

FIFTH AVENUE – English Rules v1.2

GAME PURPOSE

Players try to get the most victory points (VPs) by raising Buildings and Shops. Each player has a choice between 4 different actions during his turn. The Construction cards are important during the Auction phase. The player with the most victory points at the end of the game is the winner.

CONTENTS

1 gameboard (mid-town Manhattan with a Depart zone for Commissioner pawns on the left – 4 white squares, 4 beige squares, Central Park to the right with a Destination zone for Commissioner pawns, 7 neighborhoods in the center – with 5 Building sites each, positions for Shop tiles on top, and a Scoring Track).

60 Construction cards in different colors (for each color: 5 cards "4", 4 cards "5", 3 cards "6")

50 Construction Black cards (20 cards "4", 16 cards "5", 14 cards "6")

84 Buildings (21 in each color)

36 Shop tiles (9 x Fashion Shop, 9 x Jewelry Shop, 9 x Art Gallery, 9 x Perfume Shop)

4 Summary cards – 1 for each player

2 Commissioner pawns (placed on neighborhoods that will be ready for construction soon)

6 Expert markers (placed on neighborhoods where auctions will take place)

2 Site Closed markers (mark the neighborhoods permanently closed)

PREPARATION

Place the gameboard in the middle of the table. The board displays 7 neighborhoods, each with 5 different colored Building sites. The 2 Commissioner pawns start at the Depart Zones to the left and move to the Destination zone, which is the Central Park to the right. (NOTE: The reverse side of the gameboard contains neighborhoods with 6 different colored Building sites – see end of rules.)

SHOP TILES

The Shop tiles are mixed face-down and 1 Shop tile is placed in **each** neighborhood. A player draws a Shop tile and places it face-up on a Building site of his choice on the neighborhood of his choice. NOTE: During the placement of the 7 Shop tiles no more than 2 Shop tiles must be placed on same color Building sites.

Turn the remaining 20 tiles face-up one by one and place them (starting from left to right) at the 20 Shop positions on top of the gameboard. The 9 remaining Shop tiles are returned to the box.

COLOR CONSTRUCTION CARDS

Separate the Color Construction cards by color, shuffle each pile and place each pile face-down. Each player randomly draws 1 card of each pile. These cards are the starting hand of each player and are kept secret from the other players. Turn the piles face-up and place them next to the gameboard (only the top card is visible on each pile).

BLACK CONSTRUCTION CARDS

Shuffle these cards. Each player randomly draws 4 and adds them to his hand. The remaining cards are placed face-down next to the other piles.

SUMMARY CARDS

Each player gets a Summary card. It displays the different possible actions, the VPs gained when scoring occurs and positions for reserved Buildings. Behind each summary card there's also an explanation of Commissioner movement.

Each player selects a color and he gets:

1 Building of his color to mark his VPs which he places at the 0/80 position on the scoring track.

2 Buildings of his color which he places on the gameboard: The youngest player who is the beginning player, places one of his two Buildings on a **free** Construction site of his choice.

(NOTE: It is a good move to place your 2 Buildings in neighborhoods which also contain different Shop tiles.)

Then the **right-hand** player places one of his Buildings, e.t.c until all players have placed **one** Building. Then, starting with the last player to place a Building and going clockwise this time, each player places his second Building.

3 Buildings of his color that he places on his Summary card.

The remaining Buildings are separated by color and are placed next to the gameboard to form a reserve pool. If there are fewer than 4 players then the Buildings of the remaining color are removed from the game.

The 2 Commissioner pawns and the 2 x 3 Expert markers are placed on their Depart zone of the same color (left side of the gameboard).

The 2 "Site Closed" markers are placed next to the gameboard.

