

Demolition



Bodo with his backhoe, Jackhammer-Bernhardt and Dynamite-Harry will help you demolishing the city, in return for a few bucks. They will tear down the city hall, will bulldoze away the revenue office and blow up the bank. Try earning a decent demolition fee and win the game by using the most low-budget subcontractors. A totally devastating game for 2 - 5 players, turning a complete city to nothing but dust in about 45 minutes.

Components:

- 38 subcontractor cards
- 25 building tiles
- 10 tokens (2 for each player)
- 36 bank notes
- 22 plastic houses
- 1 start player marker
- these rules

1. Starting the game

Shuffle the building tiles and place them in the middle of the table, forming a square grid of 5 x 5 tiles. Shuffle the subcontractor cards and place the deck face down on the table. Give each player 200 bucks and 2 tokens of a color of their choice. Randomly determine the first player and give that player the start player marker.

2. Playing the game

The game is played in several rounds. Each game round consists of two steps: Auction of subcontractors and demolition of buildings. In the first game round only the auction takes place (because there is no building which you can demolish with one contractor card only).

3. Auction

Reveal as many subcontractor cards as there are players. Each player will gain a card. Beginning with the start player and the other players following in clockwise order all players give their bid, with each bid choosing out of 3 possible types:

- Moonlighting: The player bids for a card, but doesn't want to pay. They place one of their tokens on the card.
- Minimum wage: The player bids 100 bucks for a card. They place two of their tokens on the card.
- Union wage: The player bids 200 bucks for a card. They pay 200 bucks to the bank and take the card.

If a player is outbid, they resume their token(s). They may place a new bid when it's their turn for bidding again. The auction ends after each player has gained one card. Now it's time for demolishing, beginning with the start player and the other players following in clockwise order.

4. Demolition

Each player may demolish only one building during each game round. When it's their turn, the player decides if they want to demolish a building or not. A building may be demolished if the number of its unoccupied edges (i. e. no directly neighboring tiles)

equals or is larger than the number shown at that tile's lower right corner (XS). At the beginning of the game plastic houses should be placed on the shaded area of those building tiles which can not be demolished, this enables a better survey. If a tile has a sufficient number of unoccupied edges, the player plays subcontractor cards containing all necessary devices as shown on the building tile. There are 6 different demolition devices: Crowbar, jackhammer, bulldozer, backhoe, wrecking ball, and dynamite. The joker is a substitute for any of these. The result of demolition is debris. The amount of left-over debris of a torn down building is shown at the bottom left corner of a building tile. When demolishing a building, its debris must be disposed of completely and immediately. Each subcontractor automatically disposes of a certain amount of debris, shown on the card. Further than the ordinary debris some buildings also leave hazardous waste; its amount is shown to the right of the amount of the ordinary debris, where applicable. Some subcontractors also dispose of hazardous waste; this disposal ability may also be used to dispose of ordinary debris. Ordinary debris and hazardous waste can also be disposed of illegally, without the help of any subcontractors. The disposal of one ordinary debris costs 100 bucks, the disposal of one hazardous waste costs 200 bucks. Players must pay for any illegal disposal before the demolition of the building.

Subcontractors used for demolishing are put on a face down discard pile. When the subcontractor cards pile is exhausted, shuffle the discard pile and use it as new subcontractor pile.

If all conditions are met (number of free edges, devices, debris/waste) the player claims the tile any places it in front of themselves on the table. At the end of the game each tile is worth its debris points (bottom left) as victory points. Then the player is paid their demolition fee, as shown on the yellow space of the tile.

All players check if the edges of some other buildings have become unoccupied because of this demolition and therefore are eligible for demolition now. In that case, remove the plastic houses from these tiles.

Having done their demolition for this round, a player may not hold more than 6 cards on their hand. If a player has 7 cards, they *must* demolish a building or pay 100 bucks non-damage penalty to the bank and discard one of their cards. If they don't want to demolish or cannot do so they must reveal their cards to proof that they don't possess the cards needed for demolishing. In case they could do so after all they have to demolish an appropriate building, otherwise they have to discard one of their cards without paying any penalty.

It's the next player's turn now, after all players have performed their turn the game round ends. The start player marker is passed on to the next player to the left and a new game round starts.

