

















Created by 'Becca Stallings  
Beta-test deck v0.71  
*Help us playtest this game!*  
Download a beta-test kit at  
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## Ironies

Score 5 points for each of these:

- \* "View" is at the edge of the developed area—no adjacent street on at least one side.
- \* One end of the street containing "Bridge" is a cul-de-sac.
- \* Two words with a gratuitous E ("Olde", "Wilde", "Thorne", "Pointe", "Towne", "Wicke") are in the same street.
- \* "Placid" connects to a nonresidential block.

## Alliteration

Score 5 points for every street in which two consecutive words start with the same letter.

Score 2 bonus points if all three words start with the same letter.

## No Vacancies

Score 20 points if there are no vacant lots—empty spaces surrounded by tiles on all four sides.

## 6ircles

Score 5 points for every driveable circle of exactly 6 tiles.

## Round Circles

Score 5 points for every street containing "Circle" whose 3 cards, in conjunction with 1 other card, form a circle. (Square corners are acceptable.)

## Decorated Pond

Score 5 points for each of these words in streets that border the Decorative Pond:

"Royal", "Manor", "Haven", "Marble", "View", "Pebble".

## Useful Stairs

Score 1 point for every card in the shortest possible driving route from one end of the staircase to the other.

## Business District

Score 2 points for every building included in the largest area of nonresidential tiles connected by streets.

## Sac-de-sac

Score 5 points for every street with a cul-de-sac at both ends.

**Winding twisted curves**

Score 5 points for every S-curve in the streets including “Winding” and “Twisted”. If the street reverses direction twice (S with an extra bend at the end) that counts as two S-curves.

**Togetherness**

Score 3 points for every direct street connection between 2 nonresidential tiles.

**Infinite edges**

Score 5 points for each “infinite size” edge (mall, Megaplex Movies, Develocorp) that touches the edge of your table/developable area.

**Exer-snacks**

Score 5 points for every pizzeria within a 3-block drive of Skinny Minnie's. (Count only the tiles between them, not the pizzeria tile or Skinny Minnie's tile.)

**Don't drive off a cliff**

Score 1 point for every card at the edge of the table/developable area that does NOT have a street running off the table. A card is “at the edge” if there isn't space for another card between it and the edge.

**Hill Valley stairs**

Score 10 points if “Hill” is in the street connected to one end of the staircase. Score 10 points if “Valley” is in the street connected to one end of the staircase. If both, they must be at opposite ends.

**Sprawl to Sprawl**

Score 1 point for every card in the shortest possible driving route from one side of Sprawlmart to the other.

**Redundant Redundancies**

Score 5 points for every redundant street name, e.g. “Meadow Field”, “Stone Pebble”, “Briar Thorne”.

**Alleys**

Score 2 points for every edge where 2 nonresidential tiles are adjacent.

### Dead-end couple

Score 5 points for every place 2 dead-end streets are adjacent.

### Paradox Lane

Score 5 points for every contradictory street name, e.g. "Sunny Shade", "Hidden View", "Hill Valley".

### Geographical Accuracy

Score 5 points for each of these:

- \* "Edge" is at the edge of the developed area —no adjacent street on at least one side.
- \* The street containing "Lake" touches the Decorative Pond.
- \* "Valley" connects to and is within 3 tiles of the street under the bridge.
- \* "Hill" connects to and is within 3 tiles of the street containing "Bridge".

### Relevance

Score 5 points for each of these:

- \* The church is directly connected to the street containing "Chapel".
- \* "Brook" connects to and is within 3 tiles of the street under the bridge.
- \* "Cliff" connects to and is within 3 tiles of the street containing "Bridge".
- \* The soccer field has open space (or edge of the table) on at least one side.

### Harder than jumping off a bridge

Score 1 point for every card in the shortest possible driving route from "Bridge" to under the bridge.

### Tee hee

Score 3 points for every street name whose silliness is remarked upon or laughed at by a player other than yourself.

### Xtreme Dri-Kleen

Score 1 point for every card in the shortest possible driving route from Drive-Thru Dri-Kleen to Xtreme Xperience.

### Continuity

Score 1 point for every tile in the largest contiguous portion of land unbroken by streets.

### No Outlet

Score 2 points for every card in the longest single-access cul-de-sac.

Delivery:	Apple	Delivery:	Dale	Delivery:	Happy	Delivery:	Lone
Delivery:	Babbling	Delivery:	Deer	Delivery:	Haven	Delivery:	Manor
Delivery:	Berry	Delivery:	Edge	Delivery:	Heart	Delivery:	Marble.
Delivery:	Breeze	Delivery:	Field	Delivery:	Heather	Delivery:	Meadow
Delivery:	Bridge	Delivery:	Flower	Delivery:	Hidden	Delivery:	Olde
Delivery:	Brier	Delivery:	Forest	Delivery:	Hill	Delivery:	Pebble
Delivery:	Brook	Delivery:	Fox	Delivery:	Hollow	Delivery:	Placid
Delivery:	Chapel	Delivery:	Glen	Delivery:	Knoll	Delivery:	Pointe
Delivery:	Cliff	Delivery:	Golden	Delivery:	Lake	Delivery:	Ridge
Delivery:	Crest	Delivery:	Green	Delivery:	Lawn	Delivery:	Rolling

Delivery:	Royal	Delivery:	Whispering	Delivery:	Drive-thru Dri-kleen	Delivery:	Patty's Piano
Delivery:	Shade	Delivery:	Wicke	Delivery:	Gas-n-Go	Delivery:	Phamily Pharm
Delivery:	Shire	Delivery:	Wilde	Delivery:	Gifty Nifty	Delivery:	Shoes 4 Yous.
Delivery:	Stone	Delivery:	Winding	Delivery:	Kellie's Kut-n-Kurl	Delivery:	Skinny Minnie's
Delivery:	Sunny	Delivery:	Big Blue Bank	Delivery:	*3* Kim Chee Karate	Delivery:	*3* soccer field
Delivery:	Thorne	Delivery:	*3* Inoffensive Church	Delivery:	Library	Delivery:	Sprawlmart
Delivery:	Towne	Delivery:	*3* Clearland Elementary	Delivery:	Megaplex Movies	Delivery:	*3* swim club
Delivery:	Twisted	Delivery:	Coffee Chateau	Delivery:	Miss Prissy's	Delivery:	those teenagers skate-boarding on the steps
Delivery:	Valley	Delivery:	*3* Develocorp	Delivery:	The Malle	Delivery:	Tidy Acres
Delivery:	View	Delivery:	Dr. Yanker	Delivery:	News Nook	Delivery:	Tranquil Villa

Delivery:	Uncle Nutzee's	Delivery:	Draw again and add 1 pizza to that order.	Delivery:	Draw again and add 1 pizza to that order.	Delivery:	Draw again and add 1 pizza to that order.
Delivery:	Video Vista	Delivery:	Draw again and add 1 pizza to that order.	Delivery:	Draw again and add 1 pizza to that order.	Delivery:	Draw again and add 1 pizza to that order.
Delivery:	*3* Westnorthwest Middle School	Delivery:	Draw again and add 1 pizza to that order.	Delivery:	Draw again and add 1 pizza to that order.	Delivery:	Draw again and add 5 pizzas to that order.
Delivery:	Xtreme Xperience	Delivery:		Delivery:		Delivery:	
Delivery:		Delivery:		Delivery:		Delivery:	