

# Construction Sight v.2.5d Karl Hanf 1+ players

## RULES

### Concept:

Buildings are flying up in the new city center! When each new project lands in your pigeonhole at the city planner's office, you have only partial control over what gets built where. The citizens like big buildings, some pedestrian plazas between them, and a minimum of vacant lots. But their primary concern – call it bird-brained – is the aesthetics of how many structures – buildings and plazas – will be visible, one behind another, along sightlines from the benches in the park ringing the city.

Place buildings – each a rectangle with its height (1 to 6) written on it – and plazas (of height 0), to try to satisfy most of the park spaces' goals. Each goal is a number 1-6, for how many structures – buildings and plazas – you want to be visible from that park space along the row / column sightline from there directly into the city. A structure is visible on the sightline only if it's on that one row / column and isn't blocked from sight by a nearer structure of equal or greater height.

Play solo with a blank game sheet, a pencil, and 3 dice. Any number of players can play together, each on her own sheet; there's minor interaction from tracking how ambitious the other players' unmet goals are.

### For your first few games:

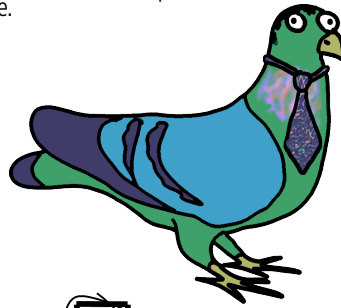
Use the game sheet that already has a goal number in each park space.

#### Setup, after your first few games:

Use the game sheet with blank park spaces.

For each of the 4 sides (clockwise from the top): Fill its park spaces:

- Anyone rolls 3 dice. Each player privately uses 1 to 3 of the dice, writing each die's number in any one empty space on the current side.
- Again, roll 3 dice. Each player, use some to fill the side's empty spaces.
- Let the other players see your sheet before starting the next side.



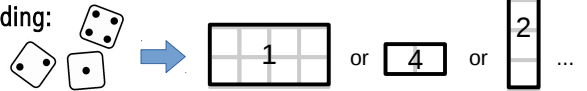
### Example finished game:

### Each Turn:

Any player rolls the 3 dice. Each player does option (A) or (B), or stops playing and scores her city.

As you play, you may X out park view goals that have become impossible, and circle those that have become guaranteed.

#### (A) Place a building:



The 3 dice – in any order you like – determine its width, depth, and height. Draw a (width × depth) rectangle, filling empty grid spaces. Write its height on it. If the width and depth are **both** at least 3:

- Draw 1, 2, or 3 doors if the width is 4, 5, or 6 respectively.
- Draw 1, 2, or 3 doors if the depth is 4, 5, or 6 respectively.

Draw each door on any doorless perimeter space of the building. Don't fill it in.

#### (B) Place a plaza:

Use 2 or 3 dice, including the one **highest die**, to draw a plaza: a shape of contiguous blank spaces, possibly drawn adjoined to some unfilled doors.

- Use the sum of one or more of those dice as the new plaza's **area**.
- Use the sum of the rest of those dice, if any, as the number of **unfilled adjacent doors** that you'll adjoin to the plaza and then fill in.

(It's okay for the plaza to obstruct but not adjoin other unfilled doors.)

You must fully use each of those dice' numbers.

Draw the plaza. Write its height, "0", on it. **Fill in** the adjoined doors.

#### Example roll:

A roll of 6,6,1 could make:

- a 6x6 building, or
- a 6x1 building, or
- a size 6+6+1 plaza with 0 doors, or
- a size 6+6 plaza with 1 or 0 doors, or
- a size 6+1 plaza with 6 or 0 doors, or
- a size 6 plaza with 7 or 6 or 1 doors, or
- a size 1 plaza with 12 or 6 doors (impossible)

In the 'Example finished game', none of those would be possible, so the game would end.

#### SCORE =

- + sum of park view goals met
- + # filled doors
- 2 × # empty spaces after the 7<sup>th</sup>

#### Pecking order:

- < 30 Flocked
- 30 Wingin' it
- 40 Cooo-mendable
- 45 Eggseeds Eggspektations
- 50 A feather in your cap
- 55 Simply dove-ine
- 60 Pecktacular!