5. Final phase and end of the game

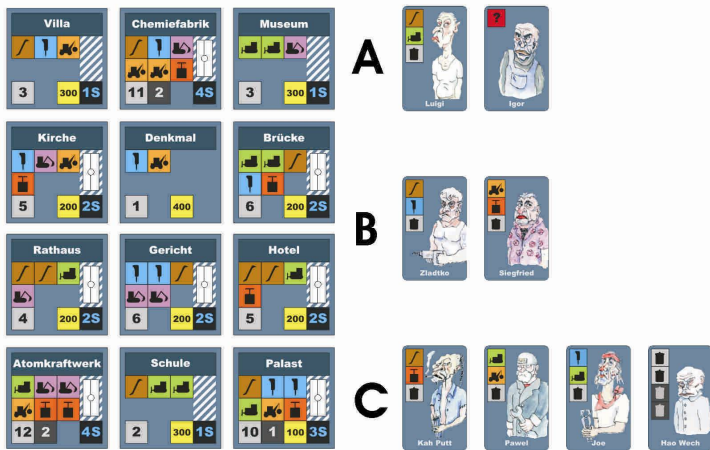
The final phase starts when there are only 5 tiles left or less. Now all buildings may be demolished, all houses are removed from the tiles, no matter how many of their edges are unoccupied. This restriction is no longer valid now. The game ends at the end of the round if there are only 2 tiles left or less.

Exception: The final phase also starts if all tiles still on the table can not be demolished, because they are "blocking" each other. In that case all houses are removed from the tiles and from now on all buildings may be demolished.

6. Winner of the game

The player with the most victory points is the winner of the game. In case of a tie that player of the tied players with the most tiles wins. If there's still a tie that player of the tied players with the most bucks wins. If still there is no winner, all tied players (most bucks) win.

7. Example of a game round, 3 players:



Player A tears down the school; there has to be only one unoccupied edge. Player A plays Luigi with his crowbar, bulldozer and 1 x debris and Igor. Igor stands in for the second needed bulldozer. He needs to dispose of one more debris, so player A pays 100 bucks and gets rid of it illegally. He claims the school tile and is paid 300 bucks demolition fee. The school being smashed to bits and pieces the house is removed from the palace which has three free edges now so it can be demolished. Player B decides to demolish the memorial. He plays Zladtko and Siegfried, tearing the memorial down without any efforts. Player B claims the memorial tile and is paid 400 bucks. Now the houses can be removed from both the church and bridge tiles. There must to be at least two free edges for the bridge and as this condition is met now player C takes his chance to demolish it. He plays all four of his cards. He has to dispose of 6 x debris; his cards are good for 5 x debris and 2 x hazardous waste, enough to get rid of it all, declaring one hazardous waste as ordinary debris. Player C claims the bridge tile and is happy to add 200 bucks to his capital. Then he removes the house from the hotel tile.

7. Key:

-  Total number of free edges (horizontal and vertical) necessary for demolishing this building.
-  Demolition fee - after demolishing the player is paid this amount of bucks from the bank.
-  Crowbar: 16 x on tiles
11 x on subcontractors
-  Jackhammer: 15 x on tiles
10 x on subcontractors
-  Bulldozer: 14 x on tiles
9 x on subcontractors
-  Backhoe: 13 x on tiles
8 x on subcontractors
-  Wrecking ball: 12 x on tiles
7 x on subcontractors
-  Dynamite: 11 x on tiles
6 x on subcontractors
-  Wildcard: stand-in for any device
5 x on subcontractors



Hazardous waste: Good for disposing of 1 x hazardous waste or 1 x debris. 8 x on subcontractors



Amount of hazardous waste: This amount of hazardous waste must be disposed of when demolishing this building. 8 x hazardous waste on 6 tiles



Debris: Good for disposing of 1 x debris. 62 x on subcontractors



Amount of debris, victory points: This amount of debris must be disposed of when demolishing this building = victory points. 123 x debris on 25 tiles



Shaded area: This is found on all tiles which need unoccupied edges in order to be eligible for demolition. At the beginning of the game all players should check, which buildings can not be demolished yet and place a house on the shaded area of each of these tiles. Whenever there are sufficient free horizontal and vertical edges so a building may be demolished its house is removed and it can be blown to pieces now.

Game design: Michael Benkendorf

Layout: Ingeborg Jann

Illustrations: Hans-Jürgen Schmidt

English rules: Ferdinand Köther

Spiellabor GbR, Milastr.7, 10437 Berlin, Tel. 030-92091607

www.spiellabor.com, kontakt@spiellabor.com

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Addendum - listing of buildings

- Altbau - old building
 - Atomkraftwerk - nuclear power plant
 - Bahnhof - railway station
 - Bank - bank
 - Brücke - bridge
 - Chemiefabrik - chemical plant
 - Denkmal - memorial
 - Feuerwehr - fire department
 - Finanzamt - revenue office
 - Gericht - court house
 - Hotel - hotel
 - Kaufhaus - department store
 - Kirche - church
 - Museum - museum
 - Oper - opera
 - Palast - palace
 - Plattenbau - plattenbau, industrialized apartment block
 - Polizei - police department
 - Post - post office
 - Rathaus - city hall
 - Schornstein - smokestack
 - Schule - school
 - Universität - university
 - Villa - villa, mansion
 - Würstchenbude - hot-dog stand
 - Bunker - bunker (Spiel '09, Essen, give-away)
- Place the bunker beneath any building at the start of the game. It can be demolishing only after the building on top of it has been demolished. In all other respects there is no difference to the other tiles.