



## INTRODUCTION

The year is 1901 and the recent fascination with tall buildings does not appear to be a passing fad. Real estate deals in Lower Manhattan suggest that more of these “skyscrapers” will soon be added to the New York City skyline. Technological advances are making it possible for new generations of skyscrapers to reach breathtaking heights. The builders of these steel giants are reaching higher and higher into the sky, hoping to satisfy their hunger for glory and prestige.

Your uncle- God rest his soul- has left you a small property in Lower Manhattan. This is your chance to start your real estate career and to build, build, and build some more. You’ll be joining the ranks of the other great developers trying to establish the world’s greatest metropolis:

## **NEW YORK CITY!**

New York 1901 is a skyscraper building game based in New York City at the turn of the 20th century. Your objective is to develop the preeminent real estate empire in NYC by acquiring land and building skyscrapers to score points. On your turn, before you build, you will be given the option to either expand your estate by acquiring new territory or to demolish your standing buildings to replace them with better ones.

The player with the most points at the end of the game is the winner.



Author: **CHENIER LA SALLE**

Illustrator: **VINCENT DUTRAIT**

Editor: **BRANDAN PARSONS**

Graphic Designers: **ADRIANNA OPORTO, JUSTINE LANNON**

Project Manager: **STEPHANE MAUREL**

2 to 4 Players - 8 to adult - 30-60 Minutes

## CONTENTS

- 1 Game Board
- 5 Character Cards
- 5 Streets of New York Cards
- 5 Bonus Challenge Cards
- 65 Territory Cards
- 4 Skyscraper Score Tokens (1 per player)
- 16 Workers (4 per player)
- 4 King Tokens (1 per player)
- 12 Action Cards (3 per player)
- 76 Skyscrapers (19 per player, including 1 Starter Building)
- 4 Legendary Skyscrapers

# COMPONENTS OF THE GAME

## THE GAME BOARD:

- ◆ **Districts:** The Game Board is divided into 5 Districts represented by the different colored areas on the board.
- ◆ **Territories:** There are 13 Territories in each District, marked by the solid lines (dotted lines are only used to aid with the placement of Skyscrapers within Territories). Territories come in two sizes: Size-2 Territories and Size-3 Territories. Size-3 Territories have flowers printed on them so they can be easily found on the board.
- ◆ **Streets:** Five important streets are printed in different colors to help identify them. These streets have the potential to score points at the end of the game (based on which Streets of New York Cards are drawn).
- ◆ **Scoring Track:** The Scoring Track around the perimeter of the board keeps track of each player's score during the game and indicates when new Generations of Technology are unlocked.



- ◆ **Estate:** Your Estate is the total combined area of all the Territories you have acquired on the board. You must Build all of your Skyscrapers within the boundary of your Estate.

**Note:** You can Build across different colored Territories as long as they are part of your Estate.

## WORKERS:

- ◆ Workers represent your ownership of a Territory, preventing other players from Building there.



## SCORE TOKENS:



## KING TOKENS:



## TERRITORY CARDS:

- ◆ The deck of Territory Cards corresponds exactly to the Territories available on the Game Board. On your turn, you can acquire one of the faceup Territory Cards to Expand your Estate.



## CHARACTER CARDS:

- ◆ Character Cards determine where your Starter Building is placed during Set Up, based on the colored symbol printed on each card.
- ◆ Each of the 5 colors on the Character Cards refer to the 5 Districts on the Game Board. The colors on the Character Cards do not refer to the color of your pieces.



## STREETS OF NEW YORK CARDS:

- ◆ The Streets of New York Cards determine which streets will reward you an additional 5 points if you have the most Skyscrapers standing on them at the end of the game.



## BONUS CHALLENGE CARDS:

- ◆ Bonus Challenge Cards provide an additional opportunity to score points each game. (Refer to page 8).



## ACTION CARDS:

- ◆ Action Cards give you a one-time bonus action on the turn they are used. (Refer to page 8).



## SET UP

### SKYSCRAPERS:

Each Skyscraper in this game represents a real-world skyscraper that was at one point standing in New York City.

- ◆ Skyscrapers are added to the board to score points during the Build step of your turn. The number printed on each Skyscraper represents the number of points you will score when you Build it. The color printed around that number represents that Skyscraper's Generation of Technology.



- ◆ **Generations of Technology:** There are three Generations of Technology: bronze, silver, and gold level. In the beginning of the game, players can only Build bronze level Skyscrapers. As they progress along the Scoring Track, each player eventually unlocks silver and gold level technology for themselves (as indicated on the Scoring Track).

