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Thank you

Mall World

A game for 3-5 players planning a shopping paradise by Andrea Meyer

After many struggles, the decision has finally been made to build the new shopping center: Mall World. Now it is time for planning the shops that will be there and for deciding where they will be in the mall. The players are in charge of this task and are looking to make a lot of money in the process. Just like in real life, the winner of Mall World will be the one who earns the most money, be it legally or not.

Contents

· Board: Showing 36 rooms in the mall ◇1, one account track ◇2 for the Swiss bank accounts the players own, the lobby ◇3 with four sites for commissioning orders, and the mall bureau ◇4 for completing contracts.
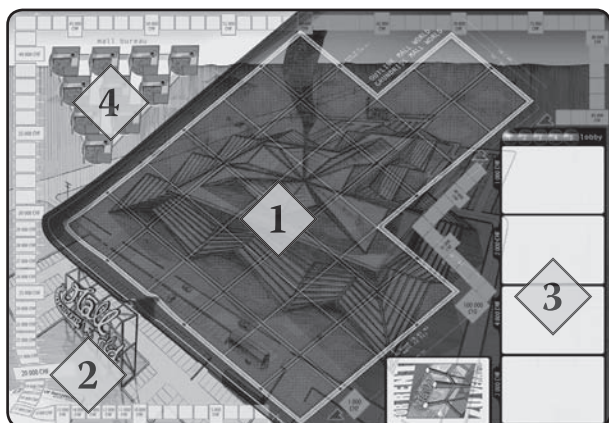
Picture: board

· 1 slush fund

· 36 shop tiles
    9 food shops in green,
    9 clothing shops in purple,
    9 sports shops in blue and
    9 hobby shops in red
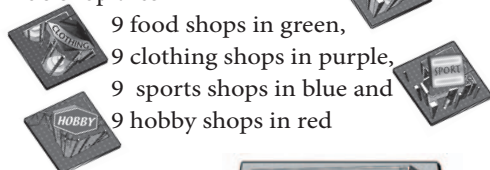
· one storage room

· one bathroom

· 32 target group chips
    8 women in green, 8 men in purple,
    8 teenagers in red, and 8 children in blue
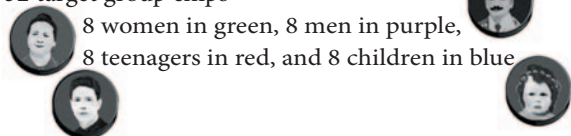
· 10 bribe chips
    values: 2x +4.000, +3.000, +2.000,
    +1.000, -1.000, 2x -2.000, 2x -3.000

· 40 approval cards

· 22 order cards, split in
    10 use orders (red)

    12 rent orders (green)

· 6 special orders (blue)

· liquid capital (25 wooden coins)

· 10 player markers (2 in each player color)

· 5 overviews
  (front English,
   back German)

· 1 rules

Before getting started

Before you start playing „Mall World" the first time please punch out all tiles, chips and the slush fund.

Preparation

Note: when 3 players are playing, there are some changes. These changes are detailed below and in an overview at the end of the rules.

Before every game

· Place the board on the table. When three or four players are playing, put the storage room onto three adjacent shops. If only three players are playing, put the bathroom on another three adjacent shops. No shop may be completely separated from the rest of the mall by the placements of the storage room and bathroom.

· Place the slush fund next to the board.

· Sort the target group chips and the shop tiles and place them face-up next to the board.

· Place one shop tile of each color onto the board, so that none of them touches another shop tile.

If you are playing "Mall World" for the first time, place the shop tiles as shown in the picture below.

· Shuffle the approval cards and place them in a stack face down next to the board, turn the top four cards face up next to the stack.

· Shuffle the rent orders and the use orders separately. Build

a face down stack by placing the rent orders at the bottom and the use orders on top of them. With three players remove three cards of each kind and put them back into the box. Place the stack onto the lobby entrance. Draw the top four orders and put them on the sites indicated.

· Shuffle the bribe chips face down. Draw one chip more than there are players and place these chips face up into the mall bureau. Put the remaining bribe chips aside; you will need them in later rounds.

