

## SkyRunner

Ravensburger® Game no. 26 212 0

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For 2 – 5 players, ages 8 – 99 years

## Contents

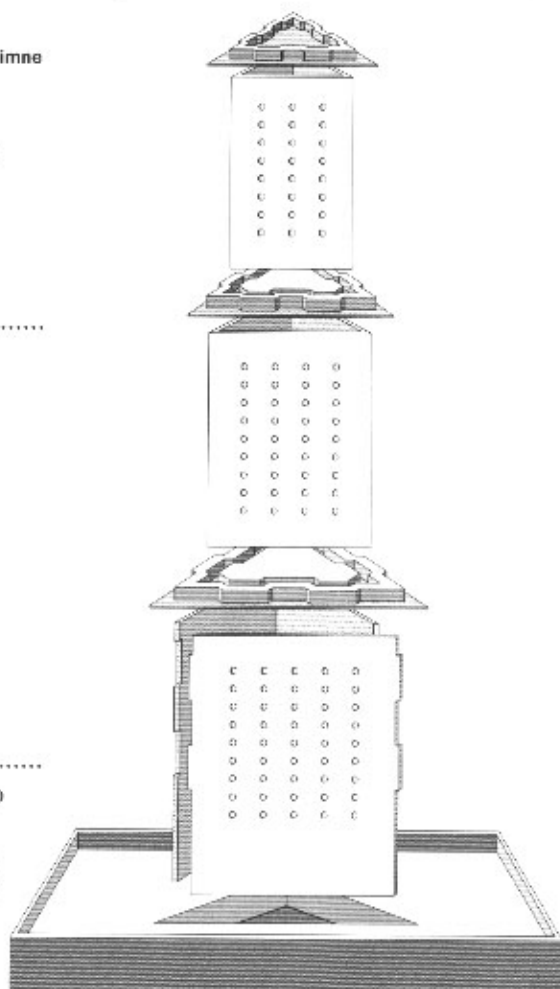
- 1 skyscraper in 7 pieces
- 90 cards:
- 40 number cards, value 1 to 8,  
in 5 colours
- 5 parasite cards in 5 colours
- 25 climbing cards
- 12 equipment cards
- 2 lost equipment cards
- 4 sabotage cards
- 2 crash cards
- 5 figures

## Objective

Each player tries to beat the others to the roof of the building. The game is played with concealed number cards, and the players compete for climbing cards to advance.

## Preparations

The skyscraper is constructed as follows: use the inside of the box as the foundation. The two large walls are placed on top of the foundation to make a triangle, which represents the lower part of the building. The largest floor is now added to make the building more stable, and adds a ledge.

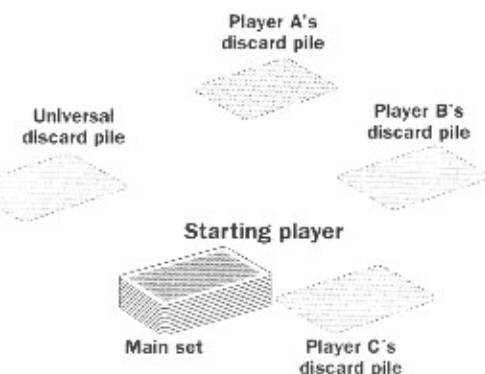


The centre walls are then placed on this floor to make a triangle. The centre ceiling is now added, which forms another ledge. The smallest walls are placed on this ceiling in a triangle, with the roof on top.

The walls contain a number of holes which are used by the figures in their ascent. The players play together **on the same side** of the building. There are walls with 1, 2, 3, 4 and 5 grooves.

We suggest that **the number of grooves in the lower wall** matches the number of players, i.e. five players play on the wall with five grooves, four on the wall with four, and two or three on the wall with two or three grooves.

Decide how you want to construct the middle and top parts of the building. The more players there are and the less grooves you choose, the more difficult it is to get to the top of the building.



Each player is given:

- 1 figure
- 1 set of cards in the colour of his or her choice (number cards from 1 to 8)
- 1 parasite card in the colour of his or her choice
- 2 climbing cards, each with a value of 3 and 4
- 1 equipment card

If there are fewer than 5 players, remove the number and parasite cards that are not going to be used.

The remaining action cards (climbing, equipment, lost equipment, sabotage and crash cards) are shuffled and placed face down in front of the smallest player. This pile is called the main set and is used by the starting player at the beginning of each round.

## Ready - steady - go!

There are the following types of cards:

### Number cards

with a value of 1 to 8 in the players' colours. The players use these cards to bid for the open card of the main set.



### Parasite cards

in the players' colours. The players use these cards to try to get the other players' used climbing cards.



