

I NEED A SIGN!

A game for 3 to 9 players
by Ariel Seoane



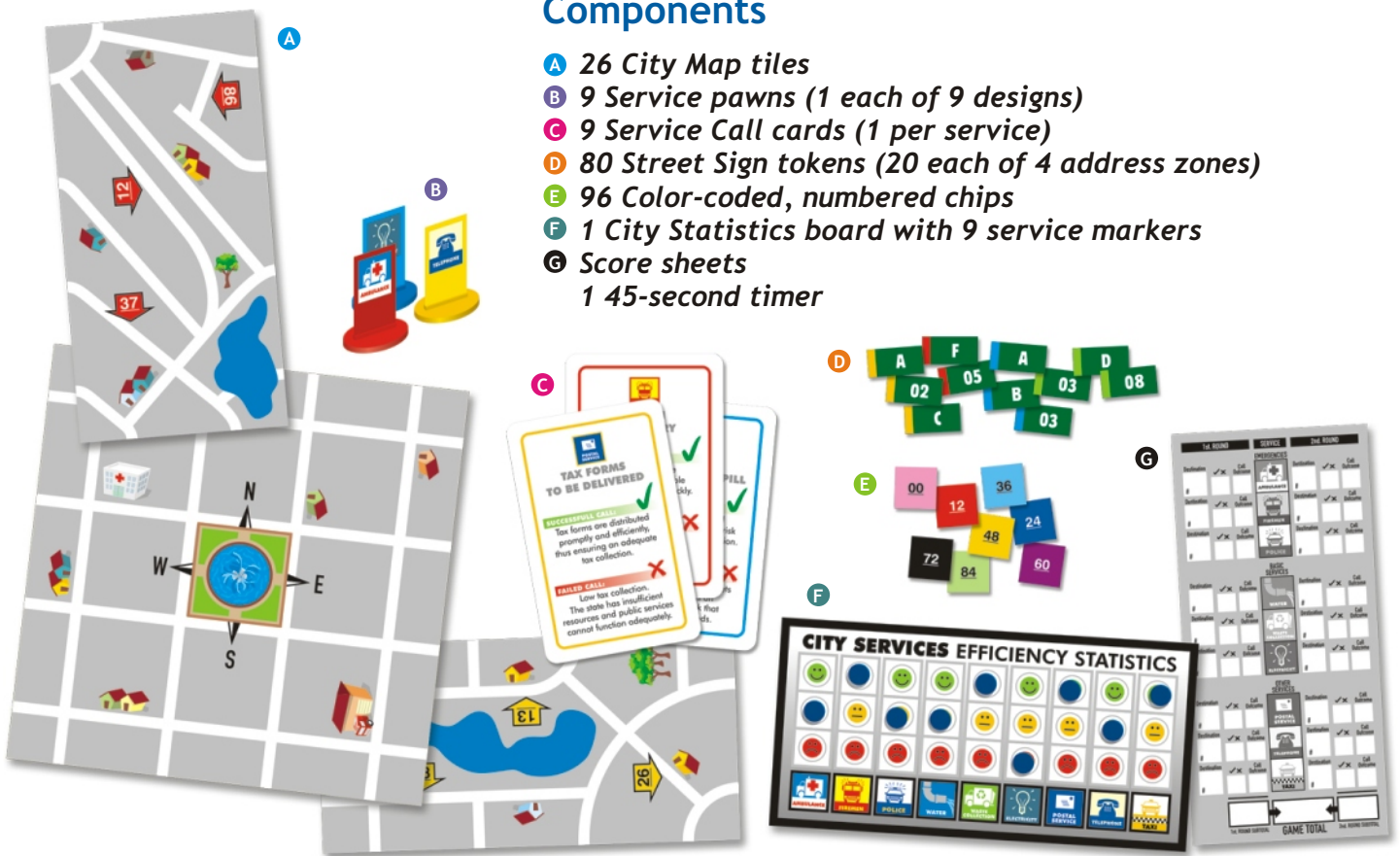
“We need an ambulance!” “Call the police!” “The building is on fire!” “A pipe is broken and the street is flooded.” “There is a blackout.” “The phone is dead.” “When will that letter arrive?”

As the director-general of a public service department, you are responsible for sending service vehicles to the places where their help is required, but in a city without street signs, this might be close to impossible. Fortunately, the local government has launched a street addressing program, and as street signs are placed all around the city, giving directions will become easier.

Players collaborate developing the street addressing program, and compete to get the highest score by being the best at giving and following directions through the city.

Components

- A** 26 City Map tiles
 - B** 9 Service pawns (1 each of 9 designs)
 - C** 9 Service Call cards (1 per service)
 - D** 80 Street Sign tokens (20 each of 4 address zones)
 - E** 96 Color-coded, numbered chips
 - F** 1 City Statistics board with 9 service markers
 - G** Score sheets
- 1 45-second timer



Setup

1) The City Map

The Main Square tile is placed at the centre of the table. The other city tiles, except the labelled version of the Main Square tile, are dealt to the players and freely placed around it to build the city. Tiles should be placed side by side so that at least some streets on their sides connect.