· Each player takes 2 markers of his color. Each places one marker on the account track at 20,000 CHF. The other is the player's color marker and he places it in his play area. Each player takes five coins, 1 overview, one face down special order (distribute by chance), and 4 approval cards from the face down stack.

· Put the remaining markers, coins, overviews, and face down special orders back into the box. They will not be used in the game.
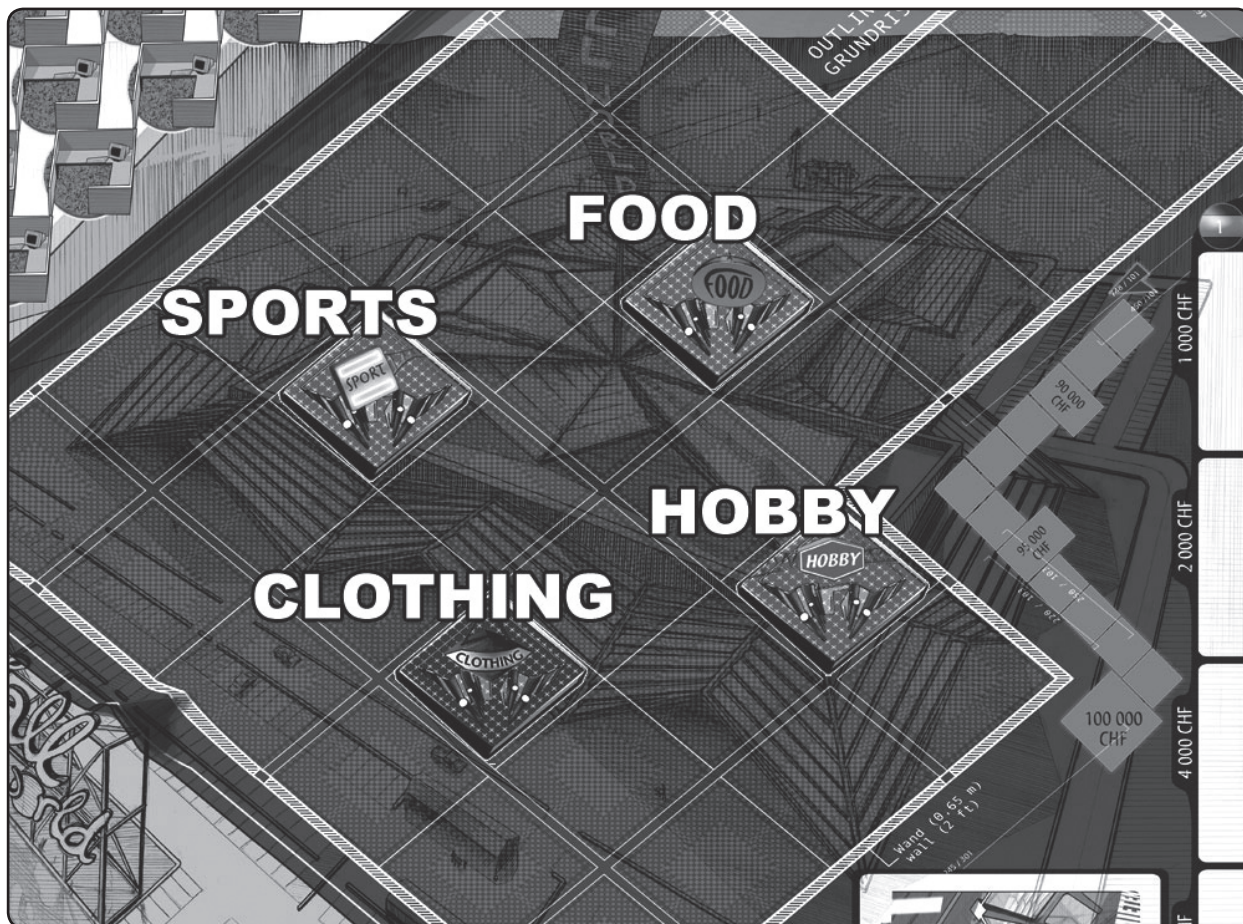
Suggestion how to place the first shop tiles on the board

· Players should put the cards they received in their hands without showing them to their opponents. Players keep their coins – their liquid capital – secret.

