



PIPE DREAM

PLAYER'S GUIDE

A top-down survival sandbox set in a parody of Brooklyn, 2008. You're broke, you owe the wrong people, and the city does not care whether you make it.

AN F7 STUDIOS PRODUCTION

THE SITUATION

It's 2008. The neighborhood is changing — coffee costs four dollars now and the rent went up again. You're behind on everything.

Three nights ago you borrowed **\$1,500** from **Tony Moratta** — small-time mob, big-time patience problem. This morning he banged on your door and gave you the math: *seven days*. Pay him back, or "the boys" come and collect it some other way.

That's the whole pitch. How you find fifteen hundred dollars is entirely up to you. Work an honest hustle, fight in a basement, lift a register, win it at the tables, or ignore Tony completely and see what a Brooklyn week does to a person. Pipe Dream doesn't hand you a quest log — it hands you a city and a deadline.

THE ONLY RULE

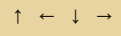
There is no right way to play. You can pay Tony. You can dodge him. You can do nothing at all. The world keeps moving either way — that's the point.

What kind of game is this?

- ▶ An open neighborhood you explore on foot — shops, apartments, alleys, a park, the projects.
- ▶ A living economy: prices, wages, sales tax, a city treasury skimming its cut.
- ▶ Consequences that stick: the cops, the courts, and the people remember what you did.
- ▶ Dark humor, period detail, and absolutely no hand-holding.

CONTROLS

Pipe Dream plays with mouse + keyboard. The basics get you through a whole playthrough; the rest you'll pick up by doing.

W A S D / 	Move	Shift	Sprint (drains stamina)
E	Interact · enter doors · talk	Left-click	Pick up · select · use
Right-click	Action menu (Examine / Talk / Rob / Attack)	Left-click	(in reach) Attack with your equipped weapon
Tab	Character panel — Inventory · Map · Status	Enter	Chat / talk back to the street

Reading the screen

- ▶ **Cash + health** sit in the corner HUD. Health regenerates slowly; food and bandages help.
- ▶ **Wanted stars** appear when the law takes an interest. More on that later.
- ▶ **The minimap** shows nearby doors and the streets. Buildings you've found get pinned.
- ▶ **The chat log** is the city talking — clerks, cops, drunks, the guy on the stoop.

TIP

Right-click is your friend. Almost everything in the world — people, doors, registers, objