

階段の街

City of Stairs

PLAYERS
2-4

AGES
6+

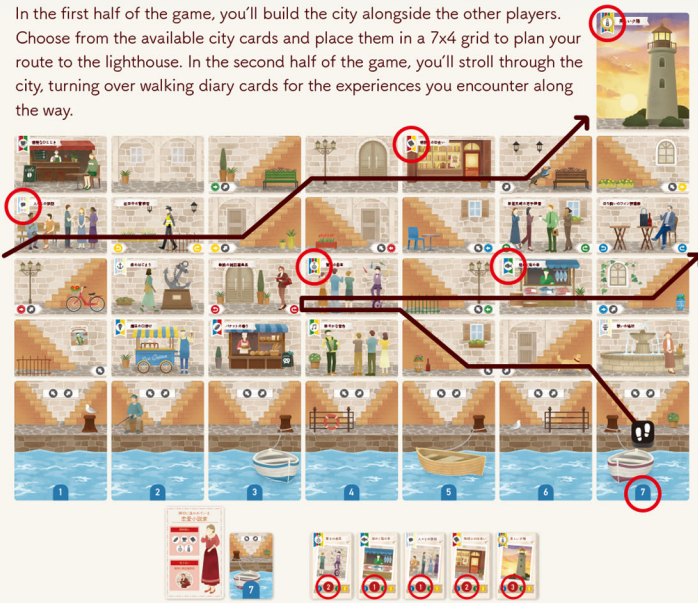
TIME
20min

It's a sunny afternoon in this cozy harbor city, and you've decided to go for a stroll. The view of the setting sun from the lighthouse is spectacular, and there are plenty of small delights for you to experience along the way. You need only let the sea breeze take you where it will.

There are five hours until sunset—more than enough time to enjoy a leisurely stroll. If you spend too long smelling the roses, however, you may not make it to the lighthouse before nightfall. What will you do on this lovely afternoon?

Summary

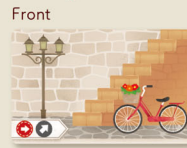
In the first half of the game, you'll build the city alongside the other players. Choose from the available city cards and place them in a 7x4 grid to plan your route to the lighthouse. In the second half of the game, you'll stroll through the city, turning over walking diary cards for the experiences you encounter along the way.



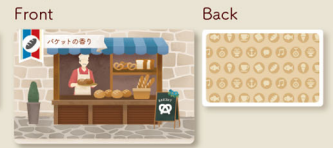
Components

● City Cards x28

• Passage Cards x14



• Experience Cards x14



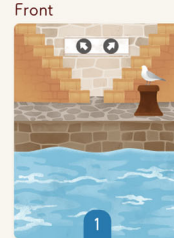
*Passage cards and experience cards are collectively referred to as city cards.

● Character Cards x4

(1 of each color)



● Seaside Cards x7



● Lighthouse Card x1



● Walking Diary Cards x44

(11 of each color)



● Departure Cards x7



● Location Marker x1



● Game Rules x1

Setting Up

- Place the seaside cards face up in a row and arrange them in order from ① to ⑦.
- Shuffle the passage cards, then place them face down to form the passage deck. Do the same for the experience cards. Draw one card from each deck and place them face up below the decks to form the stock.
- Shuffle the departure cards, then deal one face down to each player. Look at your card, but do not show it to any of the other players.
- Choose a character card and place it face up in front of you, then take the eleven walking diary cards of that color and place them face down in front of you. *You may look at either side of your character card and walking diary cards at any time.
- Place the lighthouse card and location marker next to the decks.

[Ex.] Setting Up for a 3 Player Game

Play Area



Game Overview

The game consists of three phases: ① City Building, ② Strolling, and ③ Scoring. The player who most recently went for a walk becomes the start player.

① City Building

During this phase, players take turns adding cards to the play area, beginning with the start player and proceeding clockwise around the table. On your turn, choose a city card from the stock and place it face up in the play area, following the rules below.

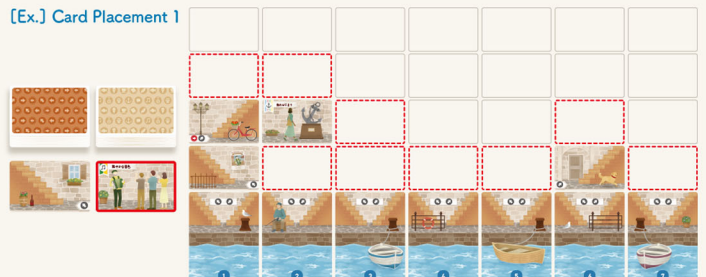
- Cards must be placed in an empty space directly adjacent to a seaside card or city card. *Cards may not be placed if they are only diagonally adjacent to another card.
- Cards must be placed such that the play area forms a grid consisting of seven columns and four rows.
- At the end of the game, **each row must contain exactly three sets of stairs.**

After placing your chosen card, draw a card from the corresponding deck and place it face up to replenish the stock.