· Determine a starting player using any method you want. This player starts and play continues in clockwise order. On a player's turn, he is the active player.

Picture: Overview of board and surroundings, ① approval cards, ② slush fund, ③ target group chips and shop tiles, ④ face up orders, ⑤ bribe chips

How does Mall World work?

The players earn money for their Swiss bank accounts when the special combinations they agreed to promote are actually realized in the Mall World shopping center at the end of the round. At the beginning of the game these combinations involve the very basic use of mall space and how neighboring shops are placed. Later, they involve the rent of shops, which is determined by the combination of shop tiles and target group chips. By using approval cards, the players influence what the shopping cen-

ter will look like. These cards allow special neighboring uses as well as specific rents. By using the approval cards wisely other combinations needed might be realized "by chance".

The liquid capital (coins) is only used for dealing with approval cards. All other business (taking orders, bribes, and getting paid for completed contracts) are dealt with through the Swiss bank accounts.

Playing the game

Mall World is played in 3 rounds. A round is finished when there are no more bribe chips in the mall bureau. Players take turns clockwise.

A turn consists of four actions, some of which can be partly omitted. During the game, a player may never hold more than 8 cards (approval cards, use orders, rent orders, and special orders) in his hand. If a player somehow manages to have too many cards in his hand, his right neighbor draws the sur,

plus number of cards from his hand, discards the approval cards drawn, and puts any orders drawn back into the box.

The actions are:
1. Accept an order
2. Progress (realize approval cards or confirm an order)
3. Discard and draw approval cards
4. Distribute slush fund

The actions

1. Accept an order (optional)

The active player takes an order from the lobby, adding it to his hand, and pays the price indicated in the lobby from his account. The more expensive orders in the lobby are then moved towards the gap just left. The gap on site 7,000 CHF is then refilled by a new order from the stack (comp. picture below).
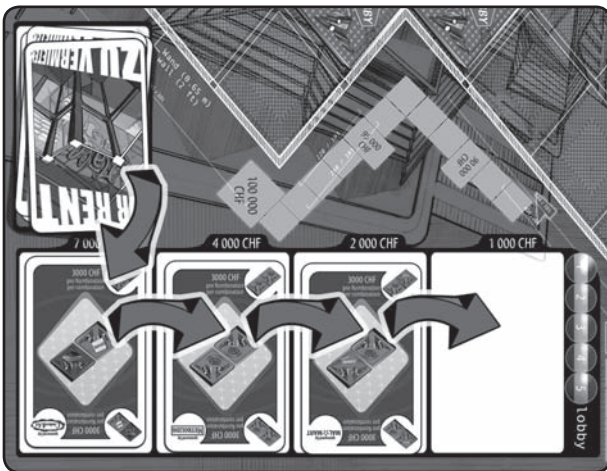

IMPORTANT: if the player does not accept an order (does not want one or is not allowed to accept an order due to the hand limit) and there are face down orders in the lobby entrance, the player puts his color marker in the lobby. If the player accepts an order, he removes all color markers from the lobby.

ATTENTION: as soon as a rent order has been accepted for the first time, all use orders are removed from the lobby. Refill the gaps as described above.

ATTENTION: if at the beginning of a player's turn all players' color markers are in the lobby, he removes the cheapest order and puts it back into the box. Refill the gap as described above. After doing so, he can then decide if he wants to accept an order (see above).

