

## TENTATIVE RULES FOR THE URBAN GAME.

In these rules, Black stands for buildings, red stands for roads, purple for parking structures, green for gardens, and yellow for pedestrian space.

1. At each increment some black is added.
2. Each black has some green next to it.
3. Each black has some yellow next to it.
4. Yellow must connect to previous yellow.
5. ~~There is always some~~ Each yellow that is added, has positive shape.
6. Every yellow nearer a larger yellow, and near a smaller yellow.
7. Use yellow to create major axes.
8. Each black has some purple, proportional in size, within 500 feet.
9. Each black is made of 30-40' wide wings.
10. Each black is touched by a red.
11. Each red is connected to other red, by strip which goes at right angles to yellow.
12. No yellow next to purple.
13. No green next to purple.
14. Every ~~purple~~ <sup>purple</sup> at least 50% surrounded by black.
15. Where ~~red~~ yellow is next to red, it is raised and ~~added~~ arcaded.
16. There is one large green (a park).
17. There is at least one large yellow (main ~~square~~ square).
18. Green is at least 50% surrounded by black.

## OPEN QUESTIONS IN THE URBAN GAME.

1. ~~Q~~ How to get "global structure" that is adequate and satisfying. This is the central question which is still not adequately answered.

2x

- Yes -
2. Should ~~h~~ we have central road. parallel to water (NETWORK OF PATHS AND CARS)
  3. Should we assume existing roads are there, and get closed, or should we assume virgin ~~territory~~ territory.
- Yes -
4. Pedestrian ways at right angles to water.
  5. Yellow before black (is this a good idea).
  6. Should we include an intermediate "neighbourhood" structure (like small neighbourhood pattern in APL).
  7. What is relative position of work, housing, and communal functions.
  8. Can anything be built under bridge.
  9. Can we build under freeway.
  10. How does "main" square get done... when does it emerge, does it emerge piecemeal...
  11. Relation of visions to discussion to permission.
  12. What exactly is minimum distance to parking.
  13. What exactly is rule governing need for road next to or near each building increment. (i.e. how many yards?)
  14. Obvious visible difference between ~~h~~ housing and offices in overall morphology of building layout. In housing wings should be narrower, and more differentiation.