

SUPERSTORE 3000

GAME RULES



The year is 2964 and shopping malls are all the rage; what's not to like about finding everything you want in one huge shopping complex? The only problem is that they are popping up all over the galaxy and the Store Dispenser 3000™ can't keep up with the demand.

As buggies and shuttles pull into the docking bays, it's up to the engineers to construct a shopping experience tailored for the excited customers arriving at their malls. This haphazard approach might lead to some bizarre structures but nobody cares, as long as the retail experience is satisfying!

GAME CONTENTS

96 Mall Element tiles (featuring a Bank Note on the back) in 4 categories:



24 Food Court Store tiles (yellow) and 24 Hobby Store tiles (blue)



24 Fashion Store tiles (green) and 24 Entrance tiles (red)



1 Dispenser 3000™



56 Customers



4 Main Entrance tiles



1 Docking Bays mini-board



8 Docking Bays tiles (in 2 types, gray and brown)



12 Starting Money tiles (displaying a Bank Note on both sides)



12 Balloon tokens (3 blue, 3 green, 3 yellow, 3 rainbow)



4 rulers



1st Player standee

OBJECT OF THE GAME

In Superstore 3000, you are aspiring engineers competing to build the most extraordinary mall ever! You'll have to find the right combination of stores and attractions to satisfy the customers who visit your creation.

At the end of the day, the most innovative shopping mall will stay in business! Will it be yours? Or will you just be another brick in the mall?

GAME SETUP

COMMON ZONE SETUP

Place the Dispenser 3000 **1** in the middle of the table (reserve a little space below it to create the bank).

For 2-player games, use only the unmarked Mall Elements and Balloons. For 3-player games, add the 3+ Mall Elements and Balloons. For 4-player games, all the Mall Elements and Balloons are used (see Illustration 1). Return the unused game components (if any) back to the game box; these will not be needed for this game.

Shuffle the remaining Mall Elements and place them face down in a few stacks above the Dispenser 3000 to form a supply **2**. Reveal 8 Mall Elements from this supply and place them on the spaces of the Dispenser 3000 **3**.

Place the Docking Bays mini-board near the Dispenser 3000 along with the 8 Docking Bays tiles **4**.

Randomly pick 2 pink Attraction cards and 3 purple Attraction cards. In 4-player games, add an extra purple Attraction card. Return the remaining Attraction cards back to the box. Randomly select a side of each of the drawn cards (for instance by tossing them as you would in a coin flip) and place them in the middle of the table: **these are the Common Attractions for this game 5**.

Illustration 1



Note: The Escape Room Attraction (B3, see Appendix on page 10) has, by design, the same condition on both sides. You can still toss it if you wish, just for fun!

Take the Common Attraction tiles matching these cards and stack them in a supply accessible to the players **6**. Return the remaining Attraction tiles back to the box.

Place the selected Balloons (with the victory points visible) **7** and the stash of Customers **8** close by.

Note: All the Customers are different but can be used interchangeably. We cannot be held responsible for the length of the game if players get distracted picking them based on how cute they are... and they are cute...

INDIVIDUAL ZONE SETUP

Give each player a random Main Entrance tile **A**, 3 Starting Money tiles **B**, 3 Customers **C**, a ruler **D** along with its matching Individual Attraction tile **E**, and a random orange Individual Attraction card (face down) **F**. Return any unused Starting Money tiles back to the box along with the unused cards without looking at them.

Each player places their Main Entrance in front of them with some room above it (since this will be the foundation of their Mall and its 1st floor) and their 3 Customers **standing** on the dedicated spots on it. Each player also places their ruler on one side of their Main Entrance. This ruler allows you to quickly and discreetly figure out which floor each Mall Element belongs to, whether in your own Mall or in an opponent's Mall across the table (it is also a convenient reminder that in this game *ground floor* is synonymous with *1st floor*). Finally, each player secretly checks their Individual Attraction card, which shows the conditions required to build it.

Select a player at random and give them the 1st Player standee **G**.

You are now ready to begin.

Note: Rulers do not prevent you from building on the side they are on. Simply shift them as needed. They also do not limit the number of floors in the Malls.



