

TABLE TALK

Discussing cards is not only legal, but encouraged! Players may discuss anything they want, but they can't show their hand to anyone. Once you choose your card and reveal it, you must play it. But feel free to discuss placement!

FINAL SCORING

When all 15 cards have been played, your city is complete! Tally your team's final score:

BLOCKS: Your team scores 1 point per block in your largest group of each zone type. A "group" is a cluster of matching blocks connected by at least one edge. Only your largest group of each type is scored. If 2 or more groups of the same type are tied for your largest, you choose which group to score.

ROADS: Your team subtracts 1 point from your total score for each road in your city. Remember, a "road" is defined as a continuous stretch of a roadway.

SCORING CONDITIONS

In addition to your base scoring, you also score points for each of the 3 cards you placed off to the side. Each has a unique scoring condition. It is possible to lose points rather than gain points with some conditions.

Add the total of your block groups, subtract the total of your roads, and add/subtract any points earned from your scoring condition cards to get your final score. If this final score equals or exceeds the combined value of your 3 scoring condition cards, you win!

SOLO PLAY

Play is identical to the cooperative game, except you have one hand of 3 cards to work with each turn. After placing a card, draw a new card so that you have 3 cards and take your next turn. If there are no more cards in the deck, play until you run out of cards.

SCALING DIFFICULTY

Easier Game - Do not lose points for roads.
Harder Game - You only score for the largest block group of one zone type.



The block groups would score: Commercial 2, Industrial 2, Parks 4 and Residential 3 for a total of 11 points for BLOCK scoring.

You have 7 roads for a total of -7 points for ROAD scoring. This leaves you with 1 point as your base score. (11 - 7 = 4)

Next, tally all points from your three scoring conditions and add this to your base score to get your FINAL score. If it equals or exceeds your Target Score, you win!

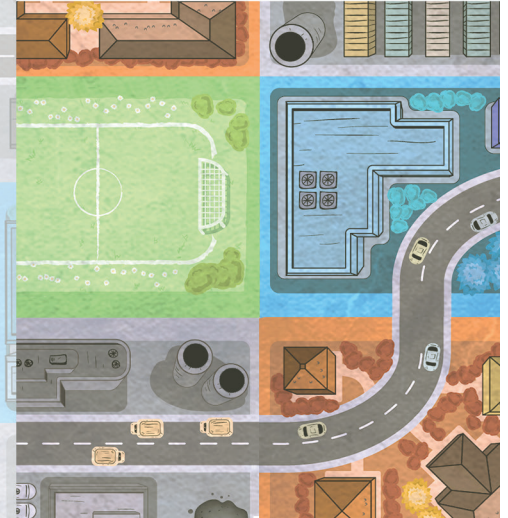
Design: Steven Aramini,
Danny Devine, Paul Kluka
Art: Danny Devine
Rules Editing: Travis D. Hill
2018 Button Shy Games



Rules questions? Visit buttonshygames.com

SPRAWLOPOLIS

STEVEN ARAMINI, DANNY DEVINE, PAUL KLUKA



PLACEMENT RULES

On your turn, you must place a card so that at least one block edge meets an existing block edge OR you may place your card so that it overlaps or covers a block (or multiple blocks) with your new card.

You may NOT tuck a card under a card in your city.

You may NOT place a card so that it only connects to your city by a corner.

When placing a card, you may rotate it 180 degrees, but you must place the card horizontally.

Creating an open space or gap in your city is allowed, so long as you adhere to the above placement rules.

LEGAL

ILLEGAL

ABOUT BLOCKS

A "block" is defined as a rectangular quadrant in one of four zone types: commercial (blue), park (green), industrial (grey), and residential (orange). Each card has four blocks in each of the four zone types.

ABOUT ROADS

Each card contains either one or two roads. A "road" is defined as a continuous stretch of roadway that may be as short as one block long (before it dead ends at a block edge or edge of the city) or several blocks long. Roads play an important role in your final scoring, as well as certain scoring conditions.