#### Example finished game:

- Score =
- + 33 sum of park view goals met
- + 17 # filled doors
- 2 2 × # empty spaces after the 7<sup>th</sup>
- 48 TOTAL

Inspired by the logic puzzle Skyscrapers by Masanori Natsuhara.

Game & pigeon art © Karl Hanf.



# Construction Sight v.2.5d Karl Hanf 1+ players

## RULES SUMMARY

Place structures – buildings and plazas – to try to satisfy your goal, for each park view, for how many structures you want to be visible along the row / column sightline from there directly into the city. Considering only that sightline, each structure is visible only if it isn't blocked by a nearer structure of equal or greater height.

**SCORE** = + sum of park view goals met + # filled doors  
 - 2 × # empty spaces after the 7th

For your first few games:

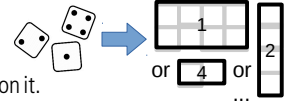
Use this game sheet that already has a goal number in each park space.

Each Turn:

Any player rolls the 3 dice. Each player does option (A) or (B), or stops playing and scores her city. As you play, you may X out park view goals that have become impossible, and circle those that have become guaranteed.

### (A) Place a building:

The 3 dice – in any order you like – determine its width, depth, and height. Draw a (width × depth) rectangle, filling empty grid spaces. Write its height on it.



If the width and depth are **both** at least 3:

- Draw 1, 2, or 3 doors if the width is 4, 5, or 6 respectively.
  - Draw 1, 2, or 3 doors if the depth is 4, 5, or 6 respectively.
- Draw each door on any doorless perimeter space of the building. Do not fill it in.

### (B) Place a plaza:

Use 2 or 3 dice, including the one **highest die**, like so:

- Use the sum of 1+ of those dice as the plaza's **area**.
- Use the sum of the rest of those dice, if any, as the number of **unfilled adjacent doors** that you must adjoin to the plaza.

Draw the plaza: a shape of contiguous blank spaces, adjoining the determined number of unfilled doors. **Fill in** those doors. Write the plaza's height, "0", on it. (It's okay for the plaza to obstruct but not adjoin other unfilled doors.)

The grid is 10 columns wide and 10 rows high. The goal numbers for each row and column are as follows:

2	5	3	3						
4									3
1									5
3									6
2									2
	1	2	1	5					

Decorative elements include a parrot on the left side, a construction worker on the bottom left, and a parrot on the right side.

# Construction Sight v.2.5d Karl Hanf 1+ players

## RULES SUMMARY

Place structures – buildings and plazas – to try to satisfy your goal, for each park view, for how many structures you want to be visible along the row / column sightline from there directly into the city. Considering only that sightline, each structure is visible only if it isn't blocked by a nearer structure of equal or greater height.

**SCORE** = + sum of park view goals met + # filled doors  
 - 2 × # empty spaces after the 7th

### Setup:

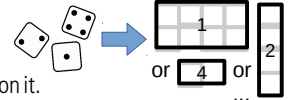
- For each of the 4 sides (clockwise from the top): Fill its park spaces in any order:
- Roll 3 dice; each player, use 1 to 3 of them, each to fill any 1 space on this side.
  - Again, roll 3 dice; each player, use them to fill each remaining space on this side.
  - Let the other players see your sheet before starting the next side.

### Each Turn:

Any player rolls the 3 dice. Each player does option (A) or (B), or stops playing and scores her city. As you play, you may X out park view goals that have become impossible, and circle those that have become guaranteed.

### (A) Place a building:

The 3 dice – in any order you like – determine its width, depth, and height. Draw a (width × depth) rectangle, filling empty grid spaces. Write its height on it.



If the width and depth are **both** at least 3:

- Draw 1, 2, or 3 doors if the width is 4, 5, or 6 respectively.
- Draw 1, 2, or 3 doors if the depth is 4, 5, or 6 respectively.

Draw each door on any doorless perimeter space of the building. Do not fill it in.

### (B) Place a plaza:

Use 2 or 3 dice, including the one **highest die**, like so:

- Use the sum of 1+ of those dice as the plaza's **area**.
- Use the sum of the rest of those dice, if any, as the number of **unfilled adjacent doors** that you must adjoin to the plaza.

Draw the plaza: a shape of contiguous blank spaces, adjoining the determined number of unfilled doors. **Fill in** those doors. Write the plaza's height, "0", on it. (It's okay for the plaza to obstruct but not adjoin other unfilled doors.)