





Skyline is a cooperative puzzle game for 1–4 players. Players work together to construct buildings so that the skyline of their shared city matches the skyline arrangement shown on each of their cards.

## GOAL

The group's goal is to work together to match the city's skyline from each of the four directions to the skyline shown on the cards, using as few blocks as possible. **Once the city's skyline matches all of the cards, the group wins,** and their score is equal to the number of blocks they have left over.

## SETUP

Choose a level from the *Levels* booklet and take the 4 specific Skyline cards listed. Levels are hand crafted and become more and more challenging. If this is your first game try going in order, starting with:

### Quick Purple Fox Runs.

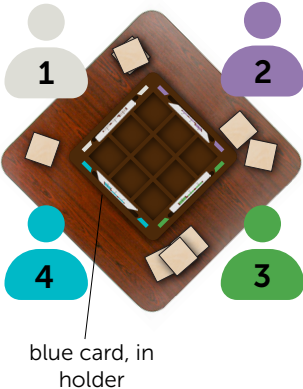
Place each card into its holder. Place the base in the center of the table. Each player is assigned a color (or colors, see below):

#### *Color Assignments*

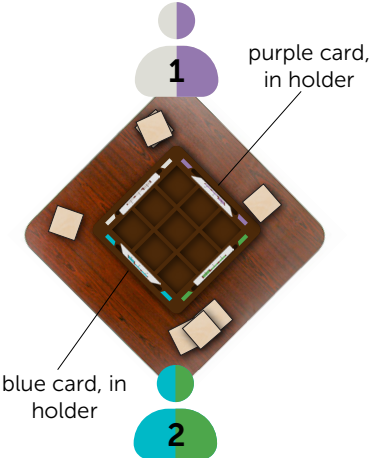
	1 Player	2 Players	3 Players	4 Players
White	Player 1	Player 1	Player 1	Player 1
Purple			Player 2	
Green		Player 2	Player 2	Player 3
Blue			Player 3	Player 4

Sit facing your color(s), and stand the Skyline card(s) of your color(s) up in front of the side of the base that matches its color. The pattern on your Skyline card(s) should be facing you. No player may see another player's Skyline card(s).

*4 Player Game*



*2 Player Game*

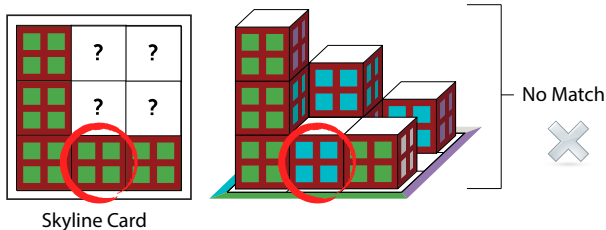
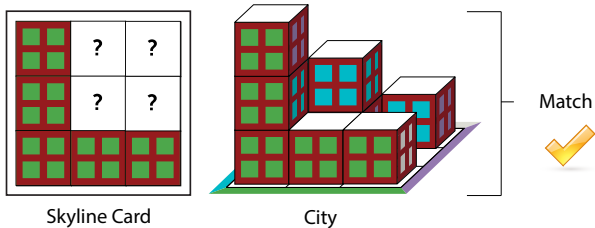


## GAMEPLAY

After setting up, players work together to match the skyline on the card(s) of their color. There are no turns — players simply construct buildings in the squares on the base card, up to three blocks tall, and **communicate with each other** to keep from disrupting the other players' skylines. Blocks must be placed right side up.

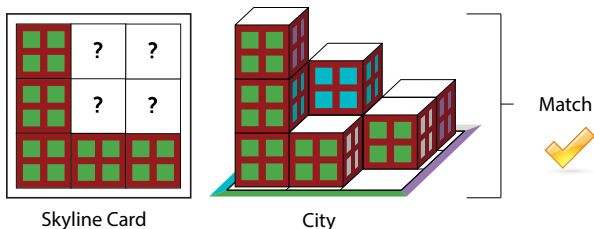
### Matching

Matching is very simple. To match a skyline on the Skyline card, the windows on the sides of the blocks must have the correct color and placement shown on the card:



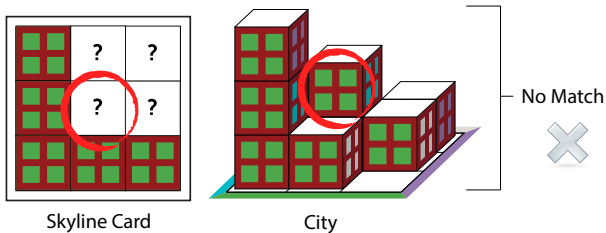
There are only two exceptions:

**1. Depth doesn't matter.** All that matters is the placement looking directly at the city from each side.



*The piece in the bottom right corner still counts even though it's not in the front row!*

**2. Question Mark ('?') spaces MAY NOT have windows of the Skyline card's color.** They are, however allowed to be empty, or have any other colored windows.



*Although the player has matched the card, she also has an extra green window in the center '?'*

## **BEATING A LEVEL**

Once all players believe their side of the city matches the pattern on their card, they reveal their cards and rotate the city so each player has a chance to compare each card to its side. If the players notice any problems, they stand their cards back up and continue playing until the problems are fixed. When the level is complete, the players write down their scores, and then move on to the next level (or try to do the same one again, better).

## **TROPHIES**

New players should work to simply beat each level and earn the Bronze Trophy (see *Levels* booklet). Experienced players can try to earn the Silver or even Gold Trophies by using fewer blocks. After finishing a level, the group notes which Trophies they earned, and writes their score down in the "Scores" section of the *Levels* booklet for that level, along with their names.

## **GAME COMPONENTS**

40 Skyline Cards (10 of each color)

1 Base

15 Skyline Blocks

## **CREDITS**

**Game Design** - Mary Flanagan & Max Seidman

**Art and Graphic Design** - Zara Downs

**Level Design** - Lucas Sanford-Long, Royce Park, J. Patrick Lewis  
'City' icon designed by Rémy Médard from The Noun Project

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