

Happy HEIGHTS™

OVERVIEW:

Happy Heights is a card-drafting and tableau-building game for 1-6 players. Over 12 rounds, players take turns adding cards to their Neighborhood, optimizing building adjacencies and overall aesthetic to increase their score. The player who builds the Neighborhood worth the most points wins!

GAME COMPONENTS

- 76 Building Lot Cards (including Buildings, Parks, Bus Stops, etc.)



- 6 Blueprint Reserve Cards



- 6 Homeowners' Association (HOA) Public goal cards



- 1 First Player Marker KEY



GAME SETUP

- Give each player 1 Blueprint Reserve Card.
- Create a central market of the HOA cards within reach of all players
- Shuffle the Building Lot Cards and deal 1 card face-down to each player.
- Each player may look at their card, then must place it face-down on top of their Blueprint Reserve Card. (This reserve card may be swapped with a drafted card during any round.)
- Place the remaining Building Lot Cards in a face-down Draw Deck at the center of the play area.
- Choose a starting player, and give them the KEY. Play will proceed clockwise.

HOW TO PLAY

Happy Heights is played over 12 rounds. Each round follows these steps:

1) Create the Market:

Deal a number of Building Lot Cards face-up from the Draw Deck equal to the number of players. When the draw deck is empty, replenish with shuffled discarded cards.

(4-player set-up)



2) Draft a Card:

In turn order, players must do one of the following:

- Draft one of the cards from the Market
- OR
- Draft the top card from the Draw Deck (without looking at it first).

***NOTE: DO NOT** refill the Market until the end of the round.*

3) Build your Neighborhood:

- After drafting a card, you **may** swap it with the card on your Blueprint Reserve.



- Add your chosen card (drafted card or previously Reserved Card) to your Neighborhood according to BUILDING AND PLACEMENT rules on the following pages.

Proceeding clockwise, each player drafts a card until all players have added to their Neighborhoods.

4) Round End:

- Once every player has had a turn, discard any unclaimed cards from the Market.
- The last player to draft each round is handed the KEY and becomes the first player in the next round. Repeat each round from Step 1.

BUILDING AND PLACEMENT

When constructing your Neighborhood, keep the following rules in mind:

Connectivity & Zoning:

- Every new card (Building Lot) must either connect directly (edge-to-edge) to a previously built Lot or be added as an extra floor on an existing building.
- The overall layout must not exceed the zoning of 5 Lots in width or 5 stories in height.



- Some Lots may have specific benefits; refer to the card details for guidance.

LOT TYPES

1) Buildings / Floors



- Main Floor:
 - A Building Lot played as a main floor forms the base of a building. These ground floor units provide conditional bonuses (such as +4 with Firehall or +4 per Park).
- Highrises:
 - Additional Building Lots can be added to an existing building to create a Highrise.



- When adding floors, tuck the new card under the card below so that only its top row of apartment windows is visible.

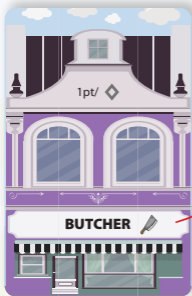
NOTE: Any bonus printed on the front of a Building Lot Card is lost if that card is used as an additional (stacked) floor.

ADDITIONALLY: You may not add floors on top of Bus Stops, Parks, or Businesses.:



2) Businesses / Penthouses

- Businesses:
 - When played at ground level, these cards are businesses, providing bonus points if your Neighborhood includes a related building:

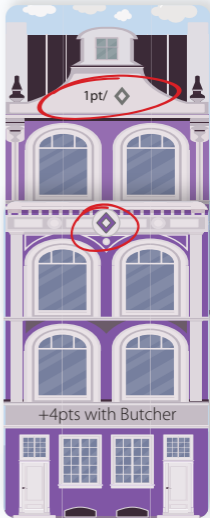


This business provides a bonus if a building in your neighborhood has a "+4pts with Butcher" effect

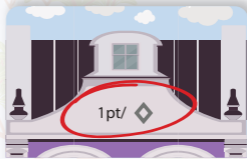


- Penthouses:

- To convert a Business into a Penthouse, build it as the top floor of a Highrise, tucking it under the card below with only its top apartment windows visible.



- The Business is now a Penthouse, no longer eligible for Business- related bonus points.
- A Penthouse unit has a scoring condition on its top. This grants either:
 - +1 point per matching symbol on the tops of the floors below,



OR

- +1 point per unique symbol on the tops of the floors below.



(See the Scoring section for more details.)

3) Parks and Bus Stops

Parks and Bus Stops add utility (and points) to your neighborhood. They must be built at ground level, and no other cards may be stacked on top of them.

NOTE: You may have any number of Parks in your Neighborhood, but only a maximum of one Bus Stop at ground level is permitted.



Park



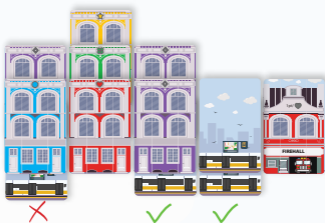
Bus Stop / Subway

4) Bus Stops & Subways

Similar to Penthouses, Bus Stops have a dual purpose when “tucked” below any Lot.

- If you tuck a Bus Stop under a Lot, it will create a connected Subway. Subways can only be built out from under a Bus Stop and then by tucking Bus Stop cards under ground floor buildings.
- Subways cannot be built deeper than one level under ground level

- Subway segments must be built by connecting continuously through to a Bus Stop



5) Wild Lots

- Wild Businesses are generic and do not represent any store. They have a scoring condition that grants +4 points if all ground level Lots are different colours and types (includes Parks and Bus Stops). When stacked as a Penthouse, its rooftop scoring condition grants +1 point for each unique coloured floor below.



