

## Spam-O-Rama

A game for the piecepack by

Version 0.0.1α, November 8, 2004

Copyright © 2004,

2 to 6 Players, 60 Minutes

Equipment: one standard piecepack, one playing cards piecepack and one four seasons piecepack, (i.e. piecepack stacks in each of the following suits: ♠ ♣ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠), plus the score track from the end of this ruleset

# SPAM-O-RAMA

## Background

Unsolicited commercial e-mail – the only people who don't hate it are the people who send it, the few, the sleazy, the spammers. On the surface it sounds like a good marketing ploy. Just buy a list of several million e-mail addresses, compose your ad and hit send. It's fast, easy, and most importantly, cheap. Even if only one person responds, your spam e-mail campaign can be considered a success. With Spam-O-Rama, you too can experience the vicarious thrill of clogging in boxes worldwide, the sadistic power trip of slowing the internet to a crawl, and the profound emptiness of having your crass commercial messages ignored by millions.

## Goal

Your goal is to conduct successful spam e-mail campaigns for the clients (companies, groups or products) you have been hired to represent. The names of the various companies, groups and products are detailed in Table 1.

**Table 1.** Suits and their associated clients.

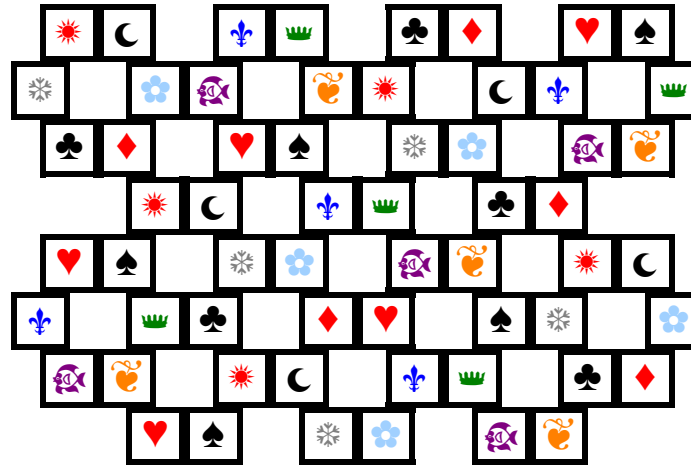
♠	Sunrise Sunset Mortgage Refinancing And Credit Consolidation Service
♣	Dole's Banana Enhancement Pills With Quality-Of-Life Extenders
♠	All-Natural Free Laptop Web Cam Scouting Adventure Cruise
♠	Cheap Imported Prescriptions From Across The Borders And Noble
♠	If You Don't Vote For Me, Terrorists Will Invade Tomorrow
♠	Help Me Transfer Billions To Your Swiss Army Bank Account
♠	If You Don't Vote For Me, Health Care Will Be Even More Expensive
♠	Do-It-Yourself Pet Neutering And Cosmetics Toxicity Testing Kit
♠	The Global Cooling Propaganda Full Frontal Chlorofluorocarbons
♠	Flower Huggers Opposed To Manatee Domestication And Milking
♠	Your Mercury Free Colloidal Silver Fish Oil Miracle Cure
♠	Homeopathic Guide For The Cultivation Of Psychedelic Weeds

## Setup

Setup consists of the following six steps:

1. **Unused Bits.** Put all of the pawns and dice back in their boxes. They are not used in Spam-O-Rama.
2. **Initialize Score Track.** Place all twelve null coins face down on the zero space on the score track.
3. **Initialize Spam Ads.** Shuffle the rest of the coins face down and collect them into a draw pool off to one side. These coins are the actual e-mail advertisements, the spam itself.
4. **Sort Out Clients.** Sort out all twelve null tiles, shuffle them face down and set them to one side. The null tiles are the clients (companies, groups or products) that the players represent.
5. **Initialize E-mail Network Relay Ports.** Sort the rest of the tiles into suits, shuffle them within their suits,

then draw tiles from the suit stacks as needed to build a face up network following the pattern of the one shown in Figure 1. The relative positions of the various suits should be maintained, but the tile values should be randomly distributed throughout the tableau. The tiles themselves are e-mail relay ports.



