

San Francisco

Players: 3-5
Age: 12 and up

What is San Francisco about?

In 1906 San Francisco was almost completely destroyed by a massive earthquake. With the help of investors, the city must now be built up again. Each player is an investor trying to construct the most prestigious city districts.

In order to rebuild a district a player must secure the majority of investment rights for a district. Investment rights are distributed via a process of calling for bids. The bidding is won through the use of Influence Cards, Checks, and Option Cards. Whoever receives the much desired investment right places one wooden rod on a city district in order to show his/her investment.

An investment in a district must be well planned since every district is worth a different amount of Prestige Points. Furthermore, the supply of checks and influence points is limited for each player.

When a player owns the majority of investment rods in a district, s/he can rebuild it. S/he receives Prestige Points for each rebuilt district. Whoever has the most Prestige Points at the end of the game wins.

Playing Materials:

87 Wooden Rods in 6 colors	15 Option Chips
35 City Districts	50 Influence Cards
5 X Housing District (<i>Wohnviertel</i>)	(10 each per player)
5 X Villa District (<i>Villenviertel</i>)	Fortune Teller - <i>Wahrsagerin</i>
5 X Marketplace District (<i>Marktviertel</i>)	Saloon Owner - <i>Salonbesitzerin</i>
5 X Recreation District (<i>Freizeitviertel</i>)	Bishop - <i>Bishop</i>
5 X Office District (<i>Büroviertel</i>)	Gangster
5 X Industry District (<i>Fabrikviertel</i>)	Newspaper Publisher – <i>Zeitungsverleger</i>
3 X Parks (<i>Parks</i>)	Judge - <i>Richterin</i>
1 X Bank District (<i>Bankviertel</i>)	Building Contractor - <i>Bauunternehmer</i>
1 X Town Hall District (<i>Rathausviertel</i>)	Banker
Cloth Bag for district tiles	Chief of Police – <i>Polizeichef</i>

Playing Board
10 Playing Pieces
60 Checks

Mayor – *Bürgermeister*
36 Call-for-Bids (Auction) Cards
18 Action Cards

Game Setup

What does each player get?

Each player receives, in one color:

- 15 wooden investment rods
- 10 influence cards (with the values 0 to 9)
- 3 option chips (one each with combinations Villa/Housing, Marketplace/Recreation, Industry/Office)
- 2 playing pieces

Additionally each player receives 12 checks (2 \$10,000s and 2 \$20,000s and 1 of each value from \$30,000 to \$100,000).

Players place their investment rods, option chips, checks and influence cards ready in front of them. The cards should be kept hidden.

What goes on the board?

The board is placed in the middle of the table.

The 18 action cards are shuffled and placed face down on the appropriate spot.

Checks will be placed on the bank field when played during the course of the game.

The call-for-bids cards are shuffled and placed face down on the appropriate spot.

The next field to the right is where these are discarded after the round.

One pawn from each player is placed at 30 on the Influence Scale (left).

The district tiles are mixed together in the bag and placed on the board with the number side face up.

The Town Hall district is placed on its field in the middle of the board with the number 10 facing up.

One pawn from each player is placed at 0 on the Prestige Scale (right).

12 action cards will be played to the year spaces (1907 to 1918) during the game.

- With the exception of the Town Hall, all other city districts are placed in the bag and shaken. They are drawn one at a time, by each player in turn, and placed randomly on the board. The number side should be visible. **Note:** Two Parks may not be placed alongside the Town Hall or the Bank.
- The white rods are placed on all four sides of each of the three parks. They remain there for the entire game and may not be removed.
- The oldest player begins and is the first Start Player. At the end of a round the role of the start player changes to the next player to the left, continuing clockwise.

Game Play

The game is played in rounds. Each round is divided into four phases, which must always be played out in the same order.