SETUP FOR A 3-PLAYER GAME

GAME TURN

The 1st player starts. Play then proceeds clockwise around the table with each player taking their turn until one of the two end game conditions occurs (see on page 7).

On their turn, players must do one of two possible actions:



or



BUILD SOMETHING

This action allows you to add a tile to your Mall. This can be a Mall Element, an Attraction (Common or Individual), or a Docking Bay.

Build a Mall Element

Mall Elements are either Stores (Food Court, Hobby, or Fashion), or Entrances.



Food Court Stores can be Restaurants, Ice Cream Stands, or Groceries.



Hobby Stores can be Theaters, Book Stores, or Gyms.



Fashion Stores can be Interior Design, Apparel, or Hair Salons.



Entrances are the places where new Customers come into your Mall, looking for specific Stores. The icon next to the designated Customer spot tells you what that Customer's wish is.

Note: Entrances are not Stores.

Choose one of the 8 face up Mall Elements in the Dispenser 3000. If you take either of the Elements from the bottom row, you do not need to pay anything. If you take an Element from the 2nd row, you need to pay 1 Bank Note. If you take an Element from the 3rd row, you need to pay 2 Bank Notes. If you take an Element from the top row, you need to pay 3 Bank Notes. As a helpful reminder the costs are indicated on the Dispenser 3000.

The Bank Notes used to purchase Elements are placed below the Dispenser 3000 and constitute the Bank (the Bank is empty at the beginning of the game).

Note: There is no difference between the Starting Money Tiles and the back of the Mall Element Tiles; Bank Notes are all the same.

Place the Element you just took into your Mall. You can place a new Element above your Main Entrance (either over its left half or its right half), a Docking Bay, another Mall Element, or above an Attraction's Platform (see Illustration 3 on page 5).

Hint: To score big points, you will need to make big clusters of Stores. A cluster is a group of Stores of the same category orthogonally adjacent. **Two Stores connected to the same Attraction are also considered to be in the same cluster.** More about scoring on page 7.

You cannot build a Mall Element on the 1st floor (Ground level) or floating with no support below it (Illustration 2).

Note: You cannot place a Mall Element in a location where it would cover another tile (Mall Element, Attraction, Main Entrance, or Docking Bay) already present in your Mall (even a little bit).

If the Element you just added is an **Entrance**, take 2 Customers from the supply and put them standing on the indicated spots on the tile.

Finally, slide the Elements down to fill the gap in the Dispenser 3000. Reveal a new one at random from the supply and place it on the open space at the top of that column.

Note: After adding an Element to your Mall, you might have fulfilled a Customer's wish. In that case move that Customer to their destination of choice right away. More on moving Customers on page 6.



Illustration 2

Build an Attraction

Once you meet the condition for an Attraction, you can use an action to build it.

In each game there will be a selection of Attractions available to build (both Common and Individual). All those Attractions have a condition on their matching card that must be met in your Mall before you can build it (see details about conditions in the Appendix on page 10).

To build an Attraction, remove the Attraction card from play (or reveal it for your Individual Attraction) and place the matching Attraction tile in your Mall.

Attractions will grant you 4, 6, or 8 points each at the end of the game and should not be overlooked.

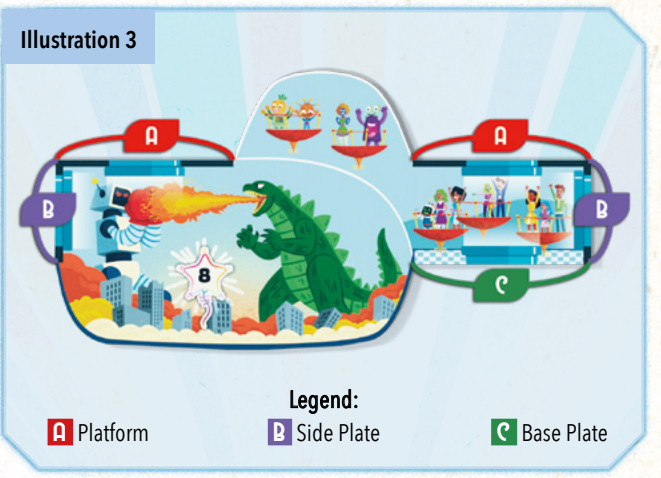


Illustration 3

Legend:

- A Platform
- B Side Plate
- C Base Plate

Attractions have one or more Platforms that can be used for new Elements and other Attractions, provided you respect building rules (Illustration 3).

