CLIENTS

VS

ARCHITECTS

A maze, race, optimization, competitive, card playing board game.

CLIENTS vs ARCHITECTS

Throughout history palaces were built for kings and temples for gods. This changed with the dawn of Modern Architecture early in the 20th century. For the first time, architecture was a personal art, and the architect was the artist.

Rich clients now wanted status symbols at affordable prices, with famous architects to design them. For many architects, these were monuments to themselves and price was no object. And why should it be?

Unprecedented designs were the result, at extravagant prices, and unpredictable function. Some of the greatest designs were virtually unlivable. Maybe if they spent more money? The game's author describes personal histories of Modern Architecture in his book "From The Eye of the Beholder."

Clients v/s Architects is a competitive game where each player represents both an architect and their client. Each architect works to gain as much of their client's limited funds as possible, while working to secure more funds to spend on their project.

The puzzle involves navigating different mazes while playing cards whose combinations open and close various actions, paths, and areas.
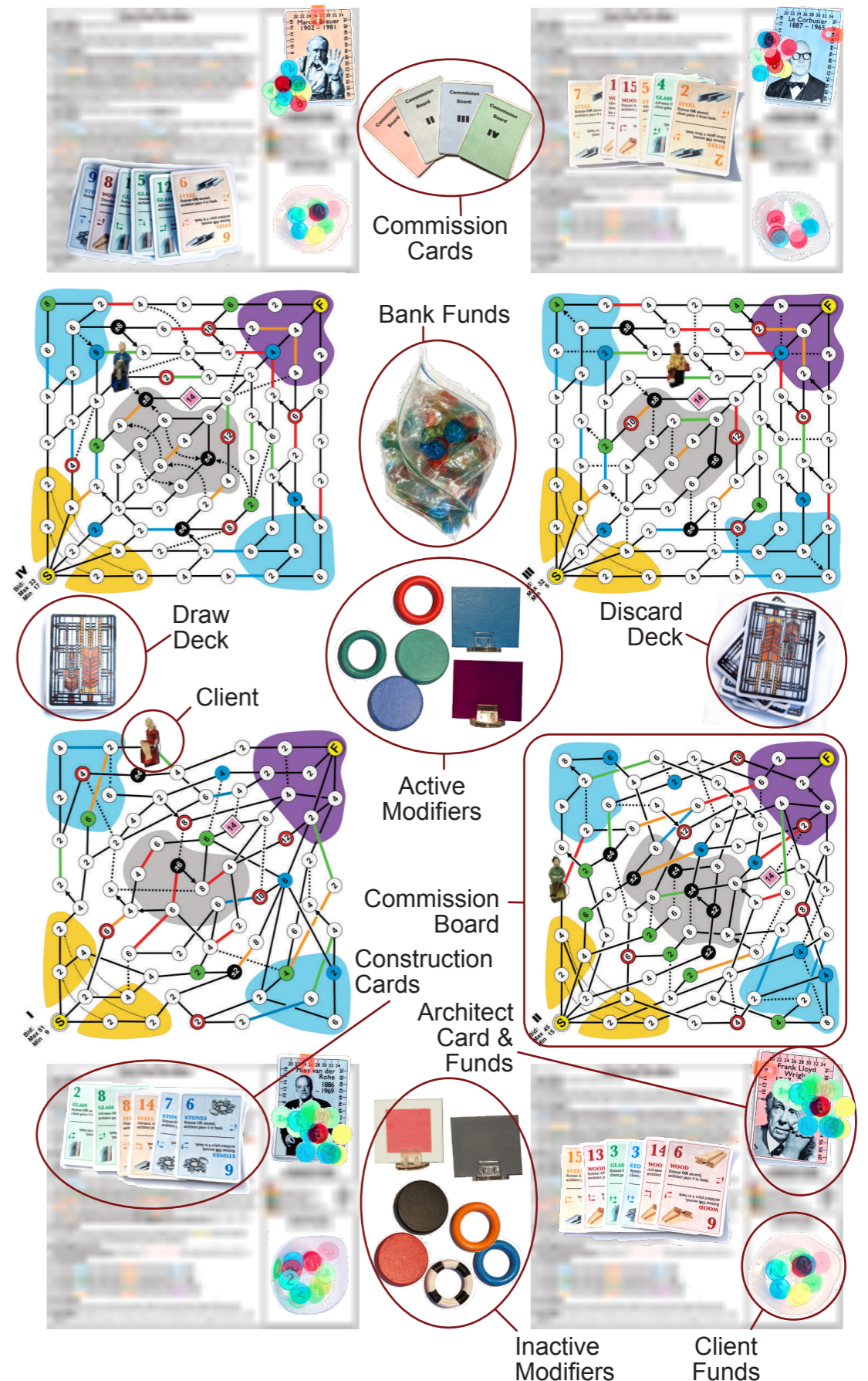
The Setup

The game is played with 2 to four players. Each player has his or her own board. The only difference the number of players makes for game-play is the number of boards used, the number of hands drawn, and the number of architect cards and client pawns.

