

1906

San Francisco



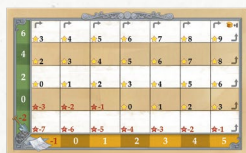
2 to 4 players - 45 minutes
From 12 years old

Early morning 18th April 1906, the city of San Francisco awakes shaken by a massive earthquake of magnitude 8.6 on the Richter scale and by a huge fire that started afterwards. Even today, it is still classed as one of the worst natural disasters in the USA.

Be a Property Developer for the rapid reconstruction of San Francisco during the five years after the large-scale destruction. Get plots of land, money for rubble removal and to construct buildings, plan urban development for essential services and improve the city for its modernization.

CONTENTS

- 1 Years (turns) board with points on the other side
- 1 Year marker
- 16 Rubble tokens
- 1 Development board
- 1 Money Record Tracker
- 4 Development tokens
- 4 Money tokens
- 4 Playing tokens
- 32 Buildings
- 98 Cards



8x Plot of Land Cards (double side)



42x Permit Cards



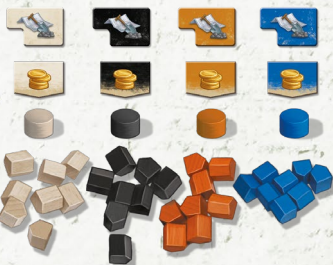
25x Objective Cards



6x Action Cards (one side for 2 players side and reverse for 3-4 players side)



17x Urban Development Cards



SETUP

- 1 Place in the centre of the table 4, 6 or 8 Plot of Land Cards, depending on the number of players (2, 3 or 4), forming the map:



For each card either side A or B can be used, in order to create different areas of rubble.

- 2 Place a Rubble Token on the designated place on the Plot of Land Cards. If there are fewer than 4 players, return the remaining Rubble Tokens to the box as they will not be used.



- 3 Place the Year Marker to one side of the map with the glass marker on 1906.

- 4 Surround the map with 6 randomly chosen Action Cards. Action Cards have 2 sides: one for games with 2 players and the other side for games with 3 or 4 players.

- 5 Place the Development Board to one side and place players' Development Tokens on space -7.

- 6 Place the Urban Development Cards next to this board divided by type into several piles. Bear in mind that the cards marked "Park" reward different values. Cards should be placed in order so that the first one to be taken is A, the next one B, etc.



- 7 Place the Money Record Tracker to one side and the players' money tokens piled up next to space 0.
- 8 Shuffle the 8 Initial Objective Cards (purple frame) and place 3 face up on the table so they can be seen by all players. Leave by their side the "Best Builder" Card (orange frame).
- 9 Shuffle the 5 unused Initial Objective Cards with the remaining 16 Objective cards (green frame). Deal one of these cards to each player; each player should keep the content of this card secret.
- 10 Then create a row of 3 Objective Cards face up, leaving the remaining cards in a deck to the side to use later.



FIRST YEAR: 1906

- 11 Shuffle the Permit Cards and create a row of 3 cards face up, leaving the remaining cards in a deck to the side to use later.
- 12 Players' buildings are left to the side in a common pool.
- 13 A player who has ever felt an earthquake will go first (or a player chosen at random).



4 players setup example



The first player places their token on any space in the earnings area of the board and moves that amount (from \$1 to \$4) on the Money Record Tracker. Bear in mind, as we explain further on, that the player's order in the next turn will depend on the space where the token is placed.

The player then receives the bonus indicated for year 1906:



- Take one of the buildings from the pool and places it in front of themselves.
- Choose a Permit Card from the 3 available and put it face up in your playing area. After taking the card, a new card from the deck will take its place in the row.

Clockwise all players carry out the same sequence.

TYPES OF CARDS



PLOT OF LAND CARDS: Players construct their buildings on these plots, in accordance with the colour and number shown.

ACTION CARDS: Allow for actions to be carried out by placing the token(s) on one of the free spaces available. Each card shows several actions and the possibility to pass (only for games with 3 or 4 players).



PERMIT CARDS: These are building and urban development permits for the city. Each card shows a number, a colour and 2 different urban development symbols.



MUNICIPAL OBJECTIVE CARDS: These will award points at the end of the game (see page 8). There are eight initial Objective Cards (violet frame), from which three are used which will affect all players, and one “Best Builder” (orange frame) which will award the player that first builds their 8 buildings. The remaining cards (green frame) together with the non selected 5 objective cards are Personal Objective Cards that will only affect the player holding one of them.