BUILDING THE CITY

If you are the start player, choose 1 of your 3 cards in hand, reveal it and add it to the city with the block side face up. After playing your card, pass your 2 remaining cards to your left neighbor. They now have 3 cards in hand and become the start player for the next turn.

Finally, draw the top card from the deck so that cards in the deck, continue playing with an empty hand. If you have fewer than 2 cards in your hand, draw the top card from the deck so that you have 1 card in hand. If there are no more cards in the deck, play until you run out of cards.

TWO PLAYER EXAMPLE SETUP

1. Shuffle the cards and randomly set 3 off to the side with their scoring conditions face up. These 3 cards show the specific conditions that apply to this game. Ignore the scoring conditions on the backs of all other cards.

Each of the scoring condition cards has a unique number on it. Add these three numbers together. This gives the Target Score (the total points your team must reach or exceed in order to win).

SETUP

18 cards with blocks and scoring conditions

COMPONENTS

1-4 Players
15 Minutes
8+ Ages

meet their lofty expectations!

plan carefully if you want to

requirements. You'll need to

got some pretty specific

officials happy... and they've

build a city that keeps the

metropolis! Together you must

develop the ultimate sprawling

planners have been hired to

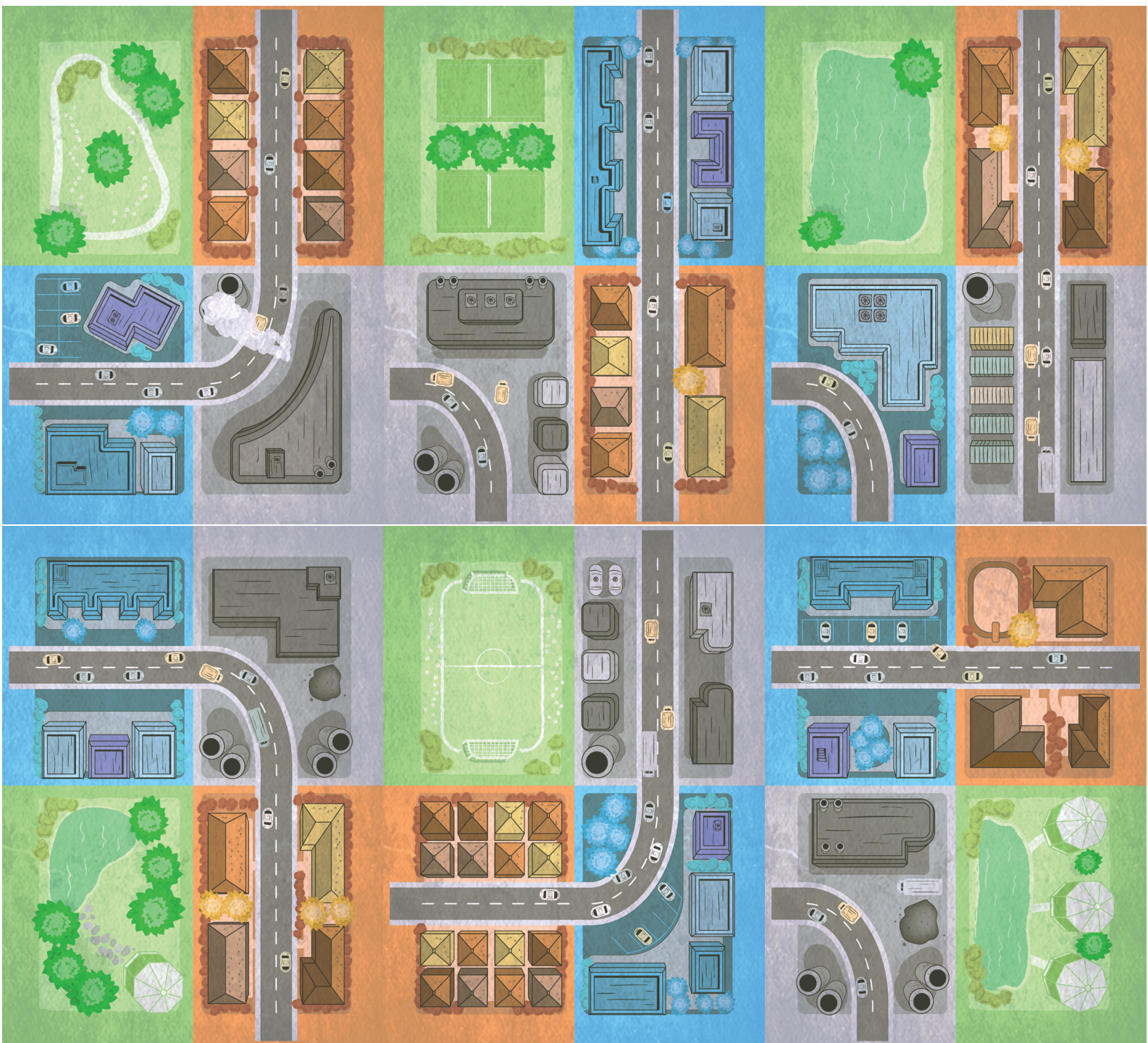
1. Choose a start player and deal them 3 cards, keeping their "blocks" side face down. Deal 1 face-down card to all other players. Take your "blocks" side to your fellow builders.