- I.
- II. **Draw a Call-for-Bids Card**
- III. **Carry out the Bidding**
- IV. **Invest**
- V. **Discard Call-for-Bids Card**

I. Drawing a Call-for-Bids Card

The start player draws the top call-for-bids card from the stack. S/He has the opportunity to reject this card.

If s/he rejects this card, s/he must discard it face up and draw a new card. S/He must use this second card. The player reads the card aloud and places it in front of him/her, visible to the other players. This also shows that s/he is the start player during the following phases.

The following information is on the call-for-bids cards:

The **numbers** indicate how many players may acquire an investment right.

The **picture in the middle** shows in which type of city district the investment rod may be placed. Here it does not matter if the district is still destroyed or already rebuilt.

The **symbols for checks, influence cards and option chips** show what the players must bid in order to acquire the right to invest in a district.

Investment Rights: A player receives an investment right in a city district through bidding. Each player receiving an investment right is called an investor. To invest means to place one investment rod on one of the streets surrounding a city district.

Tip: At the beginning of the game it is not so important that the start player can draw a second call-for-bids card. Later, however, the following considerations could make a large difference in the game:

- The higher the number on the call-for-bids card, the higher your chance is of winning an investment right.
- The district up for bids is more desirable for you when you have already invested there.
- The district up for bids is comparatively less desirable to other players who have not already invested there. This improves your own chances of winning the bidding.

- When a district to be bid upon is very desirable for other players, this drives up the bidding.
- The type of bidding may not be beneficial to you when you have few remaining checks or influence points.

I. Carrying out the Bidding

The investment right can be won in three ways, depending on the call-for-bids card:

- With influence cards
- With checks
- With option chips and checks

The call-for-bids card in front of the start player determines the type of bidding required.

Winning an Investment Right with Influence Cards

The influence cards depict people with values from 0 to 9. These people have a certain influence in the city. Each player tries to use this influence for him/herself in order to receive investment rights. The Fortune Teller, with a value of 0, has the smallest influence, while the Mayor, with a value of 9, has the greatest influence.

The players pick up their influence cards. All players secretly choose one of their influence cards and place it face down in front of them. When everyone has an influence card in front of them, the cards are turned over at the same time.

The player who played the highest influence card receives the investment right. If, according to the call-for-bids card, more than one player can receive an investment right, players with lower influence cards also receive an investment right.

Ties: When two or more players select cards with the same value, there is a tie. These players do not receive investment rights in this round. It is possible for all players to tie and then no player receives an investment right. It is also possible that, because of a tie, a player wins an investment right after playing the influence card with the value of 0.

Example 1: Yellow (7) wins and will invest first. Blue (5) and Red (5) are tied. Therefore Green (4) will be able to invest second. Because of the tie, no one receives the third investment right.

Example 2: Yellow (6) and Blue (6) are tied. Therefore Red (4) is first to invest and Green (0) is second.

Example 3: All players may invest on a street of their choice along the board edge. The fifth investment right is not used, since only four players are playing. Yellow goes first, then Blue, Red and Green.

Note: A player may never play an influence card worth more influence points than s/he has on the Influence Scale.

When the distribution of investment rights is done, **all players take back their influence cards.** These can be used again in later rounds.

Players who have won an investment right through an influence card move their playing pieces down on the Influence Scale the number of spaces shown on the card they played.

Players who did not win an investment right do not have to pay any influence points. This is true for players who tied as well.

Winning an Investment Right with Checks

At the beginning of the game each player has 12 checks with a total worth of \$580,000. With these checks they can buy investment rights.

Each player picks up his/her checks. Beginning with the start player, who drew the call-for-bids card, each makes an offer by playing one or more checks face up in front of him/her. Here each player must bid more than the sum offered by the player to his/her right.

Note: Checks, once bid, may not be exchanged and no change may be given. This means that a player can only bid with checks still in his/her hand.

If a player cannot raise the bid, s/he must pass and takes the bid checks back into his/her hand. They can be used again in subsequent rounds. The bidding ends when only one player still has checks in front of him/her. This player receives the investment right.