URBAN DEVELOPMENT CARDS: These represent the builders’ efforts in developing the area and supplying essential services. These award extra points at the end of the game (see page 6).



ORDER OF PLAY

The order of play is always determined by the location of the tokens on the Action Cards. The player with their token placed the furthest to the right of a card will be the first player and, once their action has been carried out, the next player with their token furthest to the right on that same card that will carry out the action, etc.



PLAYER'S TURN

On their turn, each player should move their token to a free space on the next Action Card and carry out one of the following options:

- **Carry out the action** where their token is situated.
- **Carry out any other action** on that Action Card. In order to do this they must pay \$2 for each space between the location of their token and the action that they wish to carry out.
- **Collect \$1.**
- **Pass** (only in games with 3 or 4 players). The advantage of being the second player is only available on the next turn.



ACTIONS



EARNINGS

Increase the amount on the Money Record Tracker. The upper limit of \$15 cannot be exceeded.



MATERIALS

Take a building in your colour from the pool and place it in your playing area.



OBTAIN PERMIT

Take 1 Permit Card from those available and leave it face up in your playing area. At no time can a player have more than 5 Permit Cards in their playing area.



AGREE OBJECTIVES

Take one Municipal Objective Card from those available and place it **face up** in your playing area. You can also take a card directly from the deck and, after looking at it, place it **face down** in your playing area.

IMPORTANT: Objective and Permit Cards in the rows are only replaced once all players have carried out their actions. They are never replaced at the moment when a player takes one.



CLEAR UP

Pay \$3 to take a Rubble Token from a Plot of Land Card and move your Development Token one space up on the Development Board. If your token is already at the upper limit, move it to the right one space. Keep the Rubble Token until the end of the game.

If you wish to increase your position in the Development Board but you do not want to take a Rubble Token, or none are left on the Plot of Land Cards, pay only \$2.



URBAN DEVELOPMENT

Pay \$2 to advance your Development Token one space to the right on the Development Board. If your token is on the space furthest to the right, move it up one space.



Note: If the token is already in the upper right corner, every time you increase your level either on urban development or clear up, you earn \$1.



BUILD

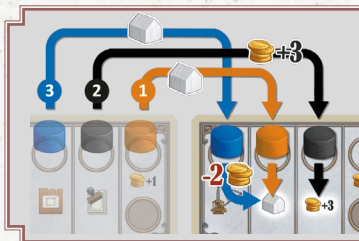
In order to carry out this action you need to have:

- One building available in your playing area.
- The amount of money shown on the year board according to the current year being played (\$0, \$1, \$2 or \$3).
- Discard 1 or 2 Permit Cards.



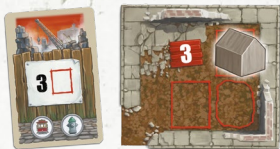
EXAMPLE OF TURN

Orange (1) places her token on "Materials" and takes a building in her colour. Black (2) gets \$3 from "Earnings". Blue (3) has the option of being the first player on the next turn, but as he needs a building he places his token on "Build" and pays \$2 to get the adjacent action: "Materials". On the next turn Black goes first, Orange second and Blue last.



Build with 1 Permit Card

You can build one building on a free plot of land that coincides with the number and colour of the Permit Card discarded.



Build with 2 Permit Cards

You can build on any free plot of land that coincides with the number or colour of one Permit Card with the colour or number of the other. Additionally if you use 2 Permit Cards you will receive an urban development bonus.



Check the urban development symbols on the 2 cards and if at least one of the symbols from each card coincides take a Urban Development Card for that symbol and leave it face up in your playing area. Additionally move one space right, for free, on the Development Board.



IMPORTANT: You can voluntarily discard 2 Permit Cards in order to receive an Urban Development Card, although you only need one of them in order to build.

Note: If the Urban Development Card that you want to take is not available, you won't be able to take any nor increase your level on the Urban Development board.



Area with Rubble

If the plot of land where you want to build is occupied by rubble you will have to pay \$3 to remove it. Take the Rubble Token, keep it in your playing area and increase your clear up level by one on the Urban Development board.



Building Grants

There is one Action Card and two Permit Cards that allow you to build in any colour or with any number.