GAMEPLAY

During his turn the active player has a choice between **one** of the 4 following actions (A, B, C or D) and executes the chosen action's 3 phases in order (Phase 1 first, then Phase 2 and finally Phase 3):

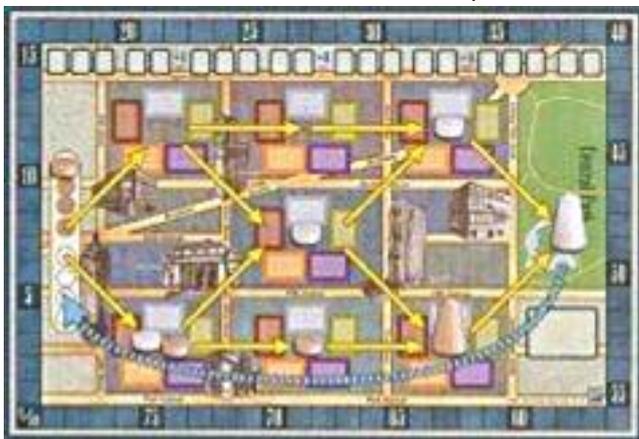
ACTION A:

Phase 1: Get 3 Buildings of your color from the reserve pool and place them in front of you. NOTE: A player may have as many Buildings in front of him as he likes.

Phase 2: Draw 2 Color Construction cards from any of the 5 piles. NOTE: Both cards can't be taken from the same pile.

Phase 3: Move one Commissioner. The player moves one of the two Commissioner pawns to the center of an adjacent neighborhood (the Commissioner always moves from left to right) or to the Central Park (if it is located in a neighborhood adjacent to Central Park) or from the Central Park to it's Depart zone (*see diagram below*). If there are two different destination choices the player chooses the one he prefers.

Commissioner Movement Example



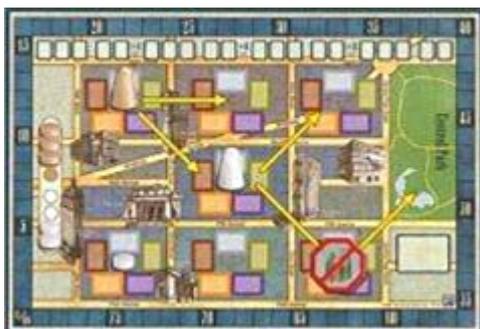
In this example the player can move the White Commissioner to its Depart zone or the Beige Commissioner to Central Park.

The neighborhood where the Commissioner is **moved from** is marked with an Expert marker of the same color (taken from its Depart zone). This allows the players to know which neighborhoods the Commissioners have visited.

If the Commissioner is moved from the Central Park to its Depart zone, Auction rounds begin for the sale of the Construction sites, where players can build their Buildings.

A Commissioner can be placed on the same neighborhood with another Commissioner or on a neighborhood with an Expert marker of another color.

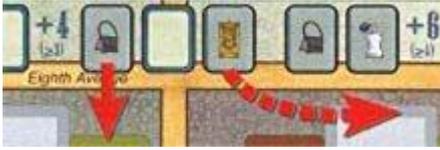
NOTE: A Commissioner can not enter a neighborhood with a "Site Closed" marker. The Commissioner may jump over this neighborhood and land on an adjacent neighborhood (*see example below*).



*The White Commissioner may move to the top-right neighborhood or jump over the bottom-right neighborhood (because of the "Site Closed" marker) and land on Central Park.
The Beige Commissioner may move to one of the indicated adjacent neighborhoods.*

ACTION B

Phase 1: Select a Shop tile from the available Shop tiles from the **active** group (located on the top of the board) and place it on the Building site of your choice. The active group (with 2 or 3 Shop tiles) is the leftmost group of Shop tiles that contains at least 2 Shop tiles. If only one Shop tile ever remains on a group, the remaining Shop tile is **immediately** moved to the box below the Central Park face-up. The next group is now the active group (*see diagram below*).



A Player gets a Shop Tile

The last remaining Shop tile of the group is moved to the box below Central Park

Phase 2: Draw 2 Color Construction cards from any of the 5 piles. NOTE: Both cards can't be taken from the same pile.

Phase 3: Move one Commissioner. Use the rules above (Action A, Phase 3) for its movement.

ACTION C

Phase 1: Draw one Black Construction card and place it into your hand – (cards on hand are kept secret from the other players). Then move one of the two Commissioner pawns. Use the rules above (Action A, Phase 3) for its movement.

Phase 2: Draw 2 Color Construction cards from any of the 5 piles. NOTE: Both cards can't be taken from the same pile.

Phase 3: Move one Commissioner. Use the rules above (Action A, Phase 3) for its movement.