The rules and suggestions are given in the following sections.

"(Louis)Kahn believed that all buildings had intrinsic spiritual functions that transcended the circumstantial and local requirements of the site, construction technology, and the commissioner's purpose. The spirit of a building was timeless; once an architect discovered this poetic inner essence, the rest was easy."[1]

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[1] Withold Rybczynski (1992). *Looking Around*, Penguin: 126.

Commission Cards

Bank Funds

Draw Deck

Discard Deck

Client

Active Modifiers

Commission Board

Construction Cards

Architect Card & Funds

Inactive Modifiers

Client Funds

Detailed Rules

Game Play
A game for two or more players

Read the following complete set of rules before playing. Then, follow the instructions in the **Learning to Play** section on page 7.

Rules

NOTE: A "move" is the actions a player takes when it's their turn. A "round" consists of each player taking their turn consecutively. The game isn't complete until each player has taken their turn in the final round.

1. Shuffle and deal face down to each player one of the Architect cards. In games with fewer players than the number of architect cards, some Architect cards will not be used.
2. Shuffle and deal 6 Construction cards (cards with one of the four different suits) to each player. You can play with either an open or closed. Set the remaining cards aside for subsequent draws. Subsequent draws are described in the _commission construction rules._

Bidding on and Winning Commissions
3. Lay out the commission boards so that all players can see them.
4. Each commission board is marked with a maximum and minimum bid amount.
5. Players "win" a commission board by being the player who makes the lowest bid for that board.
6. Each player moves the slider on their architect card to record their bid. The bid must be between the maximum and minimum amount shown on board they are bidding on.
7. Players simultaneously place their architect cards face up on the board they are bidding on.
   ○ If only one player bids on any one board, they win that board.
   ○ If multiple players bid on any one board, the lowest bid wins the board.
   ○ If there are ties for the bidding on any board, the oldest architect wins (according to their year of birth as listed on their architect card.)
   ○ Players who lose their bids must continue bidding on the remaining boards until all players have won a board.
8. Each player starts with the board they have won, with the amount of Client Funds equal to the amount they bid for their board.
9. Place money tokens in the Client Funds areas shown on each player mat Keep the client and architect funds separate.
10. Each token is marked with its denomination.
11. Pick a client pawn. Place it on the starting circle marked "S," on your commission board.

Moving Across the Board

12. Play proceeds in the order of the roman numeral shown on each commission board, from lowest to highest.
13. Player take turns moving their client from one space to the next along the lines on their commission board.
    ○ With each move to the right, the player's architect accumulates funds that come from their client according to the value of the space **to which** their client moves.
    ○ With each move to the left, the player's architect returns funds to their client according to the value of the space **from which** their client moves.
    ○ For moves along vertical lines, the direction forward is marked with an arrow. In summary: moving forward move funds from the client to the architect; moving backward moves funds from the architect to the client.
    ○ Keep the client and architect funds separate.
14. Players cannot move into the **BLUE**, **GRAY**, or **PURPLE** areas unless those areas have been opened by card-play. If they have moved into those areas when they areas are open and then the areas are closed, they can remain in the areas or move out of them, but they cannot reenter an areas that is closed.
15. The **YELLOW** areas are always open.
16. Players can always move across the colored lines but these lines have no special effect until they are activated by card-play. The exception is the dashed lines, that can only be crossed when they're open.
17. Players must move their client on each turn. If they cannot make any move for lack of either client or architect funds, then they are bankrupt and out of the game.

Card Play

18. Player's can play one or more card during each turn. If they play no cards, then they must discard one card and draw a replacement.
19. You can always discard one card per turn whether you play any cards or not.
20. Each player can play one or more of these card hands:
    ○ Single card plays only affect your client.
    ○ Two cards of the same number and text can be played to affect an opponent. Only one two-card play can be directed at any other opponent per turn, but two-card plays can be directed at directed at multiple different opponents in a turn. The action required of the opponent must be executed when the card is played.
    ○ Three cards that affect the lines or spaces of the playing boards. These plays affect ALL the players' boards.
    ○ Four cards that affect the areas of the playing boards, affecting ALL the players' boards.
21. After each card play, each player's hand is restored to 6 cards by picking new cards from the Construction deck. When the Construction Deck is exhausted, the discards are shuffled and become the new Construction Deck.