Example: Red bids \$20,000, Blue bids \$30,000, Yellow bids \$50,000, Green doesn't make any offer (passes). Red adds \$40,000 to the \$20,000, making \$60,000; Blue passes and takes his check back. Yellow bids and additional \$30,000, making \$80,000. Now Red passes and takes his checks back. Yellow wins the investment right for \$80,000.

The player who won the investment right with checks, places the used checks face down on the bank space on the board.

Tip: When bidding and paying with checks, the players should try to make large bids using large checks. Checks cannot be exchanged and change cannot be made. Thus, it can be very important to retain checks with smaller denominations.

Winning an Investment Right with Option Chips and Checks

If a call-for-bids card with a question mark is drawn then the players may choose the city district with one of their three option chips. There are always two city districts depicted on each chip. The players pick up their chips and place one face down in front of them. Then all chips are turned over.

If a player is the only one to have played out a specific option chip, s/he immediately wins an investment right. This player may invest in one of the city districts depicted on the chip.

In order to pay for the investment right, the player places a check of his/her choosing face down on the bank field.

If more than one player has played out the same option chip, they must decide with checks who shall receive the investment right. These players place up to five checks face down in front of them, then all are turned over at the same time. The player with the largest sum receives the investment right. Players not receiving an investment right take their checks back. The player who won the investment right places the used checks face down on the bank field.

Note: If the same sum is bid, the rules for ties apply (see earlier with influence cards)

When investing with option chips, the player who played the option chip with the Industry/Office District combination invests first, then the player with the Marketplace/Recreation District chip invests and finally the Villa/Housing District chip invests third.

Example: Red played the Villa/Housing option chip. Since Blue and Green both played the Marketplace/Recreation chip, they must decide with checks who receives the investment right. Blue bids \$120,000. Green bids \$70,000. Yellow played the Industry/Office chip. Thus: Yellow receives the first investment right, Blue receives the second investment right, Red receives the third investment right.

Note: If all players chose the same option chip (here a Villa/Housing District), then only one investment right is awarded. If amongst all players, two different option chips were played (here the Villa/Housing District and Industry/Office District), then two investment rights will be distributed. If the players chose all three option chips, then three investment rights will be distributed.

I. Investing

Depending on the type of bidding, a specific order must be followed when investing:

- When bidding with influence cards, the person with the highest influence card invests first. If the call-for-bids card calls for further investments, players continue to invest based on the value of their influence cards.
- When bidding with checks, only one player is allowed to invest.
- When bidding with option chips, the order is as follows: Industry/Office District, Marketplace/Recreation District, Villa/Housing District.

Note: Only the player(s) who have won **and** paid for an investment right may place one of their investment rods on an empty street.

The present call-for-bids card determines whether the investment rod may be placed on a street between two city districts or on the board edge.

An investment rod on a street always counts for both city districts it borders. The board edge is the exception.

Note: If a player who has won an investment right has no more investment rods left in his/her color, s/he takes one of his/her rods already on the board and places it in the new location. The player should take care not to lose a chance to gain a majority through this change.

A Player Achieves the Majority for a City District

1. Rebuilding a City District

The goal of investment is to hold the majority of investment rods on the streets surrounding one city district.

Majority: A majority is present when one player has enough investment rods on a city district such that no other player can place enough investment rods to reach the same total number or more investment rods there.

In **Example 1** Green has the majority because Blue and Yellow have each only placed one investment rod there.

In **Example 2** Violet has already secured the majority with two investment rods because a white neutral rod is present.

In **Example 3** there is a tie between Yellow and Green. Each has placed two investment rods on that city district.

In **Example 4** Blue has already secured the majority. A fourth investment rod need not be placed.