ACTION D

Phase 1: Score **one** neighborhood. A Commissioner **must** be present in this neighborhood (the Expert markers are not taken into account). NOTE: The Depart zone and the Central Park are not considered neighborhoods, although in the Central Park players can build Buildings.

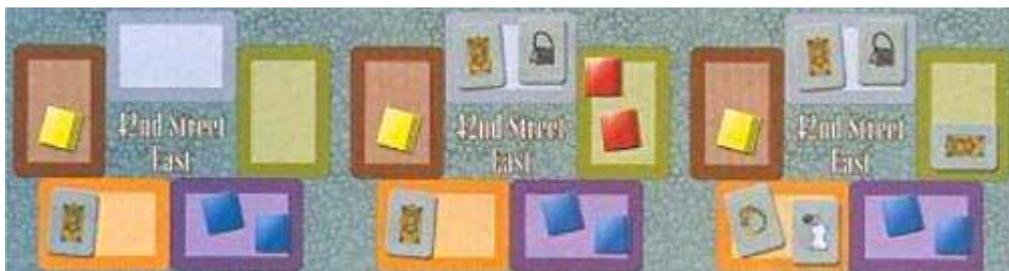
If a Commissioner is located in the Depart zone or on Central Park, only the neighborhood with the second Commissioner can score.

If both Commissioners are located in the Depart zone or on Central Park the player can't select Action D.

Each Building in the scoring neighborhood scores VPs to its owner. The number of VP's depends on the number of **different** Shop tiles that are **directly adjacent** to the Building: NOTE: only the different Shop tiles are considered. Each player with Buildings in the scoring neighborhood calculates it's score and adjusts it's score marker accordingly.

VP Calculation

0 adjacent Shop tiles	= 1 VP
1 adjacent Shop tile	= 2 VP
2 adjacent Shop tiles	= 3 VP
3 adjacent Shop tiles	= 5 VP
4 adjacent Shop tiles	= 8 VP



Scoring Examples:

*Blue: 2 x 2 VP = 4 VP
Yellow: 1 x 2 VP = 2 VP*

*Blue: 2 x 2 VP = 4 VP
Yellow: 1 x 3 VP = 3 VP
Red: 2 x 3 VP = 6 VP*

*Blue: 2 x 5 VP = 10 VP
Yellow: 1 x 8 VP = 8 VP*

Phase 2: Draw 2 Black Construction cards and add them to your hand. NOTE: every player who has no Buildings in the scoring neighborhood draws 1 Black Construction card.

Phase 3: Move one Commissioner. Use the rules above (Action A, Phase 3) for its movement.

SHOP TILE Placement rules

A Shop tile may be placed on a free Building site or on a Building site that already contains another Shop tile (even of the same type). A maximum of 2 Shop tiles may be placed on each Building site. Both Buildings and Shop tiles can not exist on a Building site. A Shop tile placed on a Building site remains there until the end of the game.

SHOP TILE Scoring

After the placement of the 3rd, 6th and 9th Shop tile on a Building site, a special scoring round takes place, as indicated on the gameboard. When the 3rd Shop tile is placed (this means that the first two Shop tile groups are empty – remember that the last remaining Shop tile in each group is moved to the box below Central Park, so from the first two Shop tile groups only 3 Shop tiles will be placed by the players on Building sites), every player with at least 1 Building in 3 different neighborhoods, scores **4 VPs**.

When the 6th Shop tile is placed (when Shop tile groups 3 and 4 are empty), every player with at least 1 Building in 4 different neighborhoods, scores **6 VPs**.

When the 9th Shop tile is placed (when Shop tile groups 5 and 6 are empty), every player with at least 1 Building in 5 different neighborhoods, scores **8 VPs**.

When the 12th Shop tile is placed the game ends (no Shop tile scoring takes place).

NOTE: Since Central Park is not a neighborhood, Buildings there are not taken into account during the Shop tile scoring.

AUCTIONS

When a player moves a Commissioner from the Central Park to its Depart zone, the game is interrupted and Auction rounds take place for the sale of Building sites located on Central Park and neighborhoods marked with an Expert marker.

Auctions take place only on Central Park and on neighborhoods marked with an Expert marker of the same color as the Commissioner who just moved to its Depart zone.