Picture: How to refill the gap if the order on site 1000 CHF was taken.
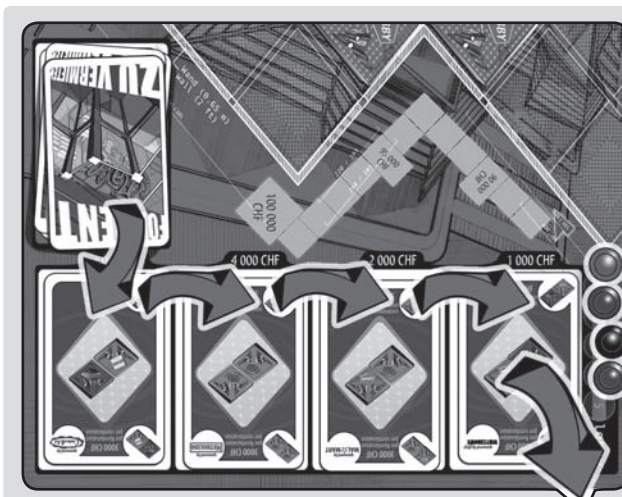
*E*xample 1: None of the players have accepted an order in their last turn so all the color markers are in the lobby. Christine removes the cheapest order from the game. She moves the other orders in the lobby to the right and turns up another order from the stack. This is so attractive to her that she is willing to pay 7.000 CHF for it. Afterwards, she returns the color markers to everybody, including herself.

Picture: All color markers are in the lobby. Remove the order on the right site (1000 CHF) from the game and move the other orders to the right.

The actions

2. Progress (obligatory)

The active player must add to progress by performing exactly one of the two actions:

    a) Dealing with approval cards
    or
    b) Confirming an order.

IMPORTANT: in the 3rd round, a player may perform both actions in the same turn.

a) Dealing with approval cards

The active player chooses 1-3 approval cards from his hand he wants to see realized on the board. If he only offers one approval card, he realizes it himself and pays one coin into the slush fund.

If he offers more than one approval card, all other players bid cash by placing money into their fists for the right to realize one of the approval cards to their liking. The active player only takes part when just three players are playing. Those who don't bid anything do not take part in the auction. Players open their fists simultaneously when everybody is ready to show their bids.

The player with the highest bid chooses one approval card and realizes it immediately on the board. If three approval cards have been offered, the second highest bid is next. In case more than one player bid the same amount, the one closest to the left of the active player has the higher bid. When playing with three players, if the active player is involved in a tie, he has the highest bid in this tie. The active player must realize the last approval card that is offered.

Approval cards acquired have to be realized immediately on the board (highest bid goes first, active player goes last). The bid is paid either to the active player or the slush fund according to the following table.

Picture: table for dealing approval cards

If two or three approval cards are offered, the approval cards nobody bids for are realized by the active player for free.

> *Example 2:*
> James has offered 3 approval cards and placed them face up in his play area. Christine bids 3 coins, Andrea bids nothing and Jay bids 1 coin. Christine gives the 3 coins to James, chooses one of the approval cards offered and realizes it at once. Jay takes one of the remaining approval cards and places the relevant tiles on the board. He pays one coin into the slush fund. James realizes the remaining approval card for free.

> *Example 3:*
> James, Christine, and Jay play a three player game. James offered 3 approval cards and placed them face up in his play area. Christine bids 3 coins, James and Jay bid 2 coins each. Christine gives the 3 coins to James and is the first to choose and realize an approval card. James has the second highest bid and realizes one of the remaining approval cards for which he pays 2 coins into the slush fund. Being the active player, James then realizes the last approval card for free, Jay keeps his money.

The approval card can be realized on the board as follows:

Either place a shop tile of one of the two colors indicated on an empty shop (horizontally or vertically) next to a shop tile of the other color

Or place a target group chip of one of the two colors on a vacant shop tile of the other color as indicated on the approval card. This is only allowed after one of the players has accepted a rent order or the 2nd round has started.

No target group chips may be placed on the storage room or the bathroom. Players are also prohibited from creating rents that are not shown on the approval card.

Used approval cards are discarded onto a face up stack next to the draw pile of approval cards.

Example 4:
James has offered 3 approval cards and put them face up in his play area. Christine bid 3 coins and may choose which approval she wants to realize. She decides to put a ⟨1⟩ hobby shop tile next to a food shop tile. Since both Andrea and Jay did not bid anything, James must now realize the 2 remaining approval cards. He decides to build a ⟨2⟩ Lovis shop (teenager chip on clothing store) and a ⟨3⟩ Game Lobby (woman chip on hobby store). His customers will thank him for that.

