

Santorini: New York (v1)

Setup:

- Choose a starting player (rules suggest the youngest).
- Going clockwise around the table, each player:
 - Chooses a color
 - Places their two workers of that color on the board on both of any of the open numbered squares (1-5)
 - Place their matching player color card in front of them
- Place building pieces and the Statue of Liberty on the table.
- Create a deck of cards containing a complete set of one character in each of these colors/categories
[use the suggested set for your first few games]:
 - 6 **orange Builder cards** [Ironworker]
 - 6 **purple Specialist cards** [NYPD Officer]
 - 6 **green Movers cards** [Subway Operator]
 - 7 **yellow Engineer cards** [Engineer]
- Place the associated reference card for each set in the same order along the left side of the game board.
- Shuffle the deck. Deal 5 cards to each player.
- Place any remaining cards face down to the left of the reference cards to form the Discard Pile.

Gameplay:

Play a series of 4 step Rounds until there is a winner. Game ends immediately if someone wins:

1. Players choose a card from their hand and place it face down in front of them. Then, simultaneously players flip that card face up on top of their Player Color Card.
2. Give the Statue of Liberty to the player with the highest number card. (note that it is needed to win)
3. One at a time, players take their turn beginning with the lowest number through the highest number (not clockwise).
 - Choose one of their workers to move and build with
 - Follow additional instructions on their card
4. All cards played this round go facedown on the Discard Pile.
 - If players now have only one card left in their hand, they keep that card. Then shuffle the Discard Pile and deal 4 additional cards to each player placing any remaining cards face down to form a new Discard Pile.

Moving & Building:

- An "occupied" square is one that contains a worker, skyscraper, or rooftop.
 - Your chosen card may alter how a worker may move or build or grant special abilities.
 - When a worker is "forced", normal movement limits do not apply. Ex: They can be forced up more than one level.
1. Choose one of your workers. Move it to an unoccupied neighboring square. It can be one level higher, the same level or any number of levels lower.
 2. On a neighboring square to your workers new location, place a building block (up to the third level) or rooftop (on top of a third level)

Losing Workers:

Remove 1 of your workers (your choice) from the board and forfeit your turn if:

- You don't have a worker who can both move and build.
- You cannot fulfill a requirement on their card.

How To Win (all are immediate wins):

1. Be the only player with a worker on the board.
2. While you have the Statue of Liberty, move a worker upwards to the third level of a building. Immediate win.
 - Being forced upward to a third level does not give a win.
 - Moving from one level 3 to another does not give a win.
3. While you have the Statue of Liberty, play the Engineer card and build a rooftop.

Role Cards (use a complete set of one character per color):

- **Orange Builder cards** (1, 4, 7, 10, 13, 23):
 - **Ironworker - must build in two different squares**
 - **Crane Operator - either build a rooftop or build twice in the same square**
 - **Broadway Actors - if possible move both workers. Each moved worker must build.**
 - **Firefighter - before moving build under a worker. If it is a rooftop, your worker is removed from the game.**
 - **Foreman - when building, chose a neighboring worker and build on two squares neighboring THAT worker.**
- **Purple Specialist cards** (2, 5, 8, 11, 14, 24):
 - **NYPD Officer - you may move onto a neighboring workers square if you can force them back one square.**
 - **Night Guard - turn end: if possible choose a neighboring worker and it's player must move that worker if possible.**
 - **Street Vendor - turn end: if possible move an opponent worker neighboring a block you built on top of that block.**
 - **Fashion Designer - turn start: if possible choose an opponent worker and move them into your current square as you move your worker.**
 - **Reporter - end turn: if possible, force a neighboring opponent worker up (north) or down (south) to the first unoccupied square passing through anything.**
- **Green Movers cards** (3, 6, 9, 12, 15, 25):
 - **Subway Operator - move your worker up, down, left or right (not diagonally) to the first unoccupied square passing through anything.**
 - **Taxi Driver - move your worker exactly 2 or 3 squares in any one direction (including diagonally) passing through anything.**
 - **Tour Bus Driver - setup: start player places 1 skyscraper on the board. Your turn: move your worker up, down, left or right (not diagonally) to an unoccupied square neighboring a skyscraper passing through anything.**
- **Yellow Engineer card** (16, 17, 18, 19, 20, 21, 22):
 - **Engineer - (special win condition) plus at turn start: if possible place a skyscraper on a ground level neighboring square before moving your worker.**