

# URBAN COLONIALISM ROAD TRIP

Unlike the media disclosures and condemnation that accompany any community destroying or health debilitating activity in New York's urban precincts: the social, economic and physical well-being of rural residents is considered to be of no importance.



COUNTY HIGHWAY DEPARTMENT



WHY IS OUR WEIGHT LIMIT 20 TONS?

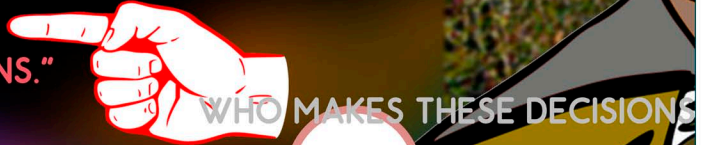


In this reimagined version of "Handy Land": You battle Urban Colonialism in a hopeless attempt to control the rising flood of thru-cutting industrial traffic. 41

Players take turns removing the top card from a stack, and then moving their marker ahead to the next space of that color. If the card has two squares of a color, the player moves the marker ahead to the second-next space of that color. If the card has a picture; the player moves directly to the space with the corresponding picture. This move can be either forward or backward.



"RESIDENTS DON'T DECIDE WHERE SIGNS ARE PLACED. PETITIONS HOLD NO MERIT. ROADS ARE POSTED FOR OTHER REASONS."



WHO MAKES THESE DECISIONS



NO RESPONSE



WE ALL SIGNED THIS PETITION

NO RESPONSE

NO RESPONSE

WATCH OUT!

URBAN CO...  
RO...



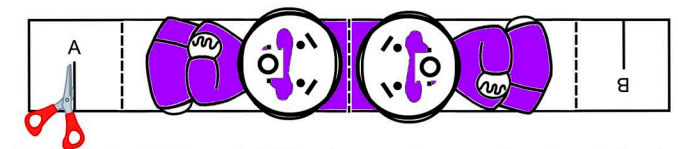
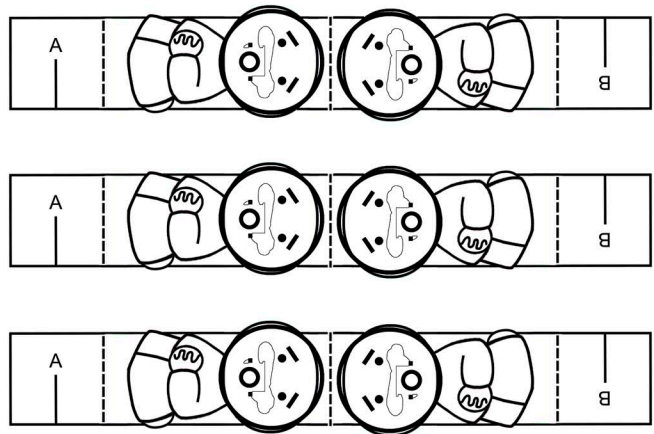
GO!

If a player lands on one of the "No Response" spaces: they lose a turn.

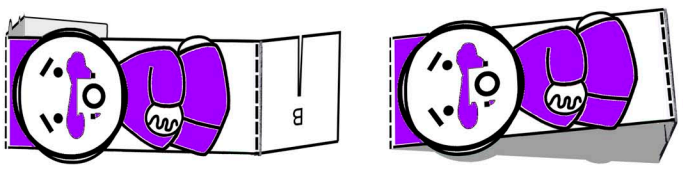
The game is won by landing on or passing the final square and thus reaching the goal of "Home Sale" and escape. [Any card that would cause the player to advance past the last square wins the game.]

Copy or scan and print the pages as needed. Cut out the four game board sections, game cards, and player tokens. Assemble the game board as shown on the first page, and personalize your player tokens.