Picture: Realizing approval cards as described in example 4.

b) **Confirming an order:**

The active player takes one of his orders or his special order from his hand and places it face up in front of him. He takes a bribe chip of his choice from the mall bureau. Positive chips mean that the player receives money in his account; negative chips mean he has to pay money from his account for confirming the order. Move the account marker accordingly.

Confirmed orders are only cashed once at the end of the round in which they have been confirmed.

3. Discard and draw new approval cards (optional)

The player may

· discard approval cards from his hand or the open display and remove them from the game if they cannot be used any more in the game. Resulting gaps in the display are refilled immediately from the stack. Repeat this until only usable approval cards are displayed.

· pay 2 coins, as often as desired, into the slush fund and discard all open approval cards on the discard pile and replace them by the four topmost approval cards from the stack. If he draws unusable approval cards, he removes them from the game immediately and refills the gaps.

· take up to two of the displayed approval cards into his hand, unless by this he has more than 8 cards in his hand. After taking the cards he wants, he refills the gaps in the display. If he draws unusable approval cards, he removes them from the game immediately and refills the gaps.

If in the course of this action the stack with approval cards runs out, he shuffles the discard pile and makes it the new face down stack.

Example 5:
Andrea realizes that the approval "clothing/clothing" can no longer be used, as there are no more clothing shop tiles and all clothing stores on the board have already been rented. She puts it back into the box and draws a new approval. In addition, she discards one clothing/clothing card from her hand and puts it back into the box.

Since Andrea has no use for any of the displayed approval cards, she pays two coins into the slush fund, discards all approval cards displayed, and turns up the top four approval cards face up next to the stack. She then draws two approval cards and refills the gaps in the display by drawing two more cards.

Picture: Remove approval cards if they cannot be realizing anymore, comp. example 5.

4. Distribute slush fund (obligatory)

If there are as many (or more) coins in the slush fund as there are players in the game, distribute the coins evenly to the players.

Odd numbers of coins remain in the fund.

Example 6: At the end of Jay's turn there are 7 coins in the slush fund. He gives one coin to each player and 3 coins remain in the slush fund.

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End of a round

If there are no more bribe chips in the mall bureau when a player finishes his turn, the round ends. Each player immediately gets paid for the orders he confirmed and placed in his play area during the past round. For this, the players count how often the combination on the order has been realized on the board. This number is multiplied by the order's value. Players move their account marker according to the result. Orders that have been paid are put back into the box.

Explanation of orders

Use Order: count all combinations of the shop tiles shown in the order. If a shop tile is next to more than one suitable shop tile, each of these combinations is counted. Shop tiles already rented (bearing a target group chip) are not counted, however.

Example 7: the order "clothing shop next to hobby shop" ① has been realized 4 times. The combinations indicated ② does not count, because the clothing shops have already been rented to the chain stores "Lovis" resp. "Maid of the Mall"(see picture).
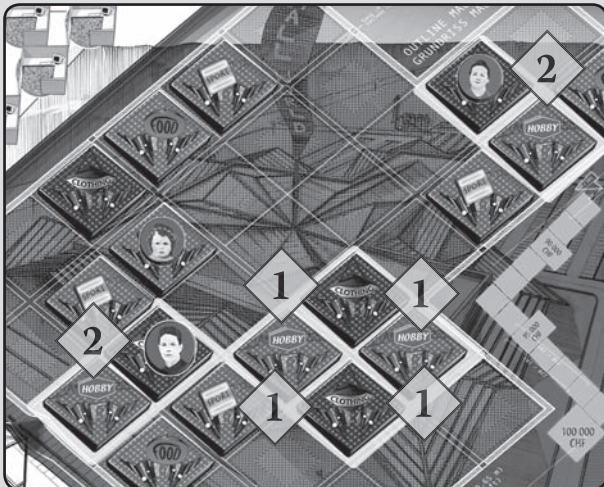
Picture: Combinations of clothing shop next to hobby shop as described in example 7.

