

San Francisco
Scene™

FOR A COMPLETE UNDERSTANDING OF THE GAME, READ DIRECTIONS THOROUGHLY BEFORE BEGINNING PLAY.

THE "SAN FRANCISCO SCENE"

You are about to experience the *San Francisco Scene* — living and working at an exciting pace, making and breaking deals, buying and selling property, financing and liquidating businesses! A shopping spree around Union Square, dinner at a famous restaurant, and a leisurely stroll through a foggy November eve — all part of the *San Francisco Scene*.

Before you play be prepared to make peace with labor leaders, influence a politician or two, join the proper club, and of course, retain a prestigious law firm to keep you trouble-free. Get ready to move fast, play hard, and take risks—for you're in the San Francisco Bay Area and rolling for high stakes!

THE OBJECT

The object of the Game is to accumulate

wealth. A player buys *Ownership Cards* representing various properties and businesses. A player may develop his acquisitions once he has made a "deal" with some of the *Special Interest Groups* that control business in San Francisco. The game ends when all the players are bankrupt except one, or at a predetermined time, or when a ball game is starting on TV, or when the fog and rain clear and you can go outside to play tennis.

PREPARATION FOR PLAY

Banker: A player who has the "proper" family ties and is not too eager to work is appointed the Banker. He takes charge of the money and distributes \$1,800,000 to each player as follows: two \$500,000 bills; five \$100,000 bills; three \$50,000 bills; five \$20,000 bills; and five \$10,000 bills.

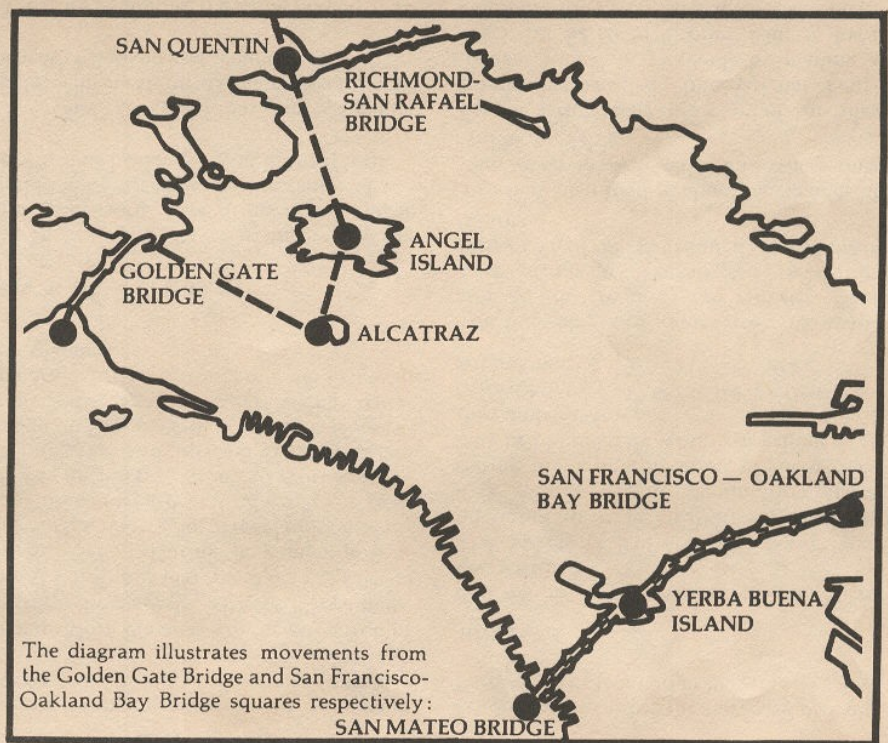
Realtor/Business Broker: A player who has experience making quick deals for a "fast buck" is appointed Realtor/Business Broker. He is responsible for the *Ownership Cards*, the *Cable Car Cards*, and the *Individual Markers* used to designate developments. (If he can't handle the responsibility, you'd better select another player.)

All Players: In addition to the above duties, each of the players must take the part of one of the *Special Interest Groups* that control business in the San Francisco Area. (For other than four players, refer to next to last section of these rules.) To assign the parts each player rolls the dice. The player rolling the highest number becomes the *Politician*, tapes on the Politician badge, and receives the *City Hall Connection Cards*; the next highest roller becomes the *Membership Chairman of the Union Pacific Club*, tapes on the Membership Chairman badge, and receives the *Union Pacific Club Connection Cards*; the next highest roller becomes the *Attorney*, tapes on the Browbeat, Phlogger and Harass badge, and receives the *Attorneys at Law Connection Cards*; and, the player rolling the lowest number becomes the *Labor Leader*, tapes on the Labor Leader badge, and receives the *Bay Area Labor Council Connection Cards*. (Note: If you don't have tape to affix the badges, write to *Groovy Games, Inc.* and it will be furnished by return mail.)