The Base Plate of an Attraction must be placed above any other tile, but the Attraction cannot cover another tile (Mall Element, Attraction, Main Entrance, or Docking Bay) even partially (Illustration 4). It also cannot end up lower than the 1st floor of your Mall. You can flip Attractions to either side, but never place them upside down in your Mall.

Attractions might open up new columns, block others, and generally change the shape of your Mall. Place them cleverly!

Attractions do not interfere with Customers' movement and do not interrupt clusters of Stores of the same category.

Note: Nobody can prevent you from building your Individual Attraction but keep an eye on your opponents' Malls because they might take a Common Attraction before you if you wait too long to build it.



Illustration 4



Build a Docking Bay

You can use your action to build a gray Docking Bay as soon as you have at least 1 Element of each category (**Food Court, Hobby, Fashion, Entrance**) in your Mall, or a brown one as soon as you have at least 2 Elements of each category in your Mall. **You can only build 1 Docking Bay on your turn and can only have 1 of each type (gray or brown) in your Mall.**

If you meet the requirement and decide to build a Docking Bay, choose one from the type you qualify for (nothing prevents you from building the brown one before the gray one as long as you meet the requirements) and place it on the 1st floor, adjacent to either the Main Entrance or the other Docking Bay if you already built it. You can now build Mall Elements and Attractions on top of this Docking Bay. Each Docking Bay shows how many points it scores at the end of the game. Most of them also have a game effect, as detailed in the Appendix on page 11.

Note: After adding a brown Docking Bay to your Mall, you might have fulfilled a Customer's wish. In that case move that Customer to their destination of choice right away. More on moving Customers below.

TAKE MONEY

Instead of building you can take Bank Notes.

To do so, take one of the Mall Elements from the bottom row of the Dispenser 3000 (and only from this row, as reminded by the icon), flip it to its Bank Note side, and put it in your Individual Zone. For each Mall Element in the same column that matches the category of the one you took, take another Bank Note from the Bank. If there are not enough Bank Notes in the Bank, take as many as you can until it empties.

Note: Mall Elements used as Bank Notes will stay in this form for the rest of the game.

Finally, slide the Elements down to fill the gap in the Dispenser 3000. Reveal a new one at random from the supply and place it on the open space at the top of that column.

Example:

If you choose to Take Money in this situation, you can either take the **Entrance** on the left, which gives you 1 Bank Note by flipping it (as there are no other **Entrances** in the left column) or the **Hobby Store** on the right, which gives you 2 Bank Notes as there is another **Hobby Store** in the right column (the bottom tile counts as one and another from the Bank, if available).



MOVE CUSTOMERS

Each player starts with 3 Customers in the Main Entrance, and each Customer wants to go to a specific Store. The icon next to each designated Customer spot tells you what that Customer's wish is.

Additionally, each **Entrance** and some Docking Bays provide more Customers. Only 1 Customer can stay in each Store. If a Store is occupied, other Customers cannot be placed there (but they can travel through them).

To fulfill your Customer's wish, you need to have an empty Store that matches their icon in your Mall. A customer can move up to 3 tiles to reach their Store of choice. They can move vertically (upward or downward) or horizontally (side to side), but never diagonally.

During that move, Attraction Tiles do not count in the limit of 3 tiles.

Note: The Main Entrance is adjacent to both tiles above it on the 2nd floor and to The Docking Bays by its side. Attractions are adjacent to all tiles they are connected to by a Platform, a Side Plate, or a Base Plate (Illustration 5).