22. A card can only count toward one or another type of card play in a player's turn. Cards cannot play "double-duty" by counting toward more than one action in a given turn.
23. When a card play affects the paths, spaces, or areas, a flag marker is placed so that all players can see the new condition.
    ○ Plays affecting colored areas are signaled by setting out the corresponding square colored tile.
    ○ Plays affecting colored spaces are signaled by setting out the corresponding round colored disk.
    ○ Plays affecting colored paths are signaled by setting out the corresponding colored ring.
24. The amount of funds earned or lost on each move are modified according to which colored lines are activated, as listed below in the **Card Group Effect** section.
25. Extra funds are given by the central bank to a player's client, or returned to the central bank from each client, for each single card play, as indicated on the card.
26. Extra funds are given by the central bank to an opponent's client, or returned to the central bank from an opponent's client, for each two-card play directed at an opponent, as indicated on the cards with identical numbers and instructions.
27. Movements across dashed lines are allowed when dashed lines are activated and disallowed when the dashed lines are de-activated.
28. Hyper-jumps between red, green, and blue spaces are enabled when the corresponding card combinations are played, and disabled when played again.

Each Player's Objective

29. Players aim to finish their commissions by reaching the finishing space, marked "F," with their architect having earned more than any other player.
30. They do this by moving their client along paths that pay their architect the most without bankrupting their client.
31. Clients go bankrupt when they have no more funds to pay for their move, of if a player's architect is obliged to pay funds they do not have.
32. If any player's client or architect goes bankrupt before they reach the finish space, that player has lost and is out of the game.
    ○ Their commission board is removed from play.
    ○ Their Construction Cards are put in the discard pile, and
    ○ Their funds are returned to the bank.
33. A player's commission is complete when their client reaches the final space labeled "F." Once a player's client reaches the final space, that player's game is over and they cannot make any more moves or play any more cards. The cards in their hand are returned to the discard pile. Their score is equal to the total funds their architect has earned.

The Endgame

34. On the round starting after the first player reach their board's final space, players can play the cards that remain in their hands but no new cards are drawn.
    ○ Note that this occurs on the round **AFTER** the first player completes their commission, not after the first player reaches their finishing space. That is, the other players get to complete their turn normally for that round.
35. All areas are closed, including the pink square. Players can move out of these areas but not into them.
35. On all subsequent turns, the gains from moving forward are cut in half, so each move gains only half of what's shown on the board. This reduction affect the rewards shown on the board, earned by crossing lines, or due to any cards played.
37. The penalties for moving backward continue the same as before, withdrawing funds from the architect to the client or back to the bank in the amount shown on the space retreated from and whatever lines are in effect.
38. If the bank runs out of funds, then the game continues without any more funds being disbursed by the bank.

Determine the Winner

39. Once all players have either completed their commissions or gone bankrupt, the game is over.
40. The architect with the most funds wins.

Construction Cards

Cards numbered 1 through 15 in the four suites, **GLASS**, **STONE**, **STEEL**, and **WOOD.**

1. Ascend **OR** advance, client **gains** 4 funds from bank.
2. Retreat **OR** ascend, client **gains** 4 funds from bank.
3. Retreat **OR** descend, client **gains** 4 funds from bank.
4. Descend **OR** advance, client **gains** 4 funds from bank.
5. Ascend **OR** advance, architect **pays** 4 to bank. (See Note #1.)
6. Retreat **OR** ascend, architect **pays** 4 to bank. (See Note #1.)
7. Retreat **OR** descend, architect **pays** 4 to bank. (See Note #1.)
8. Descend **OR** advance, architect **pays** 4 to bank. (See Note #1.)
9. **GLASS**: Retreat at no cost or gain **OR** open or close **any** area.
9. **STONE**: Retreat at no cost or gain **OR** open or close the **PURPLE** area.
9. **STEEL**: Retreat at no cost or gain **OR** open or close **any** line.
9. **WOOD**: Retreat at no cost or gain **OR** open or close **any** colored space.
10. Move TWO spaces in any direction, pay cost or gain from the second move only.
11. Move **THREE** spaces in any direction, pay cost or gain from the third move

only
12. Advance **AND** descend, architect **pays** 4 to bank. (See Note #1.)
13. Retreat **AND** descend, architect **pays** 4 to bank. (See Note #1.)
14. Advance **AND** ascend, architect **pays** 4 to bank. (See Note #1.)
15. Retreat **AND** ascend, architect **pays** 4 to bank. (See Note #1.)