*If there are no cards left in the corresponding deck, skip this step.

Once all of the city cards have been placed, place the lighthouse card above the fourth row, then proceed to ② Strolling.

[Ex.] Card Placement 1



If a player chooses the experience card from the stock, they may place it in any of the spaces outlined in a red dotted line. After placing the card, they must draw a card from the experience deck and place it face up in the stock.



The second row of the play area already contains exactly three sets of stairs. If a player wanted to place a card in the space outlined in a blue dotted line, they would have to choose the experience card since the passage card contains another set of stairs.

*Experience cards do not contain sets of stairs, nor do the two passage cards shown to the right.



2 Strolling

During this phase, each player takes a stroll through the city, beginning with the start player and proceeding clockwise around the table. When it is your turn to take a stroll, place the location marker on the seaside card indicated by your departure card, then move between the city cards following the rules below.

Movement Rules

If the location marker is on a seaside card, choose one of the movement icons at the top of the card (↖ or ↗). Following the arrow, move to the city card in the next row, then continue moving left if you chose ↖ or right if you chose ↗.

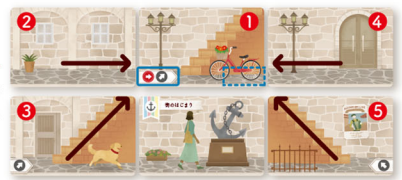
Each time you move to a city card, resolve the effect of any applicable movement icons or experience icons. If the card has two movement icons, you may choose which to resolve.

If you move to a city card that does not have any applicable movement icons, move to the next city card in whichever direction you are traveling.

The leftmost and rightmost city cards in a given row are considered to be adjacent to one another.

● Movement Icons

Movement icons may be found in the bottom left or bottom right corner of a city card. Some city cards have movement icons in both corners. When you move to a city card, if a movement icon is depicted on the side of the card from which you entered, you must resolve its effect.



[Ex.] Movement Icon Resolution

Card 1 has movement icons in its bottom left corner. If a player enters this card from the left (card 2 or card 3), they must resolve an icon's effect. If a player enters this card from the right (card 4 or 5), they do not resolve an icon's effect. If card 1 had a movement icon in its bottom right corner as well, a player would resolve the effect of an icon on the side of the card they entered from.

Movement Icon Effects

↖ Move to the city card in the next row diagonally to the left, then continue moving left.

↗ Move to the city card in the next row diagonally to the right, then continue moving right.

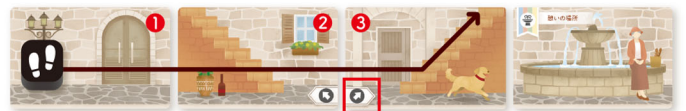


The player of the matching color may ignore the card's ↖ or ↗ icons and instead continue moving in whichever direction they are traveling.



The player of the matching color turns around and begins moving in the opposite direction.

[Ex.] Movement 1



The red player moves from card 1 to card 2. Card 2 has a movement icon in its bottom right corner, but since the player enters from the left, they do not resolve its effect. Continuing on to the right, the player moves to card 3, which has a movement icon in its bottom left corner. Since the player enters this card from the left, they resolve the ↖ icon's effect.

[Ex.] Movement 2



The red player moves from card 1 to card 2. Card 2 has two movement icons in its bottom left corner, but since the player enters from the right, they do not resolve their effects. Continuing on to the left, the player moves to card 3. Since this card does not have any movement icons, they continue on to card 4.

Card 4 has a ↗ icon in its bottom right corner, so when the player enters, they turn around and begin moving to the right. They move back through card 3 and enter card 2, this time from the left. Since the ↖ icon only applies to the green player, the player resolves the ↗ icon's effect.

● Experience Icons



Experience icons are found in the top left corner of certain cards. When you move to a card with an experience icon, you must resolve its effect. When you move from the fourth row to the fifth row, immediately move to the lighthouse card and resolve its icon's effect, regardless of where in the row the lighthouse card is located.

Experience Icon Effects



Turn the walking diary card with the matching icon face up. Do not resolve this effect if the card is already face up.

When any of the following conditions have been met, immediately proceed to 3 Scoring.

- 1 You have five walking diary cards face up in front of you.
- 2 You move to the fifth row and resolve the lighthouse card's effect.
- 3 You are unable to move to the next row.

[Ex.] Unable to Move to the Next Row



The red player is moving right from card 1. Cards 2, 3, and 4 all have sets of stairs, but the corresponding movement icons are only resolved if a player enters from the right. Since the player is effectively trapped on this row, they immediately proceed to 3 Scoring.

3 Scoring

At the end of the game, score points for each of your face up walking diary cards. Cards with an experience icon that matches one of your character's interests are worth 2 points, while other cards are worth 1 point. The lighthouse card is worth 3 points to all characters. The player or players with the most points wins.

[Ex.] Scoring



The red player scores 9 points for their face up walking diary cards.

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Special thanks to everyone who helped playtest this game.