As soon as you fulfill a wish, move your Customer to that Store **and lay it down**. If, when you place an **Entrance**, there is already a Store where a Customer can move to, you must do it right away. If there is more than one possibility, you can choose which Store to place it in. When you add a tile to your Mall, it may fill a gap that now allows a customer to reach their destination of choice, so check all paths every time you place a tile.



A laid down Customer is satisfied and will stay in the Store until the end of the game.

Hint: The more satisfied Customers, the more points you will get. More about scoring below.

Example:

CUSTOMER A is in the Main Entrance and wants to go to a **Theater**. It is only 1 tile away, so **A** is moved there.

CUSTOMER B is in the Main Entrance and wants to go to a **Hair Salon**. It is 2 tiles away, so **B** is moved there.

CUSTOMER C is also in the Main Entrance, and wants to go to a **Restaurant**. But the only **Restaurant** in the Mall is 4 tiles away, so **C** stays in the Main Entrance for now.

CUSTOMER D is in an **Entrance** and wants to go to an **Ice Cream Stand**. It is 3 tiles away (remember the Attraction does not count in the distance), so **D** is moved there.

CUSTOMER E is also in an **Entrance** and wants to go to the **Theater**, which is only 1 tile away. But the Store is already occupied, so **E** cannot move there. The **Theater** on the 6th floor is 5 tiles away, which is too far.

CUSTOMER F wanted to go to any **Fashion** when the brown Docking Bay was added to the Mall. There was an **Interior Design Store** 3 steps away, so **F** immediately went there.



GAME END AND SCORING

The game end is triggered as soon as one of the following two conditions is met:

- ➔ The last Mall Element from the supply is placed on the Dispenser 3000.
- ➔ The last **Common** Attraction is built.

Play until the end of the current round so that all players have played the same number of turns.

Then proceed to scoring:

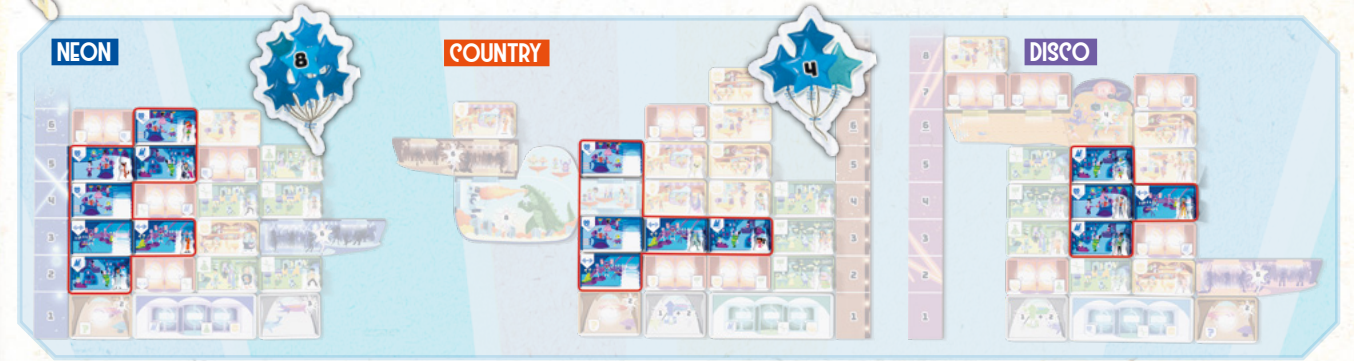
- 1** Remove all unsatisfied (standing) Customers from your Mall, they are worth nothing. Then return all unused Bank Notes to the Bank because they aren't worth anything either.
- 2** Rainbow Balloons that were set aside at the beginning of the game are distributed among players with the greatest value going to the player with the highest number of satisfied Customers in their Mall and proceeding down in value. In case of a tie, the greatest valued Balloon goes to the player with a Customer in the highest position in their Mall as measured by the rulers. If there is still a tie, compare the heights of Customers one by one until someone has a higher Customer or you reach the 1st floor. If that happens and the tie is still not broken, the player furthest away from the 1st player takes the greatest valued Balloon.
- 3** Each player now counts how many tiles are in their biggest blue cluster (**Hobby Stores** connected orthogonally or through Attractions) and the blue Balloons that were set aside at the beginning of the game are distributed. The greatest valued Balloon token goes to the player with the biggest cluster and continues in descending value for the remaining players. Ties are broken using the number of satisfied Customers in those clusters. If the tie persists, the Balloon token goes to the player with the highest satisfied Customer in the cluster (comparing them one by one if needed) or the player furthest away from 1st player if the tie is not broken when reaching the bottom of the cluster.
- 4** Do the same with yellow clusters (**Food Court**).
- 5** Do the same with green clusters (**Fashion**).
- 6** Each player now adds up the values of all the Balloons in their Mall to get their final score (apart from the Balloon tokens, there are some on Attractions, and Docking Bays). In case of a tie, the winner is the tied player with the highest valued rainbow Balloon token.

