



Earth Suburb Needs Pizza!

Due to the troubled economy on Mars, you've decided to break into the Earth pizza market. You've developed an assortment of brands that are nontoxic and nicely inconspicuous...you think. The next step is to test-market your wares in a controlled area where you can closely observe the results.

Thus, you have dispatched families of Martians to construct an Earth Suburb to attract humans. Each Martian family (3 adults, 3 teens, and 3 children) will then live in the suburb, masquerading as humans, and sell pizza to the Earthlings.

Your marketing division has developed a scheme for laying out and naming streets that's guaranteed to produce a suburb with Earthling appeal. Just find a flat surface, start building, and let the Earthlings move in and start buying pizzas!

What is Rambling Sprawl Estates?

By shuffling these tiles, then placing them one at a time in a grid formation, following the Layout Rules, you can build a map of a charming Earth Suburb.

The process of laying out the map can be a relaxing puzzle or a competitive game.

Once you've built your sprawl, you can play the pizza-selling game, in theory...

What is a Beta-test deck?

A "beta test" is an opportunity for customers to contribute to the development of a new product before its official release. In the case of Rambling Sprawl Estates, you can help to design the game!

We think building sprawl is fun, and delivering pizzas seems like an interesting way to use the resulting map.

But the pizza-delivery game's rules are not complete. Rather than keep working in isolation until the game is perfect, we decided to release the deck (with temporary art) so that you can enjoy the layout phase and help us figure out how to make the game as much fun as building the sprawl!

So bulldoze the clutter off your table to make way for suburban development. Experiment with our rules or any others you're inspired to create, and send your ideas, suggestions, or comments to us at:

sprawl@efran.org

Deck of tiles? All I see is a PDF file!

Some assembly required. Print the tiles and cards (Tiles_and_Cards.pdf) on the heaviest card stock or cover stock that will go through your printer. Or print onto full-sheet stickers and stick to cardboard. Or use plain paper. If you like, turn the Goal cards over and print the optional card backs (Optional_Card_Backs.pdf) on the reverse. Then cut out the tiles and cards with scissors or a paper-cutter.

The Building Process

If you are working alone as the construction superintendent, simply take a tile from the top of the stack and place it on the site. Then take another tile and place it appropriately next to the first. Continue, setting aside any tiles that don't fit when they come up and placing them when you create a space for them. If you reach the end of the deck and have tiles that still don't fit, rearrange—the convenient modular nature of Rambling Sprawl Estates allows tiles to be relocated without pesky demolition costs.

If you're a group making your first foray into Sprawl, give each person a stack of tiles and work together, as you would on a jigsaw puzzle. Getting all the tiles to fit is very challenging, especially when you're not familiar with the deck.

If you're a committee, deal the tiles evenly to committee members. Legally position the extra tile(s) on the site. Each committee member in turn places one tile. If a member has no usable tiles, she may move a tile already in play to another legal position such that she is able to play one of the tiles from her hand.

If you're the kind of committee that's not satisfied with working together in harmony, preferring to reward individual achievements:

*Score 3 points each time you play a tile that completes a residential street.

*Score 1 point each time you play a nonresidential tile.

*Score the designated number of point(s) for playing the tile that accomplishes any of the goals on the list accompanying the game.

If your committee also craves behind-the-scenes scheming, cut up the list of goals and have each committee member draw a few goals and keep them secret. When the development is completed, each committee member scores points for each goal in her hand that has been achieved—regardless of who played the tile that achieved it.

Terrain Design Tool

Another use for Rambling Sprawl Estates is to help you design a street layout for use in a novel, role-playing game, fantasy escape world, etc. Your desired setting isn't suburbia? Imagine the same curves, bridges, nonresidential places, etc., with different street names.

Now That We've Built This Map, What Do We Do With It?

Get out there and sell some pizza!