**Note:** In the base game, players unlock silver level technology at 6 points and gold level at 18.



### LEGENDARY SKYSCRAPERS:

- ◆ The 4 Legendary Skyscrapers are unique gold level Skyscrapers. They are treated exactly as other gold level Skyscrapers, except that they are communal (first come, first served). If you have the Estate to fit one, you can Build one of the Legendary Skyscrapers as normal during the Build step of your turn. You will then place one of your King Tokens on top of it to signify that it belongs to you.

**Note:** Each player can only Build one Legendary Skyscraper per game.



### STARTER BUILDINGS:

- ◆ Starter Buildings claim an initial Territory for you on the board. They are treated just like normal Skyscrapers, except they do not score points when you place them during Set Up, and they are of a Generation of Technology inferior to bronze.



#### *When playing with 2 players:*

Before beginning Set Up, remove the Character Card for David Schneider along with all the pink Territory Cards, and place them back in the box (they will not be used this game).

- ◆ Place the Game Board in the center of the table, and arrange the 4 black Legendary Skyscrapers next to it, within reach of all players.
- ◆ Give each player a set of components in their color: 18 Skyscrapers, 1 Starter Building, 4 Workers, 1 King Token, 3 Action Cards, and 1 Score Token.
- ◆ Place your Score Token on the 0-square of the Scoring Track.
- ◆ Set your 3 Action Cards faceup in front of you, next to your Workers and King Token.
- ◆ Randomly deal out 3 Streets of New York Cards and 1 Bonus Challenge Card faceup next to the Game Board.
- ◆ Give 1 Character Card to each player.
- ◆ Place your Starter Building on the size-2 Territory that matches the symbol found on the upper-right corner of your Character Card.
- ◆ Remove a Territory Card from the deck of Territory Cards that matches your Territory's color and size, and place it on top of your Character Card.  
**IMPORTANT:** You must remove Territory Cards so that the deck corresponds exactly to the Territories remaining on the board.
- ◆ Shuffle the remaining Territory Cards together and deal out 4 faceup cards to form the Open Market. Keep the remaining cards in a facedown pile referred to as the Future Market.
- ◆ Determine a starting player. We recommend the starting player be whoever most recently left New York City, or who most recently returned there (if you happen to be playing in the city).



## PLAYING THE GAME

- Play proceeds in a clockwise direction.
- On your turn, you will advance your Estate by choosing to either:  
**EXPAND or DEMOLISH and then BUILD.**

### EXPAND:

- If you have an available Worker at the start of your turn, then you can take one of the faceup Territory Cards from the Open Market and place it on top of your Character Card (to keep track of your growing Estate). Then place a Worker on top of a Territory on the board that matches both the color and size of the Territory Card you acquired this turn.

**Note:** You cannot claim a Territory on the board that is already a part of another player's Estate.

- When you claim a Territory, it becomes part of your Estate for the rest of the game. During the Build step, you are free to Build anywhere within your Estate, following the **Rules of Construction**.
- After your Expand step is complete, replenish the Open Market back to 4 cards. Then you may proceed to the Build step OR pass the turn to the next player (**you may choose to NOT Build this turn**).



### DEMOLISH:

- Replace your standing Skyscraper(s) with 1 superior Skyscraper. Choose which Skyscraper you will construct on your Estate during your Build step later this turn, then remove all your Skyscrapers (and Workers) that fall under its footprint.

**IMPORTANT:** All the Skyscrapers you Demolish must be of a Generation of Technology inferior to the Skyscraper you will Build later this turn (bronze < silver < gold).

- Return all the demolished Skyscrapers back to the box, they can no longer be used this game. You do not lose points for removing them.
- If Demolishing and Building a new Skyscraper would leave some of the Territories in your Estate vacant (with neither Workers nor Skyscrapers in them), you **MUST** place one of your Workers in each of the vacated Territories. If you do not have enough Workers to do so, then you may **NOT** perform that Demolish action this turn.
- After your Demolish step is complete, proceed to the Build step (**you MUST Build this turn**).



### BUILD:

- Add one of your unbuilt Skyscrapers to available space in your Estate, following all the **Rules of Construction**.
- Reclaim any Workers in Territories that you built in this turn.
- Score the points printed on the Skyscraper you built by advancing your Score Token on the Scoring Track based on the number printed on the Skyscraper.
- After your Build step is complete, play passes to the next player.