3-PLAYER GAME SCORING EXAMPLE



After the removal of all unsatisfied Customers, players count those remaining in their Mall. Disco comes in 1st with 12 Customers and grabs the 10-point rainbow Balloon. Neon follows with 11 Customers and takes the 5-point rainbow Balloon. Country finishes in 3rd place with 10 Customers and gets nothing.

Players now proceed to the **Hobby** Stores scoring. Neon comes 1st with a cluster of 7 **Hobby** Stores and takes the 8-point blue Balloon. Country is 2nd thanks to their cluster of 5 **Hobby** Stores (the Attraction does not interrupt the cluster) and gets the 4-point blue Balloon. Disco's **Hobby** cluster consists of 4 Stores: Disco gets nothing.



Now to take **Food Court** Stores into account! Country comes in 1st with a cluster of 7 **Food Court** Stores (8 points). Disco ends up in 2nd place with a cluster of 2 **Food Court** Stores (4 points) and Neon finishes last with a cluster of only 1 **Food Court** Store and gets nothing.



Finally, they do the same for **Fashion** clusters. Neon is 1st with a cluster of 5 **Fashion** Stores (8 points). Disco and Country's biggest **Fashion** cluster consists of 3 Stores with 3 satisfied Customers. Disco gets the 4-point green Balloon because their highest Customer in the evaluated cluster is on the 5th floor while the Country one is on the 4th floor.



When it comes to Docking Bays, Disco scores 7 points (5 for the gray Docking Bay thanks to the 3 satisfied Customers on a **Fashion** Store above it and 2 for the brown one), Neon scores 5 points (2 for the brown Store and 3 for the gray one), and Country scores 5 points as well (2 for the brown Docking Bay and 3 for the gray one thanks to the satisfied Customer above it).

To determine their final scores, players now simply add up all the values of the Balloons in their Mall (from Balloon tokens, Attractions and Docking Bays): Disco wins with 35 points followed by Neon with 32 points and Country ends up last with 31 points.








APPENDIX: ATTRACTIONS AND DOCKING BAYS

Attractions are only available to build when a player has met the required conditions in their Mall. The only time the location of Mall Elements and the presence of Customers matters is when it is specified in the build conditions. Each Attraction card has icons to help you remember what the conditions are, but below are more detailed descriptions.

INDIVIDUAL ATTRACTIONS

Individual Attractions share the same shape and are all worth 6 points but players will need to meet their unique conditions before they can build them.

Night Clubs (Rock n' Roll, Disco, Neon, and Country)

| | | |
|---|--|---|
|  <p>A1 A2 A3 A4 A5 A6</p> | <p>1  ➔ 1 Store of each category (Food Court, Hobby, Fashion) on the 5th floor or higher</p> <p>4  ➔ 4 satisfied Customers in the same column</p> <p>3  ➔ 3 satisfied Customers on the same floor</p> | <p>1  ➔ Any Mall Element on the 8th floor or higher</p> <p>3  ➔ 3 Mall Elements of the same category on the same floor</p> <p>1  ➔ 1 satisfied Customer on the 6th floor or higher</p> |
|---|--|---|



COMMON ATTRACTIONS


Common Attractions are available for any player to build when they meet the face up condition on the Attraction's card for this game.