Majority of the Town Hall and Bank: For majority of the Town Hall or Bank District one player must possess all four investment rods surrounding that district. If a white investment rod borders the Town Hall or Bank District, then three investment rods from one player are needed.

In **Example 1** Red has the majority of the Town Hall District with four investment rods.

In **Example 2** Blue only needed three investment rods for the majority of the Bank District, because a white, neutral rod borders the Bank.

If a player, after placing an investment rod, achieves a majority at a city district, this district is then rebuilt. The rebuilding of the district gives the player Prestige Points.

It is possible that in a single round, many players, in order of investment, may be able to rebuild city districts. It is also possible that the placement of one investment rod allows two adjacent city districts to be rebuilt.

Rebuilding means: The player who possesses the majority turns over the city district tile and moves his/her playing piece forward on the Prestige Scale. For rebuilding a city district the player receives the points indicated on the district tile:

Town Hall/Bank District @ 10 Prestige Points

Industry/Office District @ 6 Prestige Points

Marketplace/Recreation District @ 5 Prestige Points

Villa/Housing District @ 4 Prestige Points

A rebuilt city district cannot be turned over again. The investment rods remain in their place. Later in the game, other investment rods may be placed at already rebuilt city districts. Of course only when that street is still empty.

2. Drawing an Action Card

After all players have finished investing and at least one city district has been rebuilt in the round, the start player must take an action card from the deck and carry out the action there. The action card is valid for all players. The majority of action cards look for an investor. A bidding round, in which all can participate, determines which player this will be. If the action card leads to the

rebuilding of another city district, another action card must be drawn and carried out. It is therefore possible that more than one action card is played out in one round.

Action cards also can be used to end a tie at a city district.

When the action card has been carried out, it is turned over and placed on the next year space, beginning with 1907.

Bonus

Some action cards award bonuses of influence points and checks to players. These action cards are valid for all players. When these cards are drawn, the players have the choice between influence points or checks.

If a player decides to take influence points, s/he moves his/her playing piece forward on the Influence Scale accordingly.

If a player decides to take checks, s/he has the opportunity to take checks up to the sum shown on the action card. The checks on the bank space are shuffled and placed face down again on the bank space. Then all players who have decided to take checks take turns drawing one card from the deck until they decide to stop or until the sum of drawn checks is more than that on the action card. The checks drawn are placed face up in front of each player.

If a player stops before reaching the maximum, s/he may keep all the checks received.

If a player draws more than the maximum amount, then s/he gets no checks. All checks already drawn are returned face down to the bank space.

Red drew three checks worth \$110,000. Therefore, he must give all the checks back.

Green drew checks worth exactly \$100,000. He may keep them.

Blue drew checks worth \$80,000. He may keep them.

Tip: Each player should keep an eye on how many checks are in the bank and their denominations. This way each player has the chance to get the most checks through bonuses.

I. Discarding the Call-for-Bids Card

The call-for-bids card, in front of the current start player, is now discarded face up next to the call-for-bids card stack. The round is now over. The player to the left is not the new start player. S/He begins the next round by turning over a new call-for-bids card.

Game End

As soon as the twelfth action card is carried out and placed on the year 1918, the game ends immediately. The player with the most points on the Prestige Scale wins. When there is a tie, the player with the most investment rods on the board wins.

Two Variants

Winning an investment right with option chips and checks

If more than one player has played out the same option chip, they can negotiate amongst themselves for the investment right, offering each other checks.

All agreements must be upheld. An investment right may never be given without some payment. The player who gets to invest must pay the other players. Players who have negotiated then trade checks as agreed.

Example: Green promised Red and Blue \$40,000 each, if he gets to invest. Therefore Red and Blue receive a total of \$80,000 in checks from Green.

If no agreement can be made, the investment right will be awarded as before (see earlier rules).