Each tile has numbered arrows in one color. These are potential locations for the service calls. During the game, players will take turns drawing a numbered chip. Each chip matches one of the arrows on a tile. The players' task is to locate the arrow and give the other players directions to guide one service vehicle to that location.

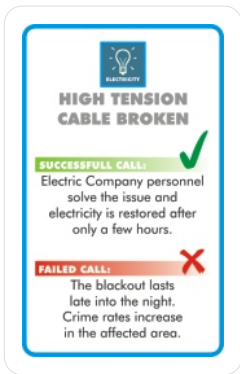


The regular and labelled Main Square tiles

2) The Service pawns

Nine services are represented in the game: ambulances, police, firemen, water, electricity, waste collection, telephone, taxis and the postal service. Pawns representing the service vehicles for each service are placed somewhere in the city (away from any location arrow).



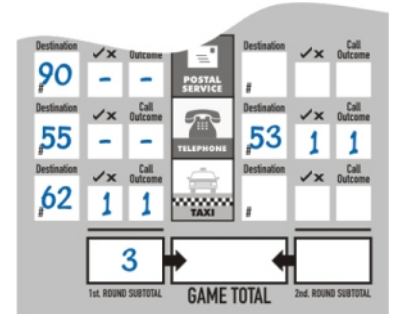


3) The Service Call card deck

A deck of 9 cards (one per service type) will be used to determine which service is required on each service call. The deck is shuffled and placed face down on the table.

4) The Score sheets

Each player receives one Score sheet. During the service calls, players use the large box labelled “Destination” corresponding to the service in play to write down the location number where they think they are being driven. Once the destination is revealed, the small squares on its right are used to record the individual result (right or wrong) and the collective result (service call outcome). The service call outcome is positive if half or more of the players have succeeded.



5) The City Statistics board

The City Statistics board is placed next to the City Map. One marker per service category is placed on the yellow dots. As the game progresses, the board will reflect the service call outcomes, thus giving an idea of the city's quality of life.

Game Play

A game consists of two rounds of service call resolution, with one collaborative street addressing round in the middle, where players place street signs on the map to make giving directions easier for the second round.

Service call resolution rounds

During both service call resolution rounds, players take turns being the director-general of one of the city services, sending personnel to solve an emergency. To do so, the player will:

- Take one card from the deck and announce the service required by the card.
- Blindly draw a numbered chip from the reserve.
- Start the 45-second timer.
- Peek at the chip and find the matching arrow on the board.

Tip: Each numbered chip and its corresponding arrow share the same color. There are only 12 arrows of each color, located on three tiles. Players should first look for arrows with a matching color, then find the matching number among them.

- Give the other players directions to it from the current location of the service vehicle.



1st. ROUND			SERVICE	2nd. ROUND		
EMERGENCIES						
Destination	✓/✗	Call Outcome	AMBULANCE	Destination	✓/✗	Call Outcome
#				Destination	✓/✗	Call Outcome
#				Destination	✓/✗	Call Outcome
24	-	-	FIREMEN	#		
			POLICE	#		
BASIC SERVICES						
Destination	✓/✗	Call Outcome	WATER	Destination	✓/✗	Call Outcome
#				Destination	✓/✗	Call Outcome
#				Destination	✓/✗	Call Outcome
me	1	-	WASTE COLLECTION	#		
			ELECTRICITY	#		
OTHER SERVICES						
Destination	✓/✗	Call Outcome	POSTAL SERVICE	Destination	✓/✗	Call Outcome
#				Destination	✓/✗	Call Outcome
#				Destination	✓/✗	Call Outcome
62	1	1	TELEPHONE	#		
			TAXI	#		
1st. ROUND SUBTOTAL		GAME TOTAL			2nd. ROUND SUBTOTAL	

In the above example, location 24 was not the destination for the Police call, hence the player doesn't score any points. He gave directions for a Waste Collection call, and at least one player guessed the right destination, so he scores one point, but half or more were wrong, so the call is considered a failure and he does not score the extra point for collective result. On the Taxi call he wrote down the right destination (1 point) and the call was successful (1 extra point for helping), so he scores a two points.

Directions can be based on blocks travelled (from the original location of the service token on the board): "two blocks North, six blocks East"; reference points: "across the street from the yellow house"; and, once street signs are placed on the board, street names: "North through Red 10 Street until you reach Green C Street, then West between Blue 3 and 4"; or simply "Green C between Blue 3 and 4".

Only the player giving directions is allowed to speak, and he should not mention service vehicles' locations or arrow colors or numbers. All other reference points (houses, trees, lakes, blocked streets, clinics, fire stations, etc.) are legal directions. During the second round, players can also use address zone colors while giving directions.

When the time is up, all the players write the destination number on their score sheets and the numbered chip is revealed. Those who arrived at the right destination receive a positive evaluation by their supervisor (score one point). The player in the role of director-general of the service receives a positive evaluation (scores one point) if at least one player wrote the right destination.