| | | | |
|--|--|---|--|
|  <p>B1</p> | <p>Cosmic Bowling</p> <p>2  ➔ 2 empty (no Customers) Entrances</p> <p>1  ➔ 1 empty (no Customers) Entrance on the 6th floor or higher</p> |  <p>B2</p> | <p>Comet Cabaret</p> <p>4  ➔ 4 Entrances</p> <p>3  ➔ 3 Mall Elements of the same category aligned diagonally (the Elements don't need to touch each other)</p> |
|  <p>B3</p> | <p>Escape Room</p> <p>7  ➔ 7 Bank Notes in front of you (you don't have to spend them to build this Attraction)</p> |  <p>C1</p> | <p>Nebula Bungee Jumping</p> <p>1  ➔ 1 Mall Element of each category (Food Court, Hobby, Fashion, Entrance) on the 9th floor or higher</p> <p>1  ➔ 1 satisfied Customer on a Food Court Store on the 10th floor or higher</p> |
|  <p>C2</p> | <p>Dinosaur Zoo</p> <p>4  ➔ 4 satisfied Customers on any diagonally aligned Stores (the Stores don't need to touch each other)</p> <p>1  ➔ 1 Satisfied Customer on a Fashion Store on the 10th floor or higher</p> |  <p>C3</p> | <p>Monster Battle Arena</p> <p>6  ➔ 6 Food Court Stores</p> <p>5  ➔ 5 satisfied Customers on Food Court Stores</p> |

| | | | |
|---|--|---|---|
|  <p>C4</p> | <p>Dimensional Drive-In</p> <p>6  ➔ 6 Hobby Stores</p> <p>5  ➔ 5 satisfied Customers on Hobby Stores</p> |  <p>C5</p> | <p>Haunted Estate</p> <p>6  ➔ 6 Fashion Stores</p> <p>5  ➔ 5 satisfied Customers on Fashion Stores</p> |
|  <p>C6</p> | <p>Tornado Ride</p> <p>4  ➔ 4 Mall Elements of the same category on the 5th floor or higher</p> <p>1  ➔ 1 Satisfied Customer on a Hobby Store on the 10th floor or higher</p> |  <p>C7</p> | <p>Aquarium</p> <p>4  ➔ 4 Mall Elements of each category (Food Court, Hobby, Fashion, Entrance)</p> <p>3  ➔ 3 Satisfied Customers on Hobby Stores, 3 Satisfied Customers on Food Court Stores, and 3 Satisfied Customers on Fashion Stores</p> |

DOCKING BAYS

As soon as you have at least 1 Mall Element of each category (Food Court, Hobby, Fashion, Entrance) in your Mall you can build any gray Docking Bay.




➔ This tile is worth 2 points, plus 1 point per satisfied Customer on a Store of the matching category in the column above it.




➔ This tile is worth 3 points.

As soon as you have at least 2 Mall Elements of each category (Food Court, Hobby, Fashion, Entrance) in your Mall you can build any brown Docking Bay.



➔ Place a Customer on this tile. They want to go on any Store of the matching category. This tile is also worth 2 points.



➔ This tile is worth 3 points.



CREDITS



GAME DESIGN: **RODRIGO REGO**

I have many games published back home in Brazil and a few international titles like *Savernake Forest* and *How Dare You*. I've always enjoyed making tile-laying games using shapes other than traditional squares and hexagons, so *Superstore 3000* was born from my desire to use as many irregular tiles as possible along with my childhood love of *SimTower*, the computer game. The design phase was as long and irregular as the malls you will build in this game and the final product is as satisfying as the perfect placement of your last tile! I can't thank the following people enough: all the playtesters who helped me improve the game and Space Cowboys for believing in it and developing it to perfection.



ART: **RYAN GOLDSBERRY**

I am an illustrator, animator, and father of five kids with a pretty cool wife...which means I haven't slept properly in about twenty years. I was raised in the neon world of the '80s with heroes like *He-Man*, the *Teenage Mutant Ninja Turtles*, and incredible movies like *The Goonies*. These days I can be found spending most of my time hunched over a glowing screen that's burning holes through my retinas while trying to create something awesome. But if I'm not doing that, I'm out exploring and laughing with my family.



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