Rent Order: count the number of shops with the suitable rent, i.e. the combination of branch and target group. Count for both types of rent asked for, add both figures, and multiply them by the order's value.

Example 8: on the board: 3 shops each of Lovis, Biologic, and Fresh Fish, 2 shops each of Girls' Things, Belt & Button, and Bananas, and one shop each of Jump and Gun and Game Lobby have been realized. The table shows the actual value of the different rent orders:

| rent order	number of shops of both types	profit (move account marker)
Belt & Button + Skateman	2 + 0 = 2	8,000 CHF
Belt & Button + Girls' Things	2 + 2 = 4	16,000 CHF
Biologic + Lovis	3 + 3 = 6	24,000 CHF
Biologic + Jump and Gun	3 + 1 = 4	16,000 CHF
Bananas + Maid of the Mall	2 + 0 = 2	8,000 CHF
Bananas + Jen's Got Berries	2 + 0 = 2	8,000 CHF
You're a Star + Lovis	0 + 3 = 3	12,000 CHF
You're a Star + Fresh Fish	0 + 3 = 3	12,000 CHF
Game Lobby + Jump and Gun	1 + 1 = 2	8,000 CHF
Game Lobby + Girls' Things	1 + 2 = 3	12,000 CHF
Jen's Got Berries + Maid of the Mall	0 + 0 = 0	0 CHF
Fresh Fish + Skateman	3 + 0 = 0	12.,000 CHF

special orders

Special Orders: Number of combinations of correct rents.

Example 9: At the end of the round, three combinations of shops of Fresh Fish and Game Lobby, as well as two combinations each of shops of Belt & Button and Jen's Got Berries and of Biologic and Skateman have been realized. None of the other special orders have been realized. The player who has confirmed the first special order mentioned (Fresh Fish /Game Lobby) gets paid 36,000 CHF into his account. For the other two orders mentioned, those who confirmed them receive 24,000 CHF each.

(see picture next page)

Picture: Combination of rented shops according to special orders and the gain received - comp. example 9.
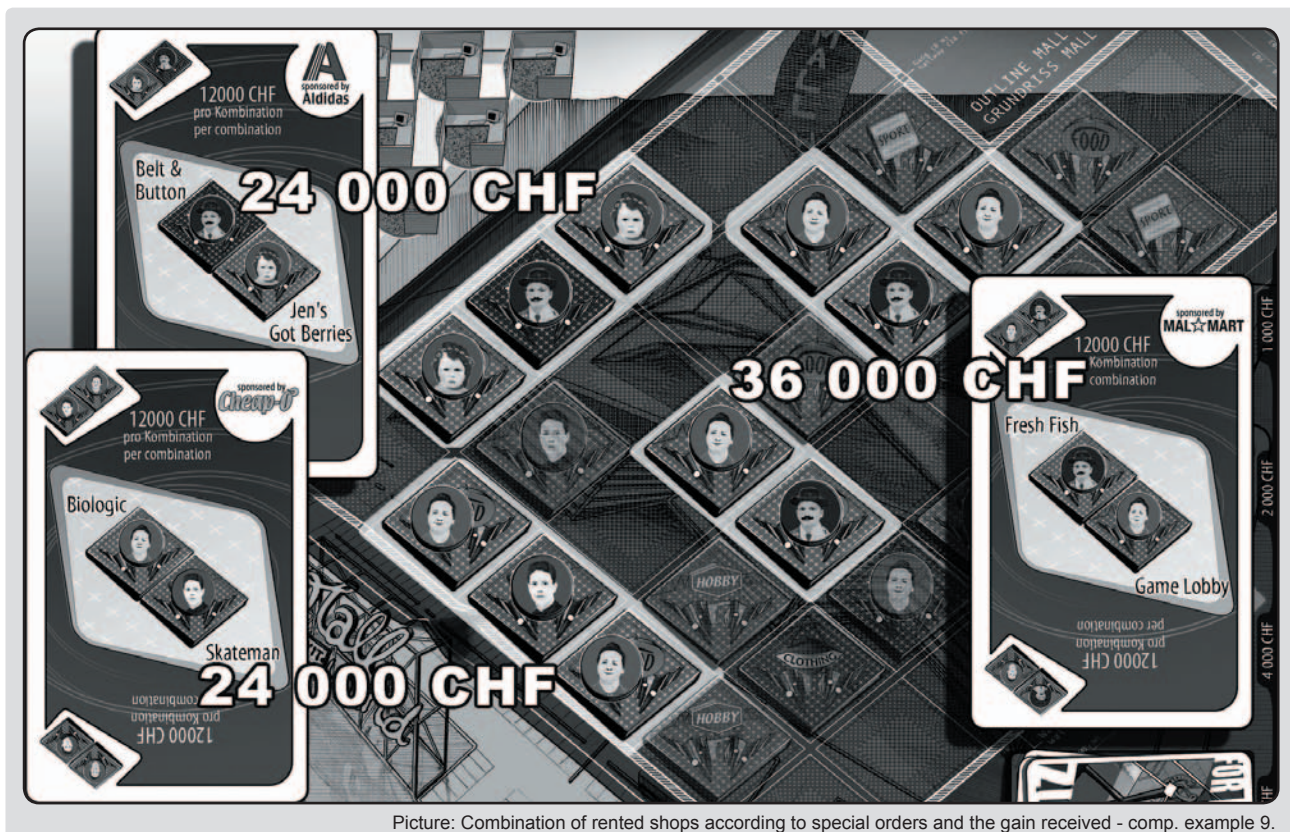
Before the next round

