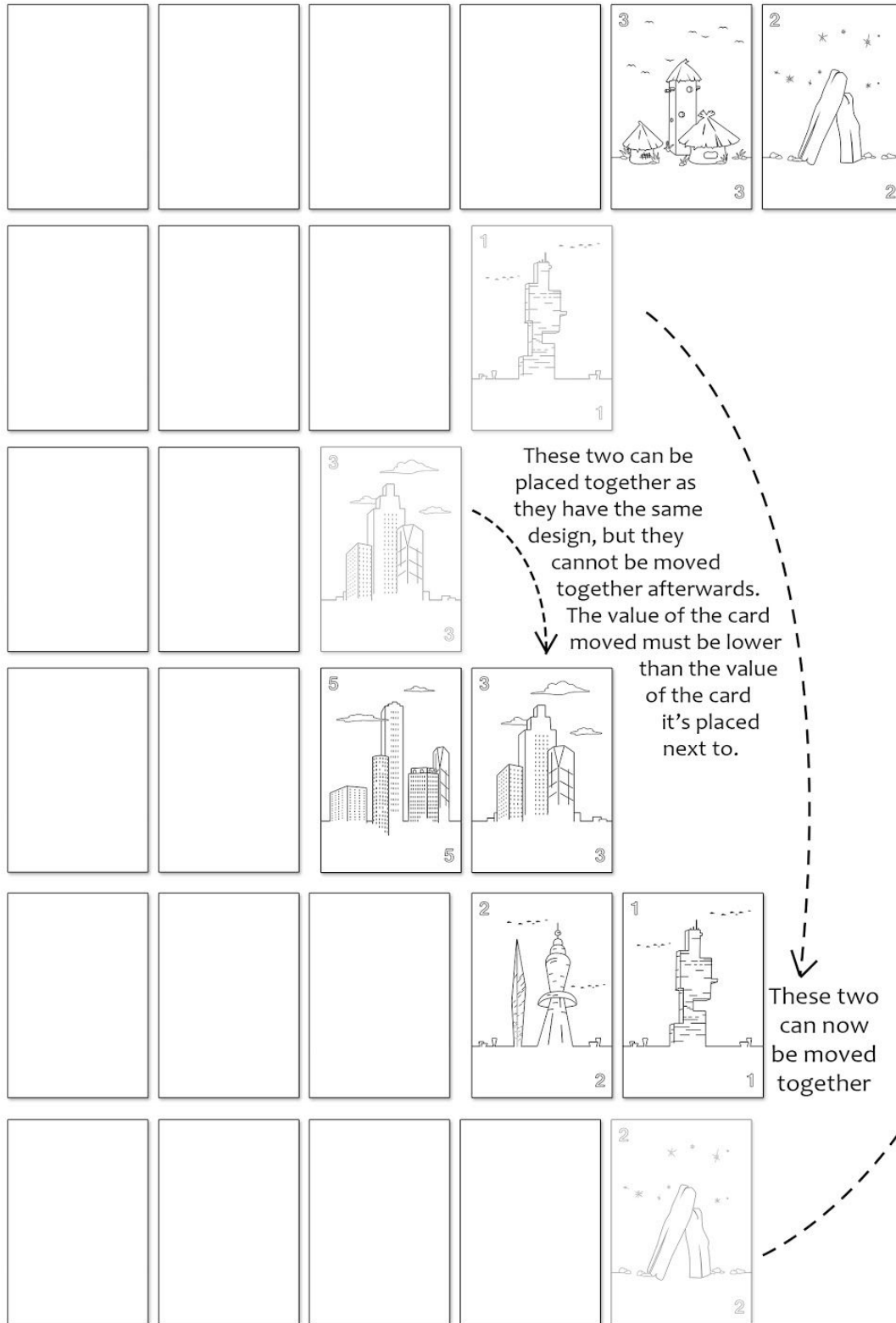
In the beginning of the game you will have also laid out 3 task cards. These give you extra points for every task you complete. You can see the number of points you will receive for completing a task in the corners of the task card itself. In this example, if you have collected two cards of the same design, you will get 2 extra points. If you have collected three cards of three different designs you will get 2 extra points. If you have collected four cards of four different designs you will get 5 extra points. The task cards give you more extra points depending on how difficult they are to achieve. You can see what each task card requires in the infographic below.





# Single Player

## Play Mode 2



These two can be placed together as they are consecutive numbers, the second one smaller, but they cannot be moved together afterwards.

These two can be placed together as they have the same design, but they cannot be moved together afterwards. The value of the card moved must be lower than the value of the card it's placed next to.

These two can now be moved together