URBAN DEVELOPMENT CARDS

San Francisco's reconstruction allowed a large urban planning study to be carried out to provide the city with services and improved infrastructure.

- **Electric lighting.** At the end of the game, you obtain 1, 3, 6, 10 or 15 points depending on whether you have 1, 2, 3, 4 or 5 cards of this type.
- **Cable car.** You must pay \$1 to obtain the card. Get 3 points at the end of the game.
- **Fire hydrant:** Get 2 points at the end of the game
- **Parks.** Get 2, 3, 4 or 5 points at the end of the game



END OF THE YEAR

When all the players have completed their turn on the sixth and last action card of the circle, the year is finished and the year marker is moved one position.

The player whose token is in the first space will move their token to any space on the earnings area of the board and will increase this amount on their Money Record Card. They will also receive the bonus for that new year as follows:

- **1907 (Building cost: \$1):** Choose a Permit or Municipal Objective Card.
- **1908 (Building cost: \$1):** Receive a building in your colour or \$2 for each building that you have built.



Example: Black moves first. He earn \$2 and, due to the change of year, chooses to receive a building.

- **1909 (Building cost: \$2):** Choose either a Permit Card or to advance your token one space to the right on the Development Board without cost.
- **1910 (Building cost: \$2\$):** Receive a building in your colour or \$3.
- **1911 (Building cost: \$3):** Choose either a Permit Card, a Municipal Objective Card or \$1 for each building that you have built.

VERY IMPORTANT: Remember that, contrary to normal turns, if a player takes a Permit or Objective Card due to the year change, the card must be replaced immediately in order for the next player to have 3 cards available.

END OF THE GAME

The game ends when one of the following situations arises:

- **A player builds their 8th building.** In that moment this player receives the “Best Builder” Card and the remaining players who have to carry out their action on that card end their turn.
- **The turn for year 1911 ends.** At that moment, and following the order of the round, players can get the bonus shown for year 1912: build with a cost of \$3 or earn \$2. The first player to build their eighth building will receive the “Best Builder” Card

After either of these situations, the final points tally is taken.

SCORING

Turn over the Year Board to show the Points Board, players should place their tokens on “0”. Players add their points in accordance with the following categories:

- **Common Municipal Objectives.** Each player calculates the points earned for each of the 3 initial objectives.
- **Personal Municipal Objectives.** Each player shows their Objective Cards that were hidden from the other players and adds the points received for each one.
- **Development Board.** Add ★ or subtract ☆ the points shown on the space where their token is placed on the Development Board.
- **Urban Development Cards.** Each player adds points for Urban Development Cards held.
- **Best Builder.** The player with this card (if awarded), adds 3 points.
- **Money Record Tracker.** Each player add ★ or subtracts ☆ the points indicate in accordance with the position of their money token.

The player with the most Victory Points is the winner. In the case of a draw, the player with the most buildings wins. If there is still a draw, victory is shared.

OBJETIVOS MUNICIPALES



1 point for each building built.



2 points for each building built not next to any other building.



2 points for each building built next to a rival's building.



2 points for each pair of buildings, belonging to one player, built next to each other. Buildings cannot receive points for two different pairs.



3 points for each building built on a corner and surrounded by rival or own buildings.



2 points for each building built in the colour shown.



10 points for each group of 4 buildings built on plots of land with different colours.



2 points for each Urban Development Card of the type shown.



10 points for each group of 4 different types of Urban Development Cards



2 points for each Rubble Token in your playing area.



1 point for each 3 coins on the Money Record Card.



Add the points from the Urban Development sidebar, as shown by the column where your token is located.



Add the points from the clear up sidebar, as shown by the row where your token is located.



5/1 ★



6/2 ★

5/3/1 ★

6/4/1 ★

5/3/1/0 ★

6/4/2/1 ★

Depending on the number of players in the game you add points for the number of buildings built on plots of land of that colour or Rubble Tokens collected.

In the case of a tie, the players tied add their totals and divide them into equal parts.

Example: In a game with 3 players, Orange has four buildings on green land and Black and Blue have two. Orange gets 5 points and Black and Blue get 2 points each from the result of adding 3+1 and dividing it equally.

If the Municipal Objective Card is not common but personal, the player that has it compares their number of buildings or Rubble Tokens with the rest of the players and only that player receives points.



1906 SAN FRANCISCO

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Dedication: A l'Elisabet i a totes les dones que han lluitat fins el final.