**Figure 1.** Tableau template. Keep the same relative positions for tiles in each suit, but let the values be randomly distributed.

- 6. Initialize Clients.** Deal each player a number of secret clients (face down null tiles) according to Table 2. Any extra null tiles are set aside face down and unexamined. Players may look at their own tiles, but should keep the suits hidden from other players until the big bust.

**Table 2.** Dealing Null Tiles to Initialize Clients

<i>Number of Players</i>	<i>Number of Null Tiles</i>
2	5
3	4
4	3
5	2
6	2

## Play

The player who gets the least spam in real life goes first; thereafter, turns progress clockwise. Spam-O-Rama plays in three distinct phases: scan for open ports, relay spam and the big bust. Each phase will be played to completion before the next phase begins.

- 1. Scan for Open Ports.** Each player, in turn, selects one coin from the face-down pool of spam ads, secretly looks at its value, and places it face down onto any unoccupied e-mail relay port (tile) in the network. This continues until all 60 coins have been placed and all 60 ports are occupied.
- 2. Relay Spam.** Each player, in turn, selects one e-mail relay port (tile) and without looking at the coins it contains, relays the entire stack of spam from that port to any adjacent port that already has spam in it. The new spam is added to the top of the stack of spam already there. Relaying spam to an empty port is not allowed (error 550: relaying is denied), but there is no limit to the amount of spam one port may contain. If, after relaying, any e-mail port containing spam is isolated from the rest of the network, the spam in that isolated port is scored and the scored coins are removed from the board. Spam is scored on a client-by-client basis. To score the spam for a given client (suit), add the total value for that client's coins to the value of the tile (ace equals one), and move the corresponding null coin that many spaces forward on the score track. If one or more coins happen to match the tile suit, the tile value is added for every matching coin in the spam stack instead of just once.

**Scoring Example:** The two of flowers tile has just become isolated (all tiles adjacent to the two of flowers no longer contain any coins). The coins on the two of flowers tile are as follows: ace of suns, two of arms, three of clubs, five of clubs, two of flowers, four of flowers and five of leaves. Suns scores one plus two equals three points. Arms scores two plus two equals four points. Clubs scores three plus five plus two equals ten points. Since this is a flowers tile, flowers scores two plus four equals six (for the

coins) and two times two equals four (for the tile) for a grand total of ten points. Leaves scores five plus two equals seven points.

- 3. The Big Bust.** Once all of the spam stacks have been isolated into a few e-mail relay ports, no further relays will be possible. After scoring those final spam stacks, a government sting operation discovers your spam operation, everyone's computers are confiscated and their client records (null tiles) are revealed. All of the players will go to jail for their naughty behavior, but the player whose lowest scoring client has the highest score wins.

## Credits

Proofreading:

Play Testing:

Clans is one of my favorite short filler games from one of my favorite contemporary game designers, Leo Colovini. Spam-O-Rama began as a piecepack adaptation of Clans but gradually diverged from that path.

## Revision History

0.0.1α November 8, 2004 First complete draft

## License

Copyright © 2003, 2004 by. Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.1 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license can be found at <http://www.gnu.org/copyleft.fdl.html>.



0		1			2		3		
99	78	77	56	55	34	33	13		
98	79	76	57	54	35	32	14	12	4
97	80	75	58	53	36	31			
96	81	74	59	52	37	30	15		
95	82	73	60	51	38	29	16	11	5
94	83	72	61	50	39	28	17		
93	84	71	62	49	40	27	18	10	
92	85	70	63	48	41	26	19		
91	86	69	64	47	42	25	20	9	6
90	87	68	65	46	43	24	21		
89	88	67	66	45	44	23	22	8	7