2. Keep the remaining cards off to the side with the "blocks" side face up to form the draw deck. Note that this gives all players a preview of the top card in the deck.

3. Set the top card of the deck into the Build Area to start your city.

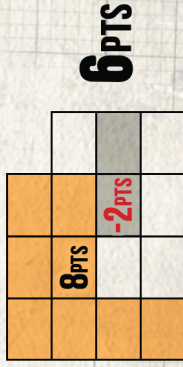
4. Place the top card of the deck into the Build Area to start your city.

5. Play begins with the start player and continues clockwise.



6 MASTER PLANNED

Subtract the number of blocks in your largest **Industrial** group from the number of blocks in your largest **Residential** group. Score that many points.



3 GO GREEN

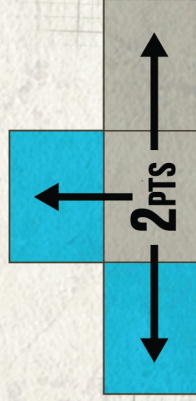
1PT / Park block in your city.

-3PTS / **Industrial** block in your city.



5 STACKS AND SCRAPERS

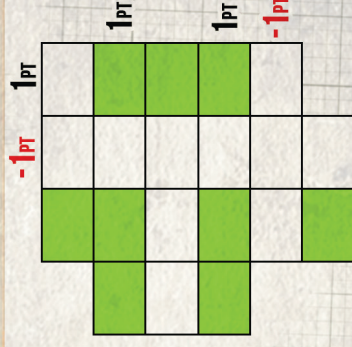
2PTS / Industrial block adjacent to only **Commercial** or **Industrial** blocks.



2 BLOOM BOOM

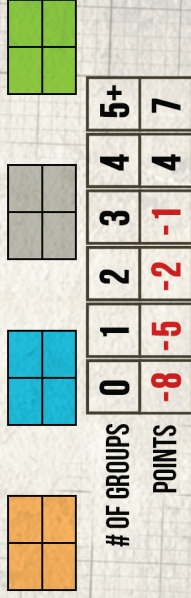
1PT / Each row & column with exactly **3 Park** blocks in it.

-1PT / Each row & column with exactly **0 Park** blocks in it.



4 BLOCK PARTY

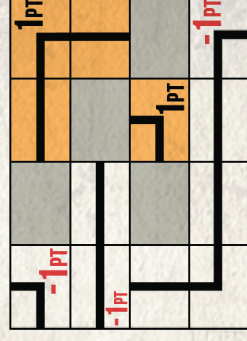
Score points per group of 4 "corner to corner" blocks of the same type. You may score multiple groups of the same type and a block may apply to more than one group.

