

MALL RATS

Danilo Valente &
Rodrigo Rego



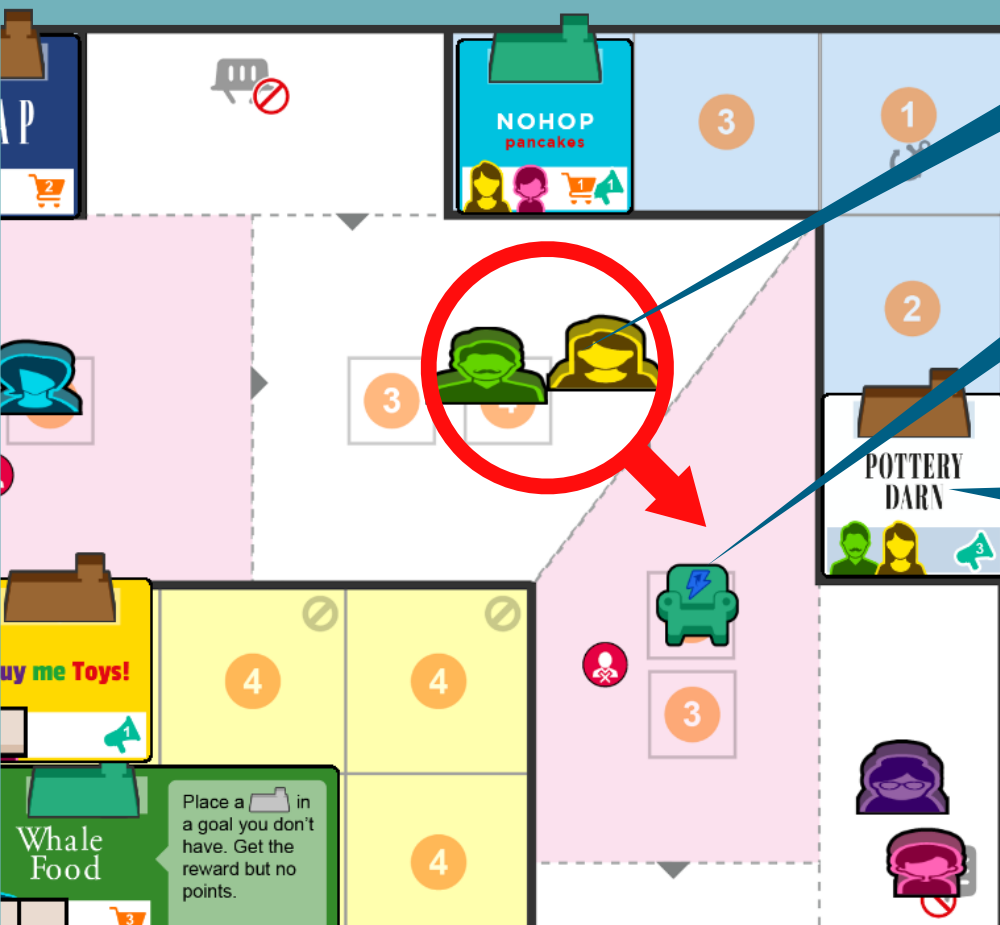
2-5



90'



14+



1. Move

Move a group in the mall to the next alley.

2. Activate Amenities

Owners of kiosks, lounges, and others in the alley gain resources.

3. Activate Shops

If a shop appeals to the types of customers in that alley, they buy there.

4. Build

Build a new shop or amenity to expand your presence in the mall.

Overview

It's the 1980s, the golden age of shopping malls, and a new one opened in your small american town.

Everyone is coming to check it out, and you're opening new stores in the mall for people to shop.

Guide the groups around the mall to your stores and amenities, and use the money they give you to build more stores.

Mall Rats is a mid-to-heavy thematic euro that celebrates an ancient time when people went out to shop.

Game highlights

- **No player boards:** Everything happens in the main board.
- **Positive interaction:** build a kiosk near Susan's new store to profit when she guides groups there.
- **Emerging narrative:** a gang of teens hanging out by the arcade, grandma's in a shopping frenzy... each game tells many stories.
- **Variety:** use 2 of 8 attractions in each game: (bowling alley, ice rink...), each with their own rules (like aliens in *SETI*).

Components

- 1 main & 1 side board
- 25 meeples
- 109 tiles
- 110 cards
- 140 player pieces
- 90 resource tokens
- 20 cubes
- 1 3D-escalator



3 min video

Danilo Valente | danilo@manganacarta.com | +55 21 8232.7067 | www.manganacarta.com

Rodrigo Rego | rodrego@gmail.com | +55 21 99110.2610 | www.rodrigorego.com.br