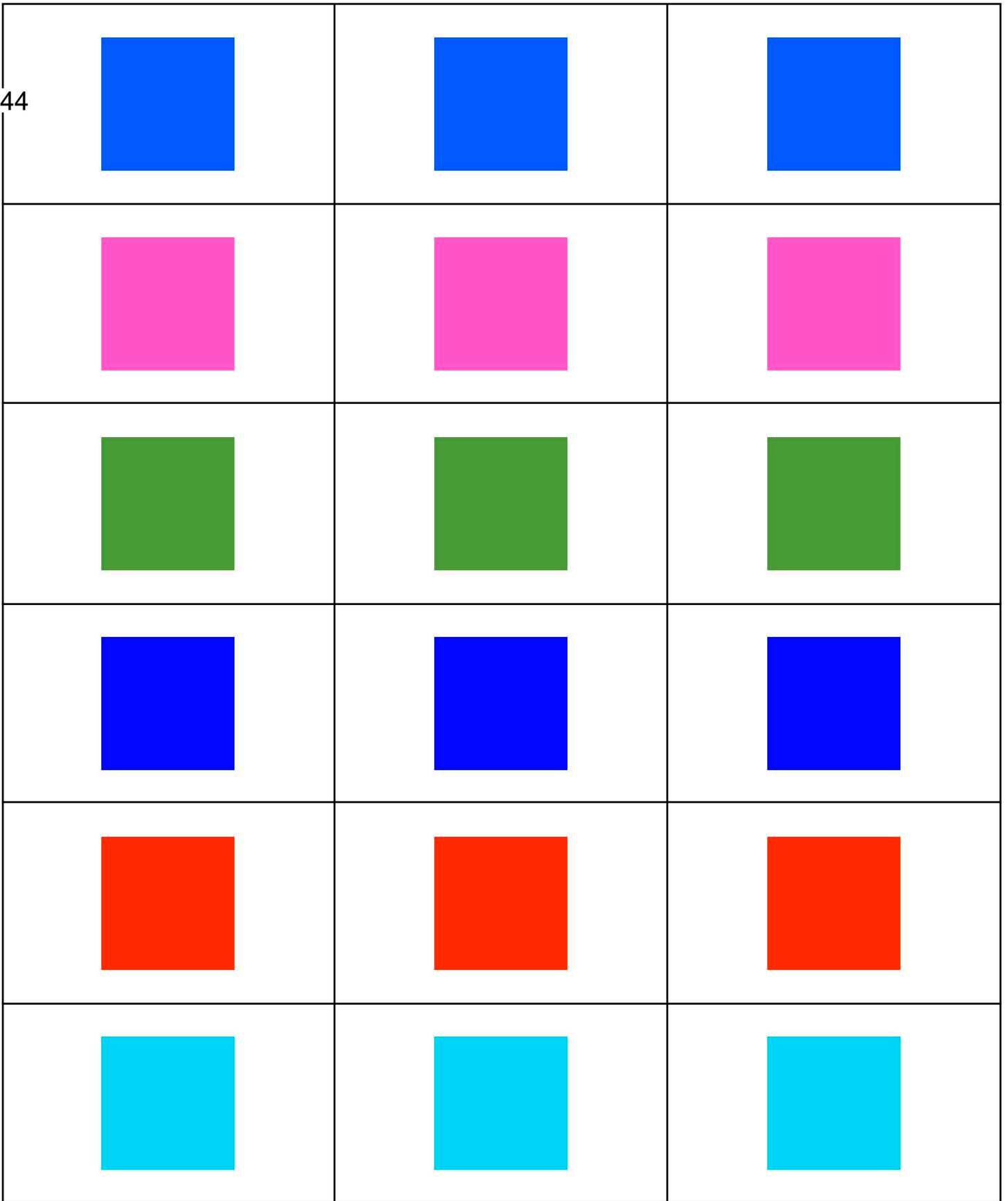
COLLEGE COMMUNITY DEVELOPMENT SPRAWL



Cut slots "A" and "B" where shown by the black line. Fold on the dotted lines and slide slots "A" and "B" together to form the base of the token.



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Make 3 copies of this page. Game deck: 8 single square and 2 double square cards of each color, 1 of each picture card.