Note #1: If the architect is ever required to pay funds they don't have, their client must pay the balance for them. If neither have the funds, then that player is bankrupt and out of the game.

Note #2: Advance means any move that follows a line in a positive direction, while retreat is a move in a negative direction. Ascend is any move upward; descend is any move downward.

Each player is dealt a hand of 6 cards

Play 1 or more cards on your turn. If you don't play a card, discard one card and draw a replacement.

Cards played or discarded go to the discard pile.

Play 1 card to apply the card's rule to yourself (the player who holds the card)

Play a Pair (a pair is 2 cards of the same number and text in different suits) to apply the rule to any other player.

On each turn you can make card plays of the different card play types. The four types are:
1) cards that apply to yourself,
2) cards that apply to another player,
3) a group of cards that affect the lines, spaces, or areas on the playing boards,
4) a 5-card flush (5 of the same suit) or a 5-card run (consecutively numbered cards of any suit).

When you play one card, the effect is what's written on the card. When you play a set of cards as a group you only apply the group's effect, not the effects listed on the cards.

Card Group Effects

2-card Plays

Two cards of the same number and text can be played on an opponent. At the time the cards are played, the opponent must move as dictated by the cards played on them if they are able. If they are not able, because they cannot move into a closed area or across a dashed line, then the cards played on them have no effect and are discarded.

Only one pair of cards can be played on each opponent per turn. If the cards require the architect return funds that the architect does not have, then the architect's client must make up the difference. If neither the architect nor their client have the required funds, then that player is bankrupt and is out of the game.

3-card Straight

Play 3 consecutively numbered cards that include a **STONE** cards to activate/deactivate **BLUE** lines: any client who who travels along a **BLUE** line gains additional half of the sum of the points at both ends (paid by the bank).

Play 3 consecutively numbered cards that include a **STEEL** cards to activate/deactivate **ORANGE** lines: any client who who travels along an **ORANGE** line pays half of the sum of the points at both ends (paid to the bank).

Play 3 consecutively numbered cards that include a **GLASS** cards to activate/deactivate **GREEN** lines: any client who who travels along a **GREEN** line gains additional sum of the points at both ends (paid by the bank).

Play 3 consecutively numbered cards that include a **WOOD** cards to activate/deactivate **RED** lines: any client who travels along a **RED** line loses the sum of the points at both ends (paid to the bank).

3-card Hand

Play any three cards of different suits to open/close the **DASHED** lines on all boards. Until the **DASHED** lines have been opened, they cannot be crossed. Once opened, **DASHED** lines behave like other lines.

3-card Flush

Play any 3 **STONE** cards to activate/deactivate the **BLUE** spaces on all boards. When a client lands on an active **BLUE** space they can immediately go to any other **BLUE** space and earn the average of the values at the two **BLUE** spaces.

Play any 3 **GLASS** cards to activate/deactivate the **GLASS** spaces on all boards. When a client lands on an active **GLASS** space they can immediately go to any other **GLASS** space and earn the average of the values at the two **GLASS** spaces.

Play any 3 **WOOD** cards to activate/deactivate the **RED CIRCLED** spaces on all boards. When a client lands on an active **RED CIRCLED** space they immediately go to the **RED CIRCLED** space with the next higher number and collect the number shown on the original **RED** space they landed on. If they

move to the **RED** space with the highest value (12), then move to the **RED** space with the lowest value (2). When retreating from a **RED** space, return the funds as marked on the **RED** space (not value gained as shown on the **RED** space first landed on when the **RED** spaces are active).

Play any 3 **STEEL** cards to turn the positive rewards shown on all the **±BLACK** spaces into their negative value. Negative values remain in force until the **±BLACK** spaces are turned back to the positive.

Playing any 3 **STEEL** cards again returns the reward on all the **±BLACK** spaces to their positive values.

Note that when…
— advancing to a **+BLACK** space, the architect gains from the client the amount shown,
— retreating from a **+BLACK** space, the architect refunds to the client the amount shown,
— advancing to a **-BLACK** space, the architect refunds to the client the negative of shown amount,
— retreating from a **-BLACK** space, the architect gains from the client the negative of shown amount.