If half or more of the players arrived at the right destination, the service call is considered a success and those players receive one additional point (representing public support). The director-general also scores one additional point for the successful service call.

Then the service vehicle on the board is moved to the destination, the paragraph matching the outcome of the call (success/failure) is read out loud before the card is removed for the remaining of the round. The corresponding marker on the city statistics board is relocated according to the results: one place up if successful, one place down if not.

The service call resolution rounds end once each player has played the role of director-general for one service (three in a 3-player game or two in a 4-player game). Cards played during the first round are reshuffled for the second round of calls.



Street addressing round

The street addressing round is collaborative.

The Main Square tile is replaced with the labelled Main Square tile, and the street signs are placed on the board observing as much as possible the basic criterion: streets are named from the Main Square out. North-south streets are numbered: 1, 2, 3, etc.; East-west streets are designed alphabetically as A, B, C, and so on. Other streets (diagonals, winding streets, alleys, etc.) will be named according to player preference. The progression moves outward on each side of the main square.

Four different sets of street signs could be used to define four separate address zones, as suggested by the labelled tile.

Two streets having the same identification will be differentiated by points of the compass (e.g.: C street NW, C Street SW, etc.), or based on the address zone identifying color (e.g.: C Street Blue, C Street Yellow, or simply Blue C, Yellow C, etc.).

Advanced Street Addressing variant

For a more flexible and realistic street addressing round, the Main Square tile is not replaced. The players decide how to divide the city into four address zones. Then the street signs are placed, using one sign color on each address zone.



Unless otherwise agreed, North-South streets use numbers: 1, 2, 3, etc.; East-West streets use letters: A, B, C, etc. Other streets (diagonals, winding streets, alleys, etc.) will be named according to player preference. The progression moves outward from the address zone corner closer to the city centre. Sometimes a different criterion will fit the city map better. Players are free to apply alternative solutions if they feel this will result in a more efficient street addressing system.

Score

At the end of each round of service calls, the players calculate their scores. For each service call played they earn one point for individual success and one additional point for contributing to a collective success (when half or more of the players arrived at the correct destination).

At the end of the game the grand total is calculated by adding the subtotals from each round to determine the winner(s).

1st. ROUND		SERVICE	2nd. ROUND	
EMERGENCIES				
09	✓X	Call Outcome	85	✓X
	-		1	1
16	✓X	Call Outcome	33	1
	-		1	-
24	✓X	Call Outcome	60	-
	-		-	-
BACK SERVICES				
32	✓X	Call Outcome	62	✓X
	-		1	1
me	✓X	Call Outcome	52	✓X
	1		1	1
48	✓X	Call Outcome	63	✓X
	-		1	1
OTHER SERVICES				
90	✓X	Call Outcome	me	✓X
	-		1	-
55	✓X	Call Outcome	53	✓X
	-		1	1
62	✓X	Call Outcome	75	✓X
	1		1	1
3	17	14		
1st. ROUND SUBTOTAL	GAME TOTAL		2nd. ROUND SUBTOTAL	



THE WORLD BANK

WORLD BANK INSTITUTE

Promoting knowledge and learning for a better world

The World Bank Institute would like to acknowledge and give special thanks to the judges of the competition and to the World Bank staff who helped play test the game entries:

Judges:

Víctor Vergara, Roberto Chávez, Catherine D. Farvacque and Bruce Whitehill.

Playtesters:

Damon Luciano, Jee Seo, Pelle Persson, Eirin Kallestad, Barjor Mehta, Dirk Sommer, Jens Broll, Stuart Tucker, Sheila Jagannathan, Ronnie MacLean-Abaroa, Han Fraeters, Gary Milante, Reet Ann Jukkum, Heloise Nicholl, John Didier, Sunetra Puri, Katalin Demeter, Isabelle M. Bleas and Marthe Motley

Game design:

Ariel Seoane (seo)

Components and rulebook design and illustration:

Ariel Seoane

Box design and illustration:

Aldo Giovinetti

Producer:

Yarissa Lynghdoh Sommer

Special thanks to Marisa Elizalde, Catalina Seoane, Dylan Kirk (dnjkirk), David Tomé (Zzzzz).

The designer would like to thank the following people for playtesting the game, reviewing the rules and providing useful feedback and comments:

Nereida Aparicio, Nilda Bulanti, Roberto Chávez, Leonardo de Vida, Gastón Elizalde, Leonardo Elizalde, Lucía Elizalde, Mercedes Espasandín, Catherine Farvacque-Vitkovic, Aldo Giovinetti, Daniel Pino, Yarissa Sommer y Víctor Vergara.

Also to bluesea, Brykovian, Darkehorse, doho123, Gogolski, kj, Nando, Nestalawe, OutsideLime, Scurra, Sedjtroll and the rest of the friends from the Board Game Designers Forum (bgdf.com) for being a constant source of ideas, knowledge and inspiration.