Before the next round starts, all players get back their color markers from the lobby. In addition, shuffle all 10 bribe chips face down and put the relevant number into the mall bureau according to the following table:

	3 players	4 players	5 players
	chips in mall bureau		
2nd round	4	5	6
3rd round	6	8	10

In preparation for the 2nd round, remove all use orders that remain in the lobby from the game.

The resulting gaps are refilled from the stack of orders as described on page 6. Repeat this as long as only rent orders are displayed face up in the lobby. Players must not discard use orders from their hand. They have to keep them until they confirm these orders.

The next round begins with the player whose turn it would regularly have been.

End of the game

Normally the game ends when the orders confirmed in the 3rd round have been paid out.
The game ends early if shop tiles have been put on all shops in the mall or there are no more orders in the lobby. In these cases, everybody, including the player who caused the early end of the game, takes one last turn.

If during this last round the game ends normally, it ends at once, even if not everybody has taken his last turn.

If during this last round the game has not come to a normal end, the orders confirmed are cashed and the gain paid into the account.

After the last payoff, all players count their coins and move their account markers by 1,000 CHF per coin.

The player with the highest amount of money in their Swiss account wins the game.

Rules that are easily forgotten

· If you accept an order, remove all color markers from the lobby.
· If you do not accept an order, put your color marker into the lobby, except for the order draw pile already being empty.
· Do not put approval cards gained into your hand, but realize them at once and discard them.
· In the third round you may deal with approval cards and confirm orders.

· In the first round, you must not rent shops already used before at least one rent order from the lobby has been accepted.
· Your hand may not exceed eight cards at any point of the game. The special order does count toward your hand limit.
· Rented shops do not count for use orders.
· Coins add to the total at the end.

Tactical Tips

· Use orders are mainly important during the first round as later players are beginning to rent shops.

· Mall World is a construction game: you need to plan for more than the current round and think strategically about which orders might bring you (more) gains later.

COMPACT: Changes for 3 players

Preparation

· Place storage room and bathroom on the board.

· Remove three use orders and rent orders each from the game.

When dealing with approval cards

· Active player takes part in bidding and has the highest bid in case of ties.

Mall World - overview over chain stores that can be rented

target group	use			
	clothing (purple)	food (green)	hobby (red)	sports (blue)
men (purple)	Belt & Button	Fresh Fish	NOTHING	Jump and Gun
women (green)	Maid of the Mall	Biologic	Game Lobby	NOTHING
teenagers (red)	Lovis	NOTHING	Bananas	Skateman
kids (blue)	NOTHING	Jen's Got Berries	Girls' Things	You're a Star