The Auctions start on the neighborhood closest to the Commissioner's Depart zone. When the Auction ends, the Expert marker located there is moved back to its Depart zone. Auctions continue from left to right and always end on Central Park. At the end of the Auction rounds the Commissioner and all Expert markers of the same color are located in their Depart zone.

NOTE: When a player chooses ACTION C and moves the Commissioner to its Depart zone, his turn is interrupted. At the end of the Auction rounds he will continue his turn with Phases 2 and 3. If later he moves the second Commissioner to its Depart zone his turn will be interrupted again.

In the Auction rounds players use their Construction cards. The cards have the following characteristics:

Color: There are color and Black Construction cards. Each color Construction card corresponds to a Building site of the same color. The Black Construction cards are "joker" cards and can be used with any color Construction card.

Value: The number on the top (left and right) of a Construction card is the value of that card (4,5 or 6). If a player plays more than one card, the values of all cards are added together.

Buildings: All value 6 Construction cards display one Building, all value 5 Construction cards display two Buildings and all value 4 Construction cards display three Buildings. The number of Buildings on a card is the maximum number of Buildings a player can construct if he wins the Auction, and only the card with the fewer Buildings displayed that is played by that player is used to determine this. The number of Buildings on played cards are not added together.

So: If a player plays only "4" value cards he can build a maximum of 3 Buildings. But if he also has a "5" value card in play then he can only build a maximum of 2 Buildings. And if he has at least a "6" value card in play then he can only build 1 Building.

Example:

The Blue player just won the Auction with two "4" value gray cards and two "4" value black cards: he can build up to 3 Buildings on the grey Building site.

The Yellow player just won the Auction with two "4" value orange cards, one "5" value black card and two "6" value black cards: he can build only 1 Building on the orange Building site.

When a player takes part on an Auction he has to decide the color of the Construction cards he is going to play since this determines the color of the Building site where he will be able to place his Buildings.

Forced selection of color:

1. If the player has already one or more Buildings in the neighborhood where the Auction takes place, he is forced to choose the color of the Building site where his Building(s) is located, even if there are free Building sites in that neighborhood. (The player can also play Black Construction cards).
2. If the player has no Buildings in the neighborhood where the Auction takes place, and there is at least one free Building site, he is forced to choose the color of a free Building site. More than one player with no buildings in that neighborhood can choose the same free Building site. (The player can also play Black Construction cards).
3. If the player has no Buildings in the neighborhood where the Auction takes place, and there are no free Building sites, the player tries to acquire a "Site Closed" marker (see below) and he is allowed to choose a Building site with Shop tiles on it. He is never allowed to choose the color of a Building site where other player's Buildings are located. (The player can also play Black Construction cards).

AUCTION PROCEDURE

The starting player of the Auction is the player who moved the Commissioner to its Depart zone. He may play as many Construction cards as he wishes as his starting bid and places them face-up in front of him. If the player doesn't want to take part in that Auction he can pass. The color of the card(s) played must follow the rules of the Forced selection of color described above. Cards played later in the round must be of the same color or Black Construction cards or both. The current bid of the player is the total value of all cards played in front of him.

The round continues clockwise with each player making a higher bid or pass. A player who made a bid may increase his bid in later rounds by adding cards to the ones already played in front of him or pass. If a player pass he is out of the Auction and gets his played cards back to his hand.

The Auction ends when all other players but one, pass.

The player with the highest bid wins the Auction and places all his played cards face-up under the card piles of the same colors. NOTE: When a Black Construction card appears face-up in his pile that pile is re-shuffled and placed face-down next to the gameboard to form a new draw pile. Color Construction card piles are never re-shuffled.

Then the winner can build Buildings in the Building site matching the color of his played Construction cards (note the limit on number of Buildings that may be built, described above). The Buildings are taken from his Summary Card and once build remain in the Building site until the end of the game (EXCEPTION: "Site Closed").

NOTES: A player can build fewer Buildings than allowed by his Construction card or even none. A player with no Buildings on his Summary card can take part in an Auction. If no player makes a bid (all players pass) the Auction on that neighborhood is cancelled.

"SITE CLOSED"

If all Building sites in a neighborhood in which an Auction takes place are occupied by Shop tiles or other Buildings, the winner of the Auction may decide to build Buildings on a Building site he already occupies or order a "Site Closed". If the winner of the Auction has no Buildings in that neighborhood he is forced to order a "Site Closed".