The number and parasite cards always stay with the player, either in his or her hand, or – when they have been played – on that player's discarded pile.

Although each player begins with 2 climbing cards and 1 equipment card, they must use their number cards to bid for the remaining action cards which are contained in the main set and described below.



### Climbing cards

with values of 2 to 5.  
The players use these cards to climb up the walls and onto the roof.



### Equipment cards

are used to move beyond the ledges and onto the roof. They are also used to overtake the other players. Two equipment cards are required if one player is able to pass a ledge and overtake another in the same move.



### Lost equipment cards

are used to take another player's equipment card.



### Sabotage cards

If a sabotage card is played, one of the players has to move back 3 squares.



### Crash cards

This sends you back 2 or 3 squares.



At the beginning of each round, the starting player reveals the top card of the main set. Each player then chooses any one of the cards from their hand to play; such as a number card, a parasite card, a climbing card or a card they have already bid for and won. The only exception to this is if the main set turns up a crash card. If a crash card is revealed, **every player must use a number card.**

Each player takes the card they have chosen from their hand and places it face down in front of them.

When everyone is ready, each player simultaneously turns over their selected card and reveals it to the other players. The starting player goes first and the instructions on each card is followed in a clockwise direction. Once all the cards have been played, the starting player passes the main set on to the neighbour on his or her left. This player becomes the new starting player, and turns over the top card, to begin a new round.

The cards that have been played go into a universal discard pile.

**Exception:** cards in the player's own colour go into each individual's discard pile. Once the main pile of cards has been used up, the universal discard pile is shuffled and reused.

The played cards have the following objectives:



## Playing the number card

Players use their number cards to compete against each other for the top card of the main set. The card goes to the player with the highest number on his or her number card. Number cards of the same value cancel each other out, and do not count.

### Example

- The top card is a climbing card with a value of 3.
- Players A and B each play a number card with a value of 3.
- Players C and D, each play a number card with a value of 4.
- Although player E has played a number card with a value of only 1, this player gets the climbing card since the values of player's A and player's B cards and the values of player's C and player's D cards cancel each other out.

If all of the number cards cancel each other out, the cards are placed to one side and no one is given the open card. The players compete for it again in the next round.

The player takes the card that he or she has won. Depending on the type of card, it can either be played at once, or saved for one of the next rounds (see below). Exception: the crash card must be used at once.

Players discard used number cards from their hand into their own stack in front of them. When they have used **all** of their number cards, they are allowed to pick them up and reuse them.

However, they must announce their intention to do this, and must show the other players that they have indeed used up all of their number cards. This way, no one will be tempted to cheat!



## Playing the parasite card

If a player is playing the parasite card, he will want as many of the other players as possible to have played a climbing card. If one or more climbing cards has or have been played during this round, the player using the parasite card is given these used cards, and can use them in his or her next turn.

So even though a parasite card has been played, any players who have played a climbing card may still use this card to advance up the wall.

The used parasite card is added to the number cards on the players' discarded stack.

If two or more players use their parasite card in the same round, they are out of luck and do not acquire any climbing cards since more than one parasite card cancels the other out. These parasite cards are also placed on the players' discarded stack.

Parasite cards may, but do not have to be used. However, once played, it may only be taken up again with all of the number cards.



## Playing the climbing cards

Each player is given two climbing cards at the beginning of the game. The remainder goes into the main set and players compete for them with their number or parasite cards. When a player wins a climbing card, they take it from the main set into their hand to use in one of their next moves.

Players advance up the wall towards the roof by playing a climbing card and moving up by the value shown on the card.

Any used climbing cards are collected in the separate stack of cards that is shared by the players.



## Playing the equipment cards

Apart from the equipment card which the players are all given at the beginning of the game, these cards are bid for by playing number cards. The players then take the card, and play it in one of the next moves. Equipment cards are always used together with a climbing card.

The players use the equipment cards to:

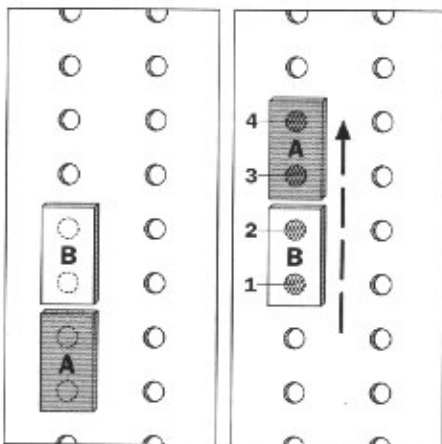
- move past one of the ledges, or to climb onto the roof and
- overtake other players.