*Green can only build on land in his Estate. He places a 2-square skyscraper and scores 2 points (then reclaims his Worker).*

## RULES OF CONSTRUCTION

- Skyscrapers must fit entirely within your Estate.
- You must have unlocked a Skyscraper's Generation of Technology before you can add it to the Game Board. (Refer to page 3).
- Skyscrapers must touch either a street or a park (corners do not count).
- Skyscrapers may be built across multiple Territories and Districts.
- Skyscrapers do not need to completely fill the Territories they are built in. Players reclaim their Worker even when a Territory is only partially filled.
- Skyscrapers cannot be built on top of other Skyscrapers (except when Demolishing).



## END OF GAME

The end of the game is triggered when either:

- One player has only 4 unbuilt Skyscrapers remaining in front of them.

**-OR-**

- There are only 3 cards remaining in the Open Market, and the Future Market is empty.

When you trigger the end of the game, you will complete your final turn. Each other player will then take one final turn, before the game proceeds to the Scoring Phase.

### SCORING:

- During the Scoring Phase, you will score additional points for the Streets of New York Cards, the Bonus Challenge Cards, and the Action Cards which you did not use during the game.

#### Streets of New York:

- The 3 Streets of New York Cards each reward 5 points to the player with the most Skyscraper Tokens. In the case of a tie, no player scores the points.

**Note:** If a Skyscraper touches more than one street, then it counts toward winning the Streets of New York challenge for all of the streets it touches.

#### Bonus Challenge Cards:

- Score points for the Bonus Challenge Card (*Refer to page 8*).

#### Action Cards:

- Score one additional point for each unused Action Card remaining faceup in front of you.

The player with the most points wins.

In the case of a tie, the player with the tallest Legendary Skyscraper (as indicated by the height printed on it) is the winner. If the tied players have not built a Legendary Skyscraper, then the player with the most gold Skyscrapers wins the tie. If there is still a tie, then the tied players share the victory.

## UNCOMMON SITUATIONS

- If you have no available Workers at the start of your turn, and you cannot or do not wish to Demolish, then you can skip the Expand step, and go straight to the Build step instead.

**Note:** If you do have available Workers and you cannot or do not wish to Demolish, then you must claim a new Territory on your turn.

- If you have no available Workers at the start of your turn AND you cannot Build (or Demolish) on your turn, then you **MUST** reclaim one of your Workers from the board and return a corresponding Territory Card from the top of your Character Card back to the bottom of the Future Market, then pass the turn to the next player.

## VARIATIONS

### FOR BEGINNER PLAYERS:

- Play with the Gold Tycoon Bonus Challenge Card so that you are familiar with the game before taking on more difficult Bonus Challenge Cards like the Master Architect or Gold Prestige.
- Play with the Wall Street, Broadway, and Nassau & Broad Streets of New York Cards so that you will be in familiar territory!
- If you want a more step-by-step introduction, you may choose to play without the Action Cards as well.

### FOR ADVANCED PLAYERS:

- Do not play with the Starter Buildings (players will have to build their empires from scratch).
- Silver and gold technologies are more difficult to unlock:
  - Silver at 10 points
  - Gold at 25 points

**Note:** Symbols on the Scoring Track mark these thresholds



# EXAMPLES OF GAMEPLAY

## EXPANDING AND BUILDING:

### EXAMPLE 1

Green claims a 3-square yellow Territory Card, and places 1 of his Workers on an available Territory of the same size and color. He decides to Build a 2-square bronze Skyscraper, and scores 2 points for it. Green takes his worker back. The remaining unused yellow square **X** is still part of his Estate.



### EXAMPLE 2

Later in the game, Green acquires a 2-square yellow Territory right next to the Territory he acquired in EXAMPLE 1. He uses the space he just acquired and the space he had leftover from EXAMPLE 1 to Build his new Skyscraper, and scores 3 points for it.



### EXAMPLE 3

Earlier in the game, Blue had acquired 2 adjacent blue Territories but chose not to Build. Now, he acquires a 2-square red Territory on the same block and reserves it with a Worker. Blue has already crossed the 6 point threshold, so he can Build silver Skyscrapers. Blue Builds a silver Skyscraper that uses all 3 Territories he owns, reclaims his 3 workers, and scores 6 points. The remaining red square **X** is still part of his Estate.



## EXAMPLES OF GAMEPLAY (CONTINUED)

### DEMOLISHING AND BUILDING:

#### EXAMPLE 4

Green has reached the 18 point threshold, so he can now build silver and gold Skyscrapers. He wants to use the Demolish option to score points.

**Option 1:** He can Demolish his 2 bronze Skyscrapers to Build a big silver or gold Skyscraper.

**Option 2:** He can Demolish his 2 bronze Skyscrapers to Build a small silver or gold Skyscraper.

Green chooses **Option 2**. The 2 bronze Skyscrapers that fall under the footprint of the new Skyscraper are removed from the game, which frees up a yellow Territory completely. That yellow Territory still belongs to Green so he **must** cover it with one of his Workers.