When a player orders a "Site Closed":

- The active player gets VPs equal to the total number of Buildings in the neighborhood (it doesn't matter to whom they belong).
- The other players get half the VPs they should get (rounded down) if a normal neighborhood scoring had occurred (Phase 1 of Action D).

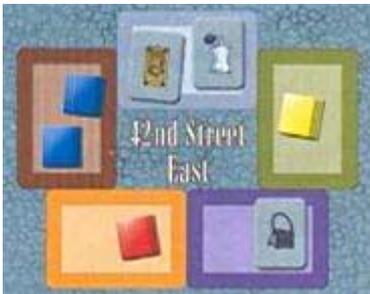
The players move their scoring markers accordingly on the scoring track.

NOTE: The player who orders the "Site Closed" can never choose the number of VPs he will get: he always gets VPs equal to the total number of Buildings in that neighborhood and never half of the VPs he should have gained if a normal scoring had occur.

Then all Buildings and Shop tiles in that neighborhood are removed from the game and are placed back in the box. The player places a "Site Closed" marker in that neighborhood. That neighborhood is no longer active for the rest of the game. A Commissioner may "jump" over this neighborhood during his movement, no Auctions take place there and Buildings and Shop tiles can never be placed there.

NOTE: Even if the other Commissioner pawn were located in that neighborhood, no Expert marker is placed there. If an Expert marker is located there, it is returned to its Depart zone.

"Site Closed" Scoring Example



Red decides to order a "Site Closed" (since all Building sites are occupied). Red gets 4 VPs, Yellow gets $5/2 = 2$ (his Building is next to 3 different Shops), Blue gets $6/2 = 3$ VPs (his two Buildings are next to 2 different Shops).

Note: In this example Green can only play Violet or Grey cards.

CENTRAL PARK AUCTIONS

The last Auction takes place on Central Park. The player who moved the Commissioner to its Depart zone is the starting player of the Auction, which is quite different from the previous Auctions. The starting player plays a color Construction card of his choice (the player can also play more than one color Construction cards of the same color plus Black Construction cards). The color of his color Construction card(s) defines the color of Construction cards that the other players must play if they want to take part in the Auction.

If the starting player pass, the player to his left has a chance to play a Construction card(s) (plus Black Construction cards) and define the color of the Construction cards that must be played in this Auction, e.t.c.

The player with the highest bid after one or more rounds places his played cards face-up under the corresponding color Construction card piles and builds up to the maximum number of Buildings allowed by his highest value Construction card that he played, along the Central Park (on Central Park South Street).



Central Park Buildings

Buildings that are built on Central Park, score VPs at the end of the game (they never score during the game). A "Site Closed" never affects Buildings on Central Park.

GAME END

The game ends if **one** of the following situations occurs:

1. One of the last 2 Shop tiles is placed in a neighborhood. The last Shop tile is immediately moved to the box below Central Park and the game ends immediately. The active player does not execute Phases 2 and 3 of his action.

or

2. At the end of an Auction round the second "Site Closed" marker is used. The players execute all the "Site Closed" procedures (VP scoring) and then the game ends (no more Auctions take place).

When the game ends (either when situation 1 or 2 occurs as described above), a final scoring takes place:

A. Each neighborhood (except those marked with a "Site Closed") is calculated as described in the ACTION D, Phase 1.

B. Then the Buildings on Central Park score:

The Shop tiles located in the box below Central Park are shuffled face-down, 3 Shop tiles are drawn at random and turned face-up.

Each Building on Central Park scores as if it was located adjacent to these 3 Shop tiles (2 to 5 VPs per Building)

Example: Each Building scores



3 Same Shops = 2 VPs



2 Different Shops = 3 VPs



3 Different Shop tiles = 5 VPs

The player with the most VPs is the winner. In case of a tie, the player with the most cards on hand is the winner.

6 BUILDING SITES PER NEIGHBORHOOD (Back side of gameboard)

Use the side of the gameboard that displays 6 Building sites per neighborhood for a 4 player game. Even 2 or 3 players may play but it is less interesting.