A player who wants to overcome one of these obstacles or overtake another player, must first play a climbing card.

When the cards have been turned over, this player then places an equipment card and his or her climbing card on the stack of cards that is shared by all the players.

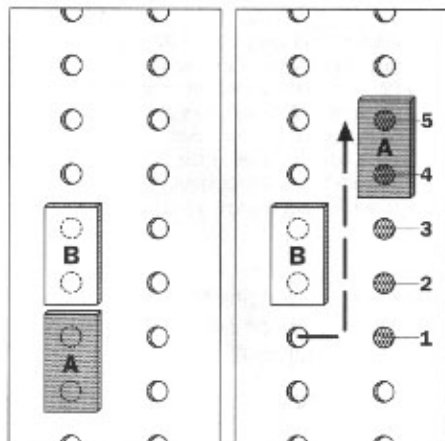
If a player moves past a ledge and overtakes another player in one move, the player must hand over two equipment cards.

A player who passes a ledge may continue to climb up in any groove he or she likes.



A climbing card used to overtake another player must have a value of at least 4.

If sufficient grooves are available, a player can also be passed sideways. No equipment card is required in this case.



In this case, player A used a climbing card with a value of 5.

This can, of course, be done in several moves.



## Playing the lost equipment cards

These cards are bid for by playing number cards and may be played immediately or taken in hand and used later against **one** of the other players.

If the card is used later, the player takes it from their hand and places it face down in front of them. When everyone is ready, each player simultaneously turns over their selected card and reveals it to the other players. When it is the player's turn, he or she chooses a fellow player who has to place an equipment card on the joint stack. The lost equipment card is also placed on the joint stack.

If the chosen player does not have an equipment card, the lost equipment card is placed face up beside this player. As soon as the player receives an equipment card, he must lose it against the lost equipment card.



## Playing the sabotage cards

These cards are bid for by playing number cards and may be played immediately or taken in hand and used later against **one** of the other players.

If the card is used later, the player takes it from their hand and places it face down in front of them. When everyone is ready, each player simultaneously turns over their selected card and reveals it to the other players. When it is this player's turn, he or she chooses a fellow player who has to move down 3 squares in a straight line (if passing a ledge, either in the row to the right or to the left of it). The sabotage card is then placed on the joint stack.

If the player is only 2 squares from the bottom, he is lucky and moves down just the 2 squares.

If the player is still on the ground, he must hand over a climbing card with a value of at least 3. If this is not possible, the sabotage card is played face upwards beside this player. As soon as he has managed to acquire a climbing card, he has to lose it against the sabotage card.

It is possible that playing a sabotage card may move a player down a ledge. If the player's turn does not happen until the sabotage card has been played against him and he has already played a climbing card but no longer has an equipment card, he may only climb up as far as the ledge.

If the figure belonging to the player who has been sabotaged catches up with one of the other figures, he takes this player down with him.



## Playing the crash cards

If a crash card appears on the main set, **the players must all play a number card**. The player with the lowest card immediately moves down by the number on the card. This player then places the crash card on the joint stack. If two or more players have the same low number, bad luck for the player with the next highest number.

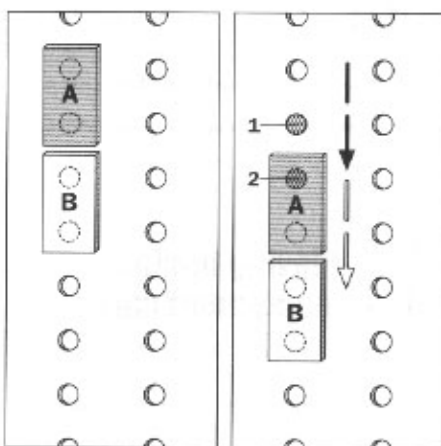
If this player is only 2 squares from the bottom and the crash card with a value of 3 is played, he is in luck and just moves down the 2 squares since no player can move below ground level. If the player is still on the ground, he must hand over a climbing card with the corresponding value.

If this is not possible, the crash card is placed face upwards beside this player. As soon as the player manages to acquire a climbing card, he has to hand it over.

## Example

- The revealed card is a crash card with a value of 2.
- Player A and player B each play number cards with a value of 6.
- Player C and player D each play a number card with a value of 7.
- Player E plays a number card with a value of 8. Although this player has the next highest number card, he is given the crash card, since the value 6 of players A and B and value 7 of players C and D cancel each other out.

If the figure belonging to the player who has fallen lands on one of the other figures, this figure is also taken down.



Player A moves down 2 squares, taking player B down 2 squares.

## End of the game

The first player to reach the roof is the winner, and this is the end of the game. It is not necessary to have the exact number to reach the roof.