The Players can assemble the Action Card Stack Themselves

The fact that checks and influence points are always in short supply plays an important role in San Francisco. Groups that don't like being subject to the randomness of bonuses can build their own deck of twelve action cards before the start of the game. To do this, separate the bonuses from the rest of the action cards and add, for example, three bonus cards to nine other action cards. Now every player knows that three bonuses are among the action cards. The unused action cards are placed back in the box. In most cases, three to four bonuses is most useful.

Action Cards

The next investor to rebuild the depicted district (either Villa or Housing) receives 3 extra Prestige Points. S/He moves his playing piece a total of seven spaces forward. The card remains face up on the year field until the appropriate district is rebuilt. Afterwards the card is turned over. If the card is placed face up on the year 1918, the game ends immediately. The bonus is not awarded.

The investor may place two investment rods on the board. However, they must surround the same city district. The right to invest is bid upon as depicted (either through influence cards or checks).

The investor may move an investment rod of his/her choice (however not a white, neutral rod) up to two spaces vertically or horizontally. No other rods may be moved or jumped. The right to move an investment rod is bid upon as depicted (either through influence points or checks).

The investor can exchange the positions of two investment rods on the board. The right to switch two investment rods is bid upon as depicted (either through influence cards or checks).

The investor can place an investment rod on an empty street of his/her choosing. The right to choose a street, and thus the district type, is bid upon as depicted (either through influence cards or checks).

The investor can place an investment rod on a street where an investment rod is already present. S/He returns this investment rod to its owner. The right to replace an investment rod is bid upon as depicted (either through influence cards or checks).

Each player receives **either** a bonus of four influence points (H/She moves his/her playing piece four spaces further on the Influence Scale) **or** checks worth a maximum of \$100,000 (see rules for check bonuses).

Each player can remove any number of his/her own investment rods from the board and receives for each a bonus of **either** two influence points (H/She moves his/her playing piece two spaces further on the Influence Scale) **or** checks worth no more than \$50,000 (see rules for check bonuses).

The amounts are totaled, i.e. for three investment rods each player receives either six influence points or checks worth a maximum of \$150,000.

Overview of a Game Round

I. Draw a Call-for-bids Card

The start player draws a call-for-bids card and places it in front of him/her.

- The player can reject the card. S/He places it on the discard pile and draws a new call-for-bids card. S/He places it in front of him and reads it aloud.

I. Carry out the Bidding

Depending on the call-for-bids card, the bidding can be carried out in three ways:

With Influence Cards

Each player places an influence card face down in front of him/her. The cards are turned over at the same time. The highest influence card wins the investment right. Depending on the call-for-bids card, one or more players may receive an investment right.

With Checks

One after another, players play out checks in front of them. The next player must offer more than the player before him/her or pass. The player with the largest bid is allowed to invest.

With Option Chips and Checks

Each player places one option chip face down in front of him/her. They are turned over at the same time.

A player plays an option chip played by no one else. S/He is allowed to invest in one of the two city districts depicted on the chip.

More than one player plays the same option chip. The players place check bids face down in front of them. The player with the highest bid is allowed to invest.

Paying for Investment

The investor must move his/her pawn on the appropriate number of spaces on the Influence Scale.

The investor must discard the bid checks on the bank field.

- A. The investor discards one check on the bank field.
- B. The investor discards the bid checks on the bank field.

I. Investing

The investors place one investment rod on a street adjacent to a city district. **Note:** Follow placement order. The call-for-bids card determines the type of district.

When an investor has the majority of investment rods at a certain city district:

The investor must rebuild the city district. S/He turns the district tile over and receives the Prestige Points for the district. His/Her pawn is moved the appropriate number of spaces on the Prestige Scale.

The player whose turn it is (start player) must turn over an action card. The action is valid for all players and is carried out.

The action card is placed on a year field (when the twelfth action card is placed on the year 1918, the game is over.)

II. Discard Call-for-Bids Card

III.

The start player places the call-for-bids card on the discard pile. The next round begins with Phase I, where the next player to the left draws a new call-for-bids card.