- Wild Buildings match any colour building.

- The flower pots in the windows are wild and match with one occupant per adjoining building.



- Butterflies are wild and can represent any other building symbol.

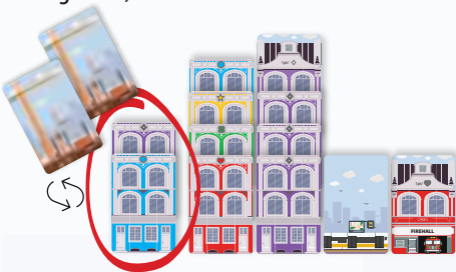


DEMOLISHING LOTS:

If you find that you have no optimal placement for your new Lot, you have the option to demolish an existing one:

1) Select a Lot:

- Choose any previously built ground-level Lot. (If the Lot is part of a Highrise, demolishing it removes all cards in the Highrise.)



2) Demolition Process:

- Flip the cards of the chosen Lot over to their Construction side.
- Build your new Lot on the cleared site.
- Stack the demolished cards **below** your new Lot so that only the soil portion is visible. This allows all players to track how many cards have been played.



(Demolished Lots stack below the street to allow tracking of card count)

HOMEOWNERS' ASSOCIATION (HOA)

The HOA in your neighborhood offers incentives to designers who build to their specific aesthetic. This market works on a first achieved, first awarded system. There is only one of each 3point bonus available during the game and the first person to achieve each one gets to claim it for end game bonus points. If you can claim a bonus, remove the card from the market and place it near your blueprint.

If you are a skillful planner, you may be able to collect more than one bonus on the same turn!

GAME END:

The game ends when every player has drafted and placed their 12th card. This count includes any cards that were flipped over as a result of demolitions.

AUTO-SCORING:

Scan this code to use the automated web-based score calculator on your phone:

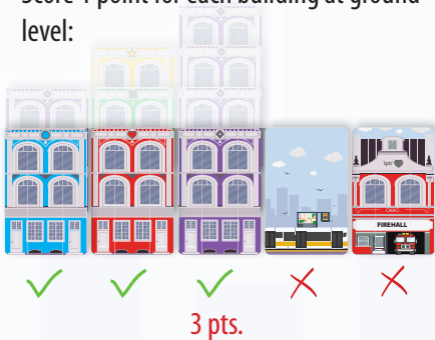


MANUAL SCORING:

When scoring, work through your Neighborhood one building at a time from left to right. Use the following steps to tally your points with a pen and paper:

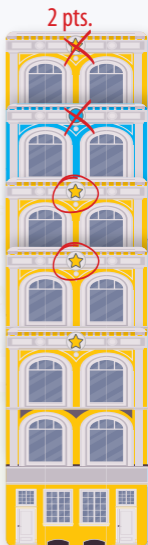
1) Ground Level & Matching Symbols:

- Score 1 point for each building at ground level:



- For each Highrise, beginning with the 2nd floor, score 1 point for each matching symbol that continues upward without interruption.

- In this example, the top yellow floor would not score, because the blue floor interrupted the series.



2) Penthouses:

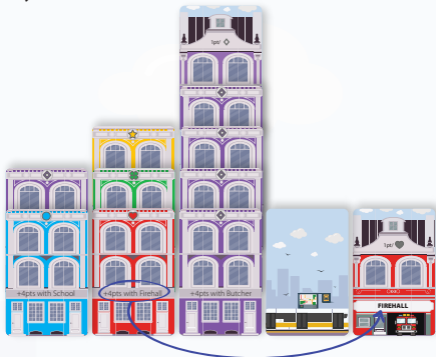
- If a Highrise has a Penthouse, add points based on its scoring condition:
 - For a regular Penthouse, add 1 point per symbol on the top of each floor below (symbols do not need to form a continuous chain)
 - For a Wild Penthouse, add 1 point per unique symbol on the tops of the floors below.



NOTE: These rooftop scoring conditions ONLY apply when the Business has been converted into a Penthouse.

3) Building Bonuses:

- Add any bonus points printed on the front of the building (for example, +4 points if your neighborhood contains a Bakery) if you met the criteria.



4) Adjacent Building Matching Neighbors

- On each level, score 2 points for each matching pair of occupied windows on adjacent buildings.



5) Parks:

- Count the Parks in your Neighborhood and score based on the total number:

1 Park = 3 points 2 Parks = 7 points

3 Parks = 10 points 4 Parks = 15 points

6) Bus Stops & Subways

- Score 3 points for first Bus Stop and all Subways. Any additional Bus Stops do not score.



WELCOME TO THE NEIGHBORHOOD

Enjoy building and refining your Neighborhood in Happy Heights!

CREDITS:

Designer: James Staley

Publisher: TIN ROBOT GAMES

Rules Doctor: Andrew Gilpin

Lead playtesters: Mike Chase, Andrew Gilpin, Owen Kaplan, Tiger Liu, Paul L, Sascha Matzkin, Matt Moylan, Sarah Pippy, Zach Snow, Sylvia Rinaldi, Diane Schickerowsky, Glen Stevens, Tom Vandelloo

Featured Content Creators:

The Board Game Roundup



Played by MLI



Gaming With the Powers



Inspired 2 Game



Little Big Thumbs



For more information on rules and videos,
visit tinrobotgames.com and follow us on
social media @tinrobotgames