4-card Flush

Playing any four cards of the same suit gains the architect 4 funds from the bank and flips all clients in the starting **YELLOW** area from the lower to upper, or upper to lower half of every commission board. This applies only to those clients on the 6 spaces in the **YELLOW** area for this turn only.

This 4-card hand can be played repeatedly by the same or different players on consecutive moves. The places that are flipped and the places they flip to are indicated by dotted lines that connect the upper and lower halves of the **YELLOW** area. No other spaces are affects.

4-card Hand (a badugi)

Playing any four cards of all different suits enable/disables all **PINK SQUARES**. These spaces cannot be moved to or through unless they are enabled.

Two Sets of Two-of-a-Kind

Play any two sets of Two-of-a-Kind (Two-of-a-Kind is any two cards in the same suit) of **STONE** and a Two-of-a-Kind of **WOOD**, or of **STONE** and **STEEL** —to open the **BLUE** areas (top and bottom areas).

Play any two Two-of-a-Kind of **GLASS** and **WOOD**, or a Two-of-a-Kind of

GLASS and **STEEL**—to open the **GREY** area (center area).

Play one pair of **STONE** and one pair of **GLASS**, or one pair of **STEEL** and one pair of **WOOD** to open all the **PURPLE** areas (surrounding the "F" finish space).

5-card Flush

Playing any five cards of the same suit allows you to switch (trade) your and any other player's client, all with all the clients' funds.

5-card Run

Five consecutively numbered cards of any suits awards an architect 10 funds from the bank.

Learning to Play

The idea is to collect as much money as possible as you move from start to finish, but the board is complicated, the mechanics are detailed, and there's no obvious strategy. An easy way to learn is just to go through the motions.

Here are steps to playing a game automatically. Follow these steps to create an imaginary opponent to play against yourself.

Automatic Game Play

Begin by skipping the bidding for boards, and instead, pick commission boards at random (draw Commission Cards and assign to each player the number on the card they've picked).

Assign the maximum bid amount to each client by collecting these funds from the bank and setting them aside for each client. Each architect starts with zero funds.

Draw 5 cards for yourself and 5 cards for your opponent. Pick your pieces and start clients on the spaces marked "S" on their respective boards.

Let the opponent go first, and follow these steps for each of the opponent's turns.

1. If you're playing for the opponent, then examine the opponent's cards and identify the cards that offer an advantageous move. If there is such a card, then it will indicate the direction to move. If the move is not possible, chose another positive card at random from the hand. Play this card, gain its advantage, and discard it.
2. If there are several directions the client can move, choose one at random. If the hand has no advantageous card, then move forward by following the most lucrative path to the next space and don't play a movement card.

3. Collect whatever funds from the bank are indicated on the card, then collect funds from the client according to the value of the space they've moved to and give these funds to the architect.
4. Determine if there any negative playing cards that can be applied to the opponent (combinations of 2 cards of the same number with negative effect). If you have such a pair, play them on the opponent, but only if the opponent is able to execute the instructions on the cards.
5. Next, examine the cards remaining in the hand for any 3-card combinations activate any of the colored spaces not yet activated. If there is such a 3-card combination, then play it. As you do, set the disk of that color where it can be seen by all players. This indicate the special actions of the spaces of that color and now active. Don't play any hands that de-activate spaces.
6. Next, examine the remaining cards for any 4-card combinations that will open areas not yet open. If you have such combinations, play them. As you do, set out the square tile of that color where it can be seen by all players. This indicates that areas of this color are now open on all boards. Don't play any hands that de-activate areas.
7. Next, if 5 cards remain in the hand, determine if they are a run or a flush. Play either of these if you have them.
8. Next, if there is a card in your hand you don't like, discard it..
9. Finally, draw enough cards from the construction deck to replenish the hand of 6 cards. This is the end of the player's turn

Repeat these steps for each player on every turn.

As you become familiar with the actions and options, you'll see alternatives. Apply them to learn the consequences. The only hard and fast rule is that every player must move their client and play at least one card on every move.

The Villa Savoye

"It's raining in the hall, it's raining on the ramp, and the wall of the garage is absolutely soaked. What's more, it's still raining in my bathroom, which floods in bad weather, as the water comes in through the skylight... After innumerable demands on my part, you have finally accepted that this house which you built in 1929 is uninhabitable."
— **Madame Savoye**, in a 1937 letter to the architect, Le Corbusier, concerning the state of the Villa Savoye.