LET'S PLAY!

Moving: Each player starts his token at his own Home Base (corner square) i.e., Politician at *City Hall*, Membership Chairman at *Union Pacific Club*, etc. The Politician begins play by rolling the dice and moving his token the indicated number of spaces in a clockwise direction. The turn to play passes to the left. On each turn a player throws both dice except if his token is located on either the *Golden Gate Bridge* or the *San Francisco-Oakland Bay Bridge*, in which case the player throws one die and stops his token where marked. The stops on the bridges are as follows: from the *Golden Gate Bridge* a player moves across the bridge and then follows the sailboats stopping his token at *Alcatraz*, *Angel Island* and *San Quentin* before moving to the *Richmond-San Rafael Bridge*; From the *San Francisco-Oakland Bay Bridge* a player moves across the bridge stopping his token at *Yerba Buena Island* before moving to the *San Mateo Bridge*.

If a player rolls doubles he rolls again. Each time a player passes *City Hall* he collects \$100,000 from the Bank even when he is advancing at the instruction of a Cable Car Card.



The diagram illustrates movements from the Golden Gate Bridge and San Francisco-Oakland Bay Bridge squares respectively:

Buying Property: Each property and business with an indicated price is "For Sale." A player may purchase any unowned property or business upon which his token lands. If a player elects not to purchase, he must serve as auctioneer and auction the property or business to the highest bidder. The bidding starts at 50% of the designated purchase price. Any player, including the auctioneer, may bid in the auction.

Rent: If a player's token lands on a space which is owned by another player, he must pay the base rent or business charge specified on the *Ownership Card*, provided that the owner declares his ownership. If the next player rolls prior to the declaration of ownership, no rent or charge may be collected. (Note: Rents and charges increase according to the development of the property or business. Check the *Ownership Cards* for details.)

DEVELOPMENT OF A PROPERTY OR A BUSINESS

If a player has satisfied the development restrictions listed below, he may purchase one or more developments for his property or business by paying the Bank the development cost designated on the applicable *Ownership Card*. You may only develop your property prior to your turn to roll. Players use the round *Individual Markers* of the same color as their token to designate each unit of development.

Development is restricted as follows:

(1) **Necessary Connections:** You cannot develop a property or a business in the Bay Area unless you have the right connections: an "understanding" with City Hall, a "deal" with Labor, friends in the "proper" Clubs, and the "services" of a large firm of Attorneys at Law to accomplish the legal and "other" details of development. Therefore, before a player may develop any business or property, he must hold a Connection Card from two or more of the other players. A player may not receive a Connection Card from himself.

A player may acquire a Connection Card in three ways:

(a) by landing on another player's Home Base (corner square) and purchasing a Connection Card from that player at a negotiated price; or

(b) by rolling doubles twice in a row, paying \$100,000 to the Public Fund, and receiving a Connection Card from the player of his choice; or

(c) by landing on *Stanford* or *University of California*, paying \$100,000 to the Public Fund, and receiving a Connection Card from the player of his choice.

To facilitate play, payments for connections need not be made "under the table" but may be passed directly between players or to the Public Fund.

(2) **Starred Property:** The properties on each side of the corner squares are marked with the *sign of a Star*. Development of these properties is restricted to a player who owns the two properties on each side of a corner. (For example: The player who

owns *Hayward* may not develop his property unless he also owns *Walnut Creek*.) A player who owns the two properties on each side of a corner may add developments to either or both of these properties, provided, of course, that he has the necessary "connections".

(3) **Substandard Oil:** The owner of this business cannot develop the space marked *Substandard Oil*, but he may build one Gas Station on each of the properties marked with the sign of an upside-down *Chevron* regardless of who owns those properties. Once a Gas Station is placed on a property, the owner of Substandard Oil receives \$100,000 from any player whose token lands on that property.

(4) **Spacific Telephone/Public Utilities Commission:** If a player's token lands on *Spacific Telephone*, he must pay the owner of that business the reasonable telephone rates listed on the *Ownership Card*. However, if the owner of *Spacific Telephone* has also "bought" the Public Utilities Commission, he may charge exorbitant telephone rates, i.e., twice the rates listed on the *Spacific Telephone Card*.

