

## Crystal Palace Player Aid & General Notes

### **SETUP**

Set up the board based on the player count, then give each player:

- \$40, 1 gear, 1 energy token, and a player board on a random side.
- In their color: 4 Dice, 5 assistants with one of the player board objective track, trackers on the appropriate board locations.

### **HOW TO SCORE POINTS:**

Gold Medals (score points instantly):

- Characters give you points instantly when you recruit them based on the year
- Patents give you points when you flip them over during Phase 5
- The Buzz Track gives you points every round based on where you placed your small disks
- Various other instant points (shares, some card abilities, etc)

Silver Medals (score at the end of the game):

- Objectives on your player mat
- Negative points covered up by research tiles on your player mat
- Loans taken on your player mat (flipped or unflipped)
- Placement on Buzz Track
- Placement on Black Market Track

### **GAME PLAY:**

The game takes place over 5 rounds (3 years, the first 2 years consisting of two rounds each). The game ends in phase 6 of round 5. At that time every ten dollars can be used to cover spaces on player board. Players will select dice values, place the dice, activate the dice, pay character upkeep, flip patents, generate income and reset the round over 7 phases within each round. Those phases are:

1. Select Dice value and Pay for dice
  - a. Each player will select their dice values in secret and reveal simultaneously during this phase. All of a player's owned dice must be used.
  - b. Each player will then add up the pip value of their dice and pay that amount in money.
  - c. The player (s) with the lowest die value adds one newspaper to their track.
  - d. Play order proceeds from the player who has the highest value. If tied compare die values beginning with the highest played. See the rulebook for further tie breaks.
2. Players will place dice onto a free dice placement space.
  - a. Some spaces cost money and others allow for an assistant action.
    - i. Assistant Actions:
      1. Black Market:
        - a. Place an assistant onto the next available black market spot (from the bottom) and pay the cost of the spot;
        - b. Move one spot up on the market and pay the cost of the spot;

2. If you meet the current requirements on your player mat, increase once on your objective track.
  - b. The placement spot will have a die value and the die placed must be equal to or higher than the location the die was placed on.
  - c. If the space costs money, the money must be paid to the bank immediately.
  - d. Every time you place a die during phase 2 you can drop down one assistant one spot on the market to take one of the available gears - you must be on the third space or higher and dropping down may remove the piece from the player mat.
3. Take actions with the dice starting with location 1 and proceeding to location 8
  - a. Dice are placed in order from the highest value at a location to the lowest value.
  - b. Ties go to the die that was placed further left on a board.
  - c. Some locations increase the newspaper track or buzz track or grant money to the player who placed their die – this happens immediately
  - d. If a location requires a player to pay to place a dice, the must pay that money immediately.
  - e. See below for specifics on each location.
4. During this phase, players will pay salary for the character cards they own based on their location on the Westminster track. They may also be able to activate some character abilities.
5. Player can pay to flip up to two patents over to prototypes during this phase.
  - a. Pay the amount in the upper left
  - b. Score points equal to the year plus an additional 4 points for any character links the player owns
  - c. Activate the bottom ability of the card – this can be used on any player and they must take all of the effects.
6. Take income from various tracks
  - a. Take money (or lose points) for your location on the income track
  - b. Reduce everyone on the income track by 3.
    - i. If this causes you to hit the bottom, lose one dollar for every space that the marker could not move down.
  - c. Everyone generates income based on research tiles and the black market at this time (green banners).
  - d. Gain points and income from the Buzz Track.
7. Move every assistant down one space on the black market track. Reset the boards for the next round. **SKIP THIS STEP IN ROUND 5.**

#### **ANYTIME ACTIONS:**

The following actions can be taken at any time:

- Use newspapers on the newspaper track to generate new dice, income, gears or dollars.
  - The new die can only be used if owned at the beginning of Phase 1.
- Take a random loan and place the tile on their player board, then take 10 dollars from the supply.
- Pay 10 dollars to flip a loan over on your player board. Note: loans are never removed.
- Exchange money for gears or energy tokens from the supply and vice versa (see player board).

## **BOARD LOCATIONS:**

Note that there are more dice placement locations than available actions at most locations. Do not replenish a board until Phase 7.

1. Patent Office
  - a. Take a patent card for free from the board. These can be flipped in Phase 5.
2. British Museum
  - a. Take a research token and place it on your player board (either an empty spot or remove a research tile). Some are instant effects and some are activated in Phase 6.
3. Bank of England
  - a. Take a share and instantly gain victory points and/or income. The share is kept for potentially other game effects.
4. Westminster
  - a. Move up the track one space. Gain the indicated reward. Space 3 is a phase 6 banner and you may choose the black market where your assistant is or your research tiles.
  - b. If you move while on the last spot, do not move and gain either 1 energy or 2 buzz.
  - c. This track directly affects how much salary is paid during phase 4
5. Reform Club
  - a. Take a character card by paying the cost immediately. Gain any immediate rewards and the victory points according to the year. Gain an additional 4 points for any patent links the character has. Flip over the character and keep in in your supply. The character may require salary be paid during phase 4 of the round and may also have an ability that can be used at that time.
6. London Times
  - a. Increase your tracker on the Buzz Track depending on the round requirements.
  - b. BUZZ TRACK:
    - i. Whenever you move to a flyer, receive the benefit immediately and once.
    - ii. Posters allow you to gain income/buzz/points during phase 6.
    - iii. You can only place two buzz tokens during the game and never on the same poster.
7. Port of London
  - a. Each action can only be selected once.
  - b. Gain the indicated benefit
    - i. 2 assistant actions (first one is a free black market action if desired)
    - ii. 2 gears
    - iii. A new die to place
    - iv. New die but must pay 1 money
    - v. GAIN POINTS:
      1. Place your die on the left most victory point spot gaining points equal to the year and the value of the die placed
      2. Lose your die permanently by placing one of the tickets on the die
      3. **Can only be done once per round same as the other actions.**
8. Waterloo Station
  - a. Gain the indicated reward. The last space is **either** 2 buzz or a phase 6 banner, not both.