Option 1

Option 2



#### EXAMPLE 5

Blue built a large silver Skyscraper earlier in the game (EXAMPLE 3). On a previous turn, he claimed a small red Territory on the same block and reserved it with a Worker. He has passed the 18 point threshold so he can build gold Skyscrapers. Blue demolishes his silver Skyscraper to build a **Legendary Skyscraper: the Metropolitan Life!** He removes the silver Skyscraper that falls under the footprint of the **Metropolitan Life** Building and he reclaims his Worker. This Legendary Skyscraper scores him 12 points, but will only count as 1 building for control of **Cedar St** at the end of the game. Because it straddles the blue and red Districts, it will count towards the **Gold Tycoon Bonus** in both Districts.

THE THREE STREETS IN PLAY

THE BONUS

Broadway

Wall Street

Cedar

Gold Tycoon



## BONUS CHALLENGE CARDS

- One Bonus Challenge Card is randomly drawn at the start of each game, and provides an additional opportunity to score points during the game.

### BRONZE BARON

- At the end of the game, players receive 5, 10 or 15 points for having 4, 5, or 6 of their bronze level Skyscrapers still standing on the board.



### MASTER ARCHITECT

- At the end of the game, players receive 3, 6, or 10 points for having 3, 4, or 5(+) irregularly shaped Skyscrapers on the board. Irregularly shaped Skyscrapers are the non-rectangular Skyscrapers. They have a hexagon printed around their point value to help you identify them.



### GENERATION KING

- At the end of the game, players score 5 points for each Generation of Technology for which they possess the most Skyscrapers on the board (the player with the most bronze Skyscrapers scores 5 points, the player with the most silver scores 5 points, etc.). In case of a tie, that Generation of Technology does not score any additional points this game.



### GOLD TYCOON

- At the end of the game, players receive 3 points per District in which they have at least 2 gold level Skyscrapers  
**Note:** When a Skyscraper is built across 2 Districts, it counts towards scoring both Districts.



### GOLD PRESTIGE

- Unlike other Challenge Cards, this bonus is claimed DURING the game. Whenever you add one of your gold level Skyscrapers to the board, you will score 1 additional point for each of your opponents' bronze or silver level Skyscrapers that it touches.



## ACTION CARDS

- Action Cards can be used on your turn for a special bonus action. You may use as many Action Cards as you want on your turn, and each card can only be used once each game. Turn each Action Card facedown after use.

### CONSTRUCTION BOOM

- Take one additional Build action this turn. This card cannot be used if it would cause you to have fewer than 4 unbuilt Skyscrapers remaining.  
**Note:** This card does not allow you to take a second Territory Card or Demolish a second time.



### MARKET SHIFT

- Refresh the Open Market at the start of your turn. Shuffle the 4 faceup Territory Cards and place them at the bottom of the Future Market. Then draw 4 new cards and place them faceup to replenish the Open Market.



### LAND GRAB

- If you choose to Expand this turn, you can acquire one additional Territory Card during the Expand step. Both Territory Cards you acquire this turn must be size-2 Territories. This card cannot be used when the Future Market is empty.  
**Note:** Both Territory Cards are acquired at the same time, therefore you must have at least 2 Workers available to use this card.



### Credits and Acknowledgments:

Early graphic design support: Sylvain Dubuc. The playtesters at Steak-and-Shake: Kevin G. Nunn, Nicholas Vitek, John Eyster, David Infortunio, Luther Bell Hendricks V, Danielle Harding, Bill Scherer. The playtesters on Facebook: Jarek Smith, Luke Laurie, Jeff Cornelius, Shoji McGhee, Dominique DeMille, Craig Vollmar, Hank Panethiere, Mark Dreyer, Patrick Somers, Anders Nordstrom, Chad Ryg, Dane Trimble, Peter Vaughan, George Henion, Eric Sumner, Erin Haleen, Louis Sédillot. The good folks at Polycon: Meredith Armstrong, Dawn Goebel. Artist Vincent Dutrait who brought New York to life so beautifully. Stéphane Maurel from Blue Orange who believed in the game, gave a new author his big break and nurtured NY1901 in its last crucial miles. And last but not least the playtesting core group, my wife Noriko and my kids Sakura, Jean and Momoko who played so many times we can't count them. Thank you!

©2015 Blue Orange. New York 1901 and Blue Orange are trademarks of Blue Orange. Game published and distributed under license by Blue Orange USA, San Francisco, California. Made in China. Designed in France.

www.blueorangegames.com