Uh oh. The home office forgot to send the manuals for the pizzerias. Good thing you took notes during mission training! Here are the ideas you're starting with:

- Use Icehouse pieces (versatile pyramids from LooneyLabs.com) to represent your pizza-delivery vehicles. They are the right size for the streets and come in colors to match the pizzerias. If you don't have pyramids, though, you can use some other type of game pieces.
- Each pizzeria has 3 vehicles of different sizes, with different movement abilities:
 - The large van moves up to 6 tiles per turn (has 6 movement points). Its pizza capacity is limited only by the number of pending orders (see below). Getting out of the van to deliver a pizza takes 1 movement point. Reversing direction takes 2.
 - The medium-sized car is the same as the van except that it can hold only 2 pizzas and takes only 1 point to reverse.
 - The small bike can move 3 tiles per turn and carry 1 pizza. It can cut across parking lots anywhere non-residential tiles touch and can drive through Sprawl-Mart, up/down the steps, and across any vacant lot completely surrounded by tiles. It can not drive across lawns or jump off the bridge.
- Use small tokens or bits of colored paper to represent the pizzas.
- Cut up the list of street and business names; these are the locations of pizza orders.
- On her turn, each player receives an order. If she hasn't filled the order by the end of her turn, another pizzeria may fill it—the customer won't notice until after paying for it! The player who fills an order keeps the slip of paper representing it.
- When a vehicle leaves its pizzeria, it may carry a number of pizzas that (a) does not exceed its capacity and (b) does not cause the pizzeria's fleet of 3 vehicles to be carrying more pizzas than the number of pending orders. For example, if 3 orders for 1 pizza each and 1 order for 2 pizzas are waiting to be filled, a pizzeria's fleet may carry up to 5 pizzas; if its bike is carrying 1 and car is carrying 2, when the van refills it may take only 2 pizzas.
- Pizza(s) may be transferred from one vehicle to another if both vehicles are on the same tile and each uses 1 movement point for the transfer.
- The bike can be transported in the van if there is no more than 1 pizza in the van.
- Only the bike can deliver a pizza on the steps.
- Might there be some action cards? Maybe you draw one each time you return to your pizzeria.

Maybe there's more to life than selling pizzas.

Games with other themes could be played on this map. You might try a game of Martian family life in which you enhance your Earth camouflage by engaging in Earth customs: Transport your children to enriching activities, and buy them shoes without getting mired in the nearby toy store. Let your teens rack up social points in the pizzerias, arcade, and newsstand, but make sure they get to the library and orthodontist. Get all your offspring to school on time! Send two of your adults to work at Develocorp and The Mall while the other runs errands. Here are some hints for family management:

- A typical Martian nuclear family is 3 adults, 3 teens, and 3 children. Use Icehouse pyramids to represent family members.
- Each family's home is on the tile corresponding to the family name: Red=Apple, Orange=Fox, Yellow=Golden, Green=Green, Blue=Lake, Purple=Berry, Cyan=Brook, Magenta=Flower, Clear=Hollow, Black=Shade, White=Marble, Gray=Stone.
- Each adult's minivan is capable of transporting all 6 offspring. (Turn a large pyramid on its side for driving, and nest the offspring inside.) The number of tiles each van can move per turn is 10 minus the number of offspring in the van. Dropping off and/or picking up offspring uses 1 movement point.
- Teens may walk 3 tiles per turn. Their movement points may be used (instead of their parents') for getting into and out of vans. They can cut across parking lots anywhere non-residential tiles touch, through Sprawl-Mart, up/down the steps, and across any vacant lot completely surrounded by tiles. They can not walk across lawns or jump off the bridge.
- Children are not allowed to walk anywhere. What, do you want them to get molested by an Earthling?!
- Set a number of turns to represent the school day, a number for the work day, and a number for the entire day.
- Your family's final goal for the day is to get all your family members home along with a pizza picked up from the pizzeria of the same color.
- How can this become a competitive game, rather than a tedious process of parallel accomplishment? If you have any great ideas for actions or other tweaks that make the game more fun, please tell us.