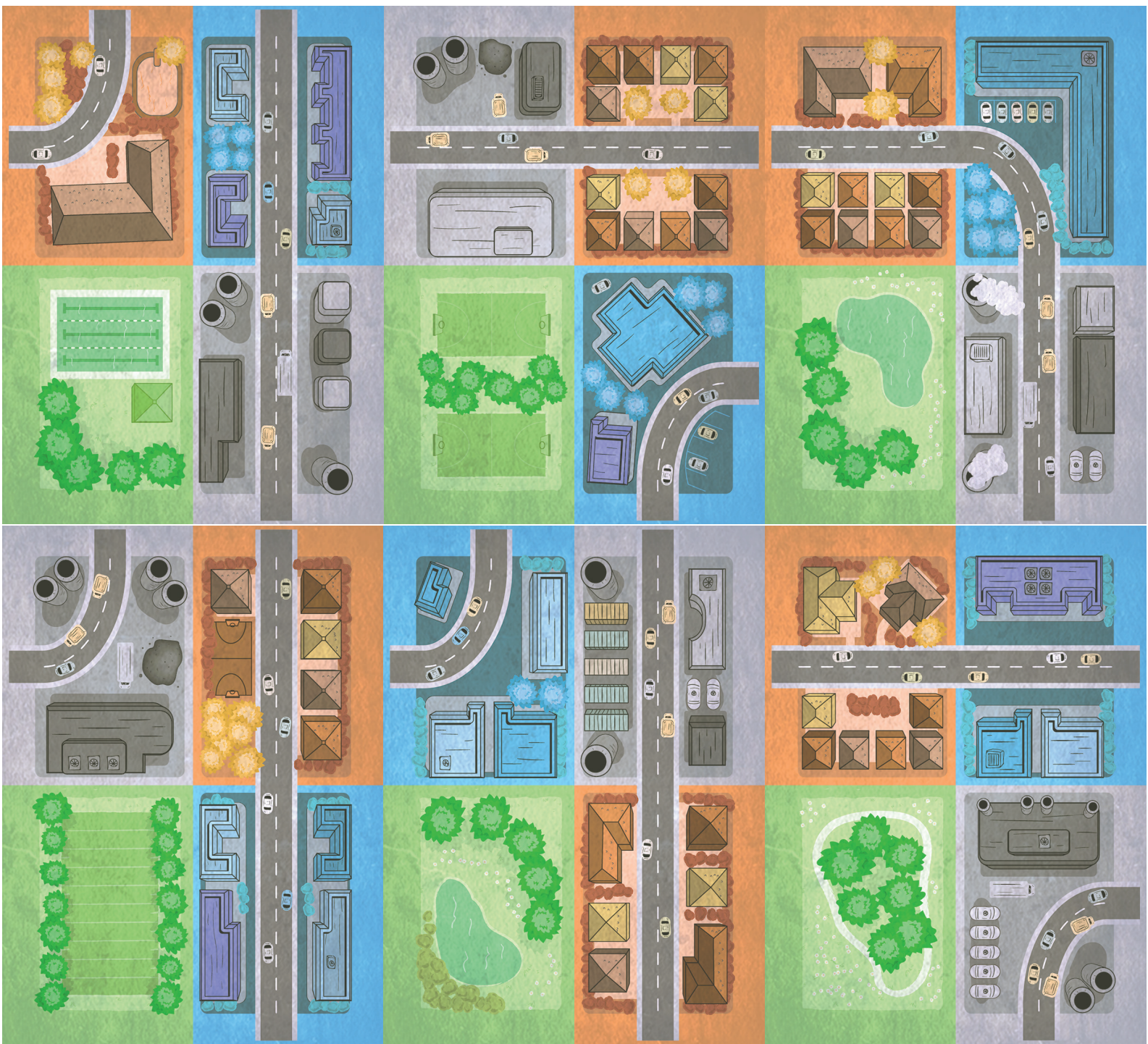


1 THE OUTSKIRTS

1PT / Road that does not end at the edge of the city.

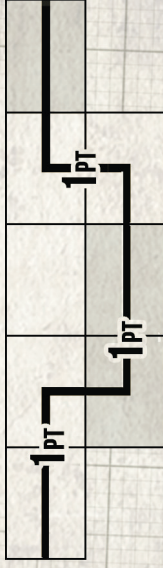
-1PT / Road that ends at the edge of the city.