The rules are the same with one exception: During setup the 7 Shop tiles are placed on the 6th Building site of each neighborhood. During the game a second Shop tile can be placed there as per the normal rules.

2 PLAYER GAME

The rules are the same as the 4-player game with one exception: there is a third imaginary player called *Gedeon*.

The game setup is the same as for the 3-4 player game setup. *Gedeon* gets the Buildings of an unused color which are placed next to the gameboard.

The game play proceeds normally. The only exception is the Auctions. *Gedeon* takes part in the game only during Auctions as follows:

1. The player who moved a Commissioner from the Central Park to its Depart zone starts the Auction or pass.

2. The second player makes a bid or pass.

3. *Gedeon* always plays third: A player draws Black Construction cards from the corresponding pile and places them face-up next to the gameboard until 2 same valued Black cards are now face-up. The total value of these cards is *Gedeon's* final bid for this Auction. No more cards are added to his cards during this Auction.

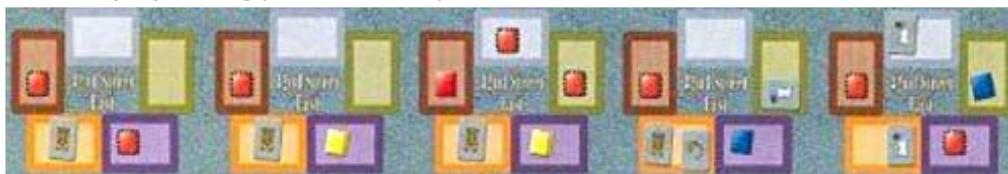
A) If *Gedeon's* bid is equal or lower than a players highest bid, then *Gedeon* is out of this Auction. The two players continue the Auction normally.

B) If *Gedeon's* bid is the highest bid then the players in turn must place a higher bid or pass. If both players pass *Gedeon* is the winner of the Auction. *Gedeon's* played Black Construction cards are placed face-down under the corresponding pile.

If *Gedeon* wins a Central Park Auction, he builds nothing. If he wins a neighborhood Auction he builds Buildings as follows:

1. *Gedeon* can only build a single Building per Building site (no matter what cards he played).
2. He can only build a Building on a free Building site, even if he already has a Building on another Building site in this neighborhood. That means that he is the only player that is allowed to have Buildings on more than one Building site in a neighborhood.
3. *Gedeon* builds the Building in the most valuable Building site (most VPs during scoring). If more than one Building sites meet this requirement he builds one Building in each of them.

Gedeon's (red) Building placement examples:



If *Gedeon* wins an Auction in a neighborhood with no free Building sites, he orders a "Site Closed" and the other players receive half VPs for their Buildings, using the normal rules.

Gedeon never scores VPs (neighborhood scoring or "Site Closed"). Players who win the Auction build Buildings using the normal rules. If a player orders a "Site Closed", he scores 1 VP per Building in the neighborhood also taking into account *Gedeon's* Buildings.

The 2-Player game ends using the normal rules (when the last Shop tile is played or the second "Site Closed" marker is used).

FIFTH AVENUE SUMMARY

	ACTION A	ACTION B	ACTION C	ACTION D
1.	Get 3 Buildings from reserve	Place a Shop tile	Draw a Black Construction Card. Move a Commissioner.	Score Neighbourhood
2.	Draw 2 Color Construction cards			Draw 2 Black Construction cards
3.	Move a Commissioner			

SCORING

Neighborhood Score: 0 adjacent Shop = 1 VP (Action D, Phase 1) 1 adjacent Shop = 2 VP 2 adjacent Shops = 3 VP 3 adjacent Shops = 5 VP 4 adjacent Shops = 8 VP (<i>Commissioner must be present</i>)	Shop Score: 3 rd Shop & Buildings in 3 neighborhoods = 4 VP 6 th Shop & Buildings in 4 neighborhoods = 6 VP 9 th Shop & Buildings in 5 neighborhoods = 8 VP
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"Site Closed" Score: Active: VPs = total Buildings Others: VPs = Neighborhood Score/2	Final Score: 1. Neighborhood Score (full neighborhoods only) 2. Central Park Buildings (draw 3 Shops): 0 Different Shops = 2 VPs / Building 2 Different Shops = 3 VPs / Building 3 Different Shops = 5 VPs / Building
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