MISCELLANEOUS

Cable Car Cards: A player draws a *Cable Car Card* when his token lands on a space which directs him to draw a Card, or if his token lands on *Alcatraz*, *Angel Island*, or *Yerba Buena Island* (all three are marked). The player must follow the directions printed on the Card. If a player lands on a space at the direction of a *Cable Car Card*, he plays as if he had originally landed on the space. Blank Cable Car Cards are included for players who want to include their own Bay Area experiences in the Game.

San Quentin: A player whose token lands on *San Quentin*, or who rolls doubles three times in a row, or who is directed there by a *Cable Car Card* remains in jail until he rolls doubles or contributes \$80,000 to the Public Fund. If a player does not roll doubles within three turns, he must pay the Public Fund \$80,000 and be released from *San Quentin* prior to his fourth turn.

Public Fund: A player whose token lands on the *Unemployment Office* collects any money and/or *Ownership Cards* in the Public Fund. Until collected the Public

Funds may be "dumped" in the middle of the Bay or where convenient.

Wells Crocker Bank: A player whose token lands on *Wells Crocker Bank* may borrow \$500,000 from the Bank. If he elects to borrow, he tapes on a Debtor badge. The next time the borrowing player lands on Wells Crocker Bank, he must pay back the bank his loan of \$500,000 plus interest of \$200,000.

Loans and Trading: Players may not loan money to each other. Players may purchase or trade properties or businesses among themselves. A player may only sell or exchange a property or business prior to his roll of the dice.

INSOLVENCY/BANKRUPTCY

If a player does not have sufficient cash to pay a debt, he must pay his creditor in the following order:

- (1) Deliver all of his cash to the creditor
- (2) Turn in *Individual Markers* representing developments to the Bank, receive cash equal to 1/2 of their cost, and deliver that cash to the creditor.

(3) Deliver a sufficient number of *Ownership Cards* to the creditor. *Ownership Cards* are valued at $\frac{1}{2}$ of their stated purchase price. (*Connection Cards* have no value for purposes of satisfying debts.)

An insolvent player who pays his debts in accordance with the above rule may continue to play. If it is impossible for a player to pay his debts, he is declared bankrupt and must withdraw from the Game.

If the Public Fund is the creditor and receives *Ownership Cards* in payment of a debt, rents and charges are not collected on those cards until they are collected from the Fund by a player whose token lands on the *Unemployment Office*.

Any *Ownership Cards* returned to the Bank may be resold by the Bank to a player whose token lands on the applicable space.

OTHER THAN FOUR PLAYERS

Two or Three Players: With two players, each player takes the part of two *Special Interest Groups*. With three players, each player takes the part of a *Special Interest*

Group with the exception of the *Labor Leader*. All other rules remain the same.

Five or More Players: On the initial roll of the dice, the player(s) with the lowest number(s) do(es) not take the part of a *Special Interest Group*. During the game if a *Non-Special Interest Group* player lands on *Stanford* or *University of California*, he may choose an *Interest Group* to represent. He then receives and tapes on the appropriate badge and receives the supply of *Connection Cards*. *Special Interest Group* representation rotates throughout the Game in this manner.

HINTS TO SPEED PLAY

- (1) To remind a player to throw one die and move across the bridges, the player should slide his token to the center of the appropriate bridge to await his next turn.
- (2) A *Cable Car Card* that directs a player to lose his next turn(s) should be placed beneath his token as a reminder.
- (3) Before beginning the game players may set a fixed price of \$100,000 (rather than a

negotiated price) for the purchase of *Connection Cards* from other players.

RULES

Feel free to change these rules in any way you desire.

The makers of *San Francisco Scene* have no desire to stifle creativity. However, if a serious dispute or question arises during play, interpretation of these rules may be obtained by writing or calling us at the number below:

Before August 1, 1977: 303/925-3284

After August 1, 1977: 415/283-0181

The following city games are now available at your retailer: *Los Angeles, New York, Chicago, Washington, Houston, Hawaii*, will be distributed in the near future.

You may also inquire about new games of your other favorite cities and where they will be available.

For the serious player, a copy of our rules supplement entitled "International Tournament Rules", is available by mailing a check for \$2.50 to Groovy Games, Inc., 805 Barneson Ave., San Mateo, Cal. 94402.

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