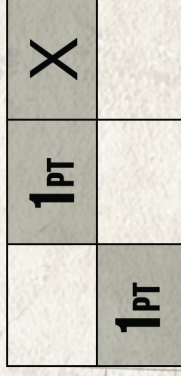
12 SUPERHIGHWAY

1PT / every 2 Road sections (rounded down) that are part of your longest road.



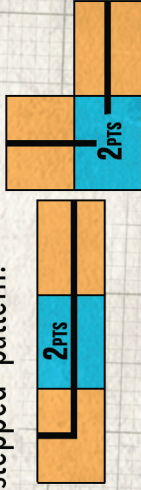
9 CONCRETE JUNGLE

1PT / Industrial block that shares a corner with at least 1 other Industrial block.



11 MINI MARTS

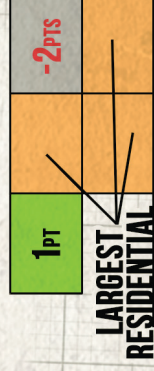
2PTS / Commercial blocks directly between two Residential blocks with the same road connecting all three blocks. Blocks may be a straight line or in a "stepped" pattern.



8 THE 'BURBS

1PT / Park block adjacent to your largest group of Residential blocks.

-2PTS / Industrial block adjacent to your largest group of Residential blocks.



10 THE STRIP

1PT / Commercial block in any 1 Row or Column of your choice. You may only score for 1 Row or Column.