We hope you'll have some good ideas! Send your suggestions and comments to sprawl@efran.org

Layout Rules

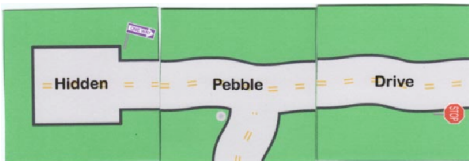
You may develop any surface (tabletop, floor, sofa, etc.) that is large enough to hold all the tiles. If your surface has edges (like a table) tiles must be placed such that they are completely on the table. If there are any landscape features impeding development (like a chair leg) simply build around them.

Every tile's streets (gray) must connect to streets on the adjacent tiles. That is, where two tile edges meet, either both have streets or neither has a street.

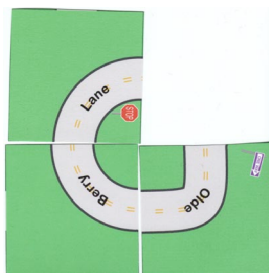
Residential street tiles are of three types: beginnings, middles, and ends. Beginnings are marked with an arrow-feather. Middles have two round dots. Ends have a square. These marks line up from one card to another across connectable edges.

Each residential street must be made up of 3 tiles placed such that the words can be read along a line (however curved). Examples:

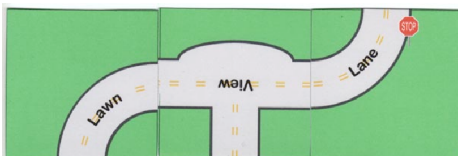
Right:



Right:



Wrong:

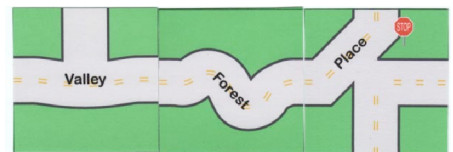


The 3 tiles in a street, in order, may be either beginning+middle+end or middle+middle+end. Examples:

Right:



Right:



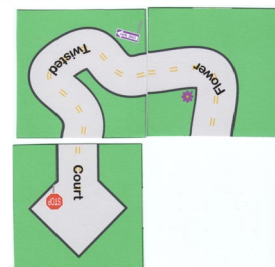
Wrong:



Wrong:



Wrong:





Non-residential blocks may be played anywhere they do not interrupt a residential street. Examples:

Right:



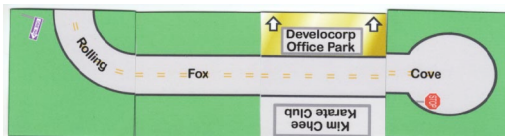
Right:



Wrong:



Wrong:



All tiles must be positioned that the streets connect to each other somewhere, enabling cars to reach every business and every residential block without leaving your development. To do otherwise would unnecessarily shrink the pizza market. You may place tiles that do not connect at the time of placement, but when the development is complete all tiles must be connected.

Vacant lots surrounded by development are allowed, but cars cannot drive across them.



Layout Rules: Special Zoning

Sprawlmart's two parking lots create a double dead end. Cars may not drive through the building.

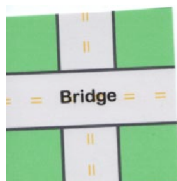


Cars may drive through the Drive-Thru Dri-Kleen, but the Xtreme Xperience parking lot is not connected.

The staircase connects two streets for pedestrians, bikes, or skateboards but not for cars.



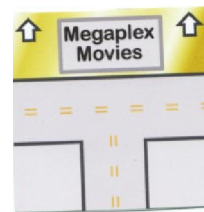
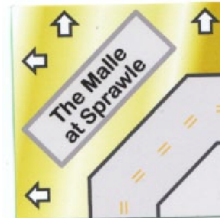
The street including "Bridge" crosses over the other street on the tile; they are not connected.



The Decorative Pond must be placed such that the only tiles touching it are residential.



Some businesses are larger than the tiles depicting them. This is indicated by the arrows in their parking lots:



No card may be placed where one of these arrows would point at it.

Questions? Comments?
Game-play ideas?
Please contact us at
sprawl@efran.org

Tile concept and design by 'Becca Stallings
Alpha deck refinements by Alison Frane
Beta deck art by Dan Efran

Copyright ©2007-2009 Rebecca Stallings. All Rights Reserved.

www.efran.org/beta/sprawl