SKYBRIDGE®

Gigamic

SKYBRIDGE – THE STAKES ARE HIGH!

In this 3D strategic thinking game, be the best builder and take over the city. The simple rules and quick games will make you want to play over and over again!

2 to 4 players - 8 and up – 10 to 20 mins – Contents: wooden board and 44 wooden playing pieces, game rules.

PRESENTATION AND PREPARATION

A wooden board with 9 foundations and a total of 44 wooden playing pieces or 11 playing pieces for each of 4 colours. Each colour set should consist of one bridge, 4 three-story building blocks, 4 two-story building blocks and 2 roofs. Each player is given one set of playing pieces of the same colour (see Fig.1).

OBJECT OF THE GAME

To own the most stories in the city.

SKYBRIDGE IN A NUTSHELL

The 2- and 3-story building blocks are used to build towers, the bridges are used to connect 2 adjacent towers and the roofs determine the final owner of a tower. A turn involves the laying of one piece.

HOW TO PLAY

A draw will determine who plays first. Players then take turns playing a piece of their choice according to the following rules:

1. Two pieces of the same colour cannot touch (see Fig.2).
2. A block must be stacked at the lowest level possible, unless that would cause two blocks of the same colour to touch. In that case, the player must stack a block at the next level up. If the player has several options, he/she can choose where to play (see Fig.3).
3. Bridges and roofs may be stacked at any level, on top of any piece of a different colour (see Fig.4).
4. Players can increase their score by using a bridge to connect 2 towers. A bridge must be placed on 2 adjacent towers of the same height, and not diagonally. According to Rule no.1, a bridge must be placed on top of 2 pieces of different colours. Two bridges may touch on one side, but may not be superimposed completely (see Fig.5).
5. Roofs may be played at any time. The player becomes the owner of the tower on which he/she has placed a roof. No other pieces may be stacked on top of the roof.

END OF THE GAME

If a player cannot stack any more pieces, the other players continue to play until they have used all their playing pieces, or until no other piece can be played. This is the end of the game.

Each player's score is then calculated as follows:

- Each player counts up the total number of stories making up his/her tower(s), regardless of the colour of the blocks. The large blocks are equivalent to 3 stories, the square blocks, 2 stories, the bridges, 1 story, and the roofs and foundations do not count.
- If one player owns a tower that is connected to another tower by that same player's bridge, the stories of the other tower are counted in his/her score also (no matter what the colour of the other tower's roof). The stories of the other tower are also counted by the player who owns the roof of the tower, and by any players who have connected it to a tower they own with their bridge. One tower may thus be counted by several players.
- If a player owns the 2 towers connected by his/her bridge, his/her score is equal to the total number of stories of the two towers times two (see Fig.6).
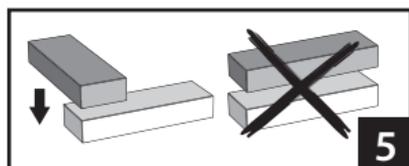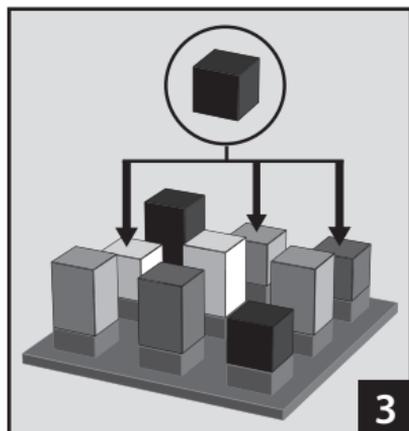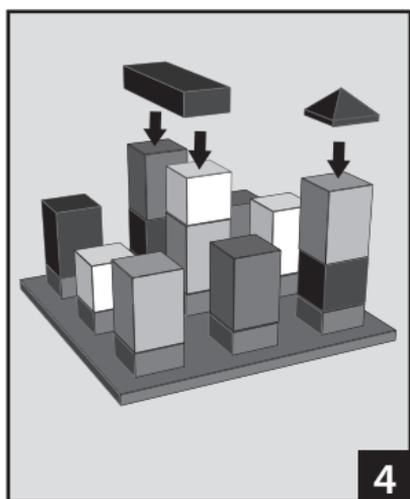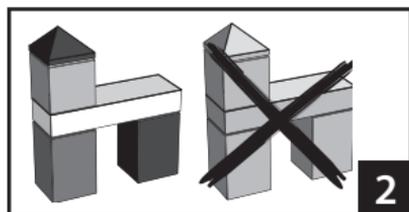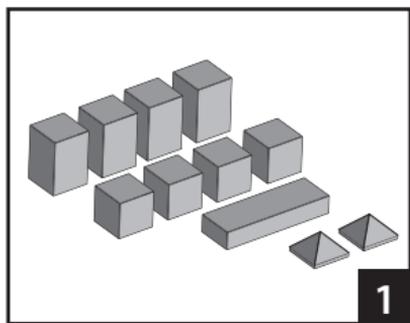
The player with the highest score wins the game.

3 Players:
At the beginning of the game, each player gets one 3-story building block and one 2-story building block of the 4th colour; the players then play those pieces when they choose. (The other playing pieces of the 4th colour are not used.)
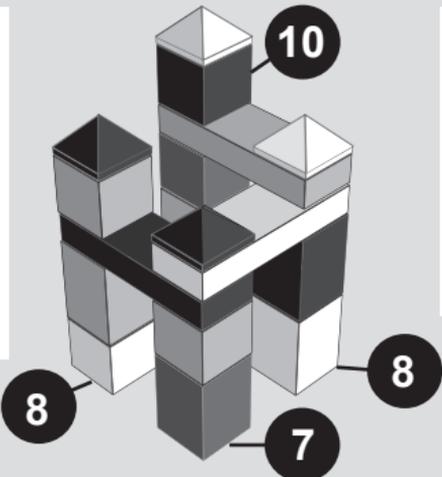
2 Players:
Each player plays with 2 colours and adds up the points at the end of the game.

1

2

3

4

5

8
+7
=15
x2
=30

10

10
+8
+7
=25

8

8

7

6

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