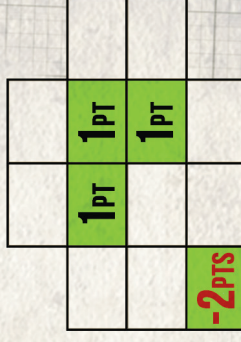


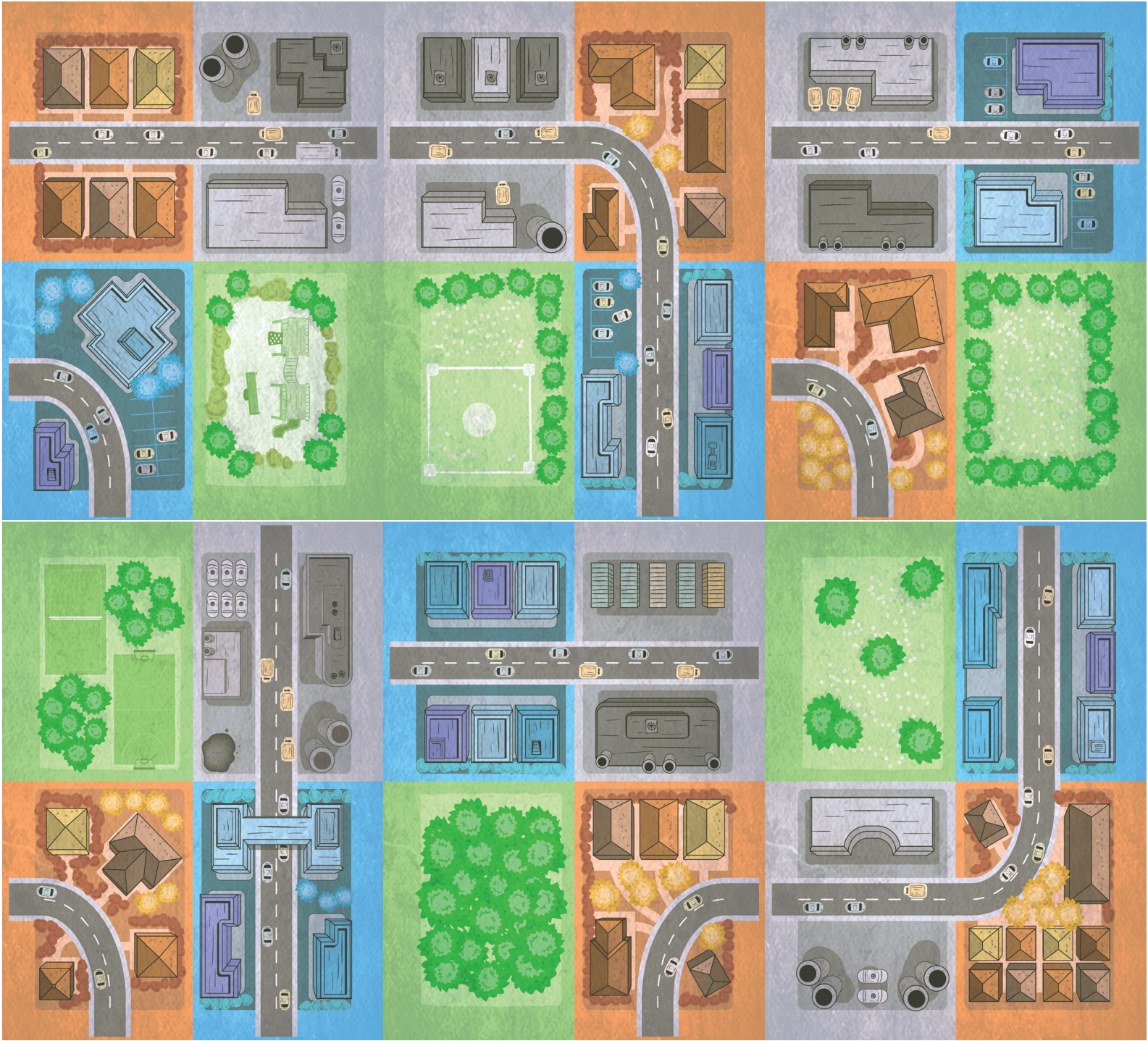
6PTS

7 CENTRAL PERKS

1PT / Park block located on the interior of the city.

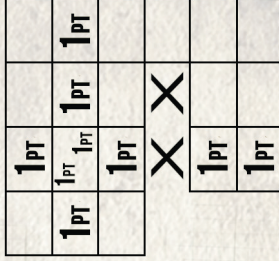
-2PTS / Park block on the edge of the city.





18 SPRAWLOPOLIS

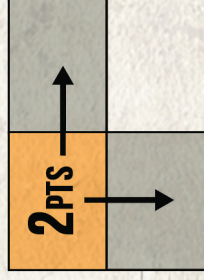
Add the number of blocks in your longest Row to the number of blocks in your longest Column (skipping any gaps).



Score that many points.

15 SKID ROW

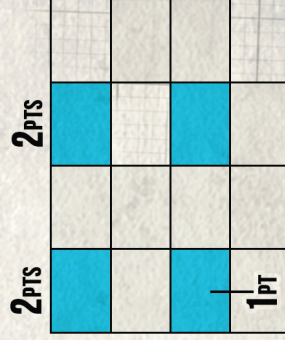
2PTS / Residential block adjacent to 2 or more Industrial blocks.



17 TOURIST TRAPS

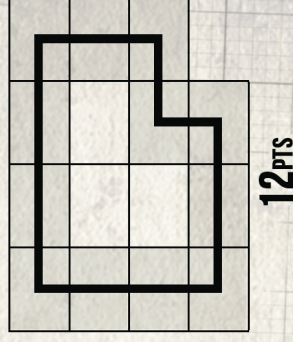
1PT/Commercial block on the edge of the city.

Additional **1PT/Commercial** block on a corner edge.



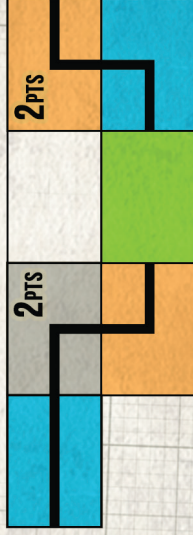
14 LOOPING LANES

1PT / Road section in a completed loop. You may score multiple loops in your city.



16 MORNING COMMUTE

2PTS / Road that passes through both a Residential block and a Commercial block.



13 PARK HOPPING

3PTS / Road that begins at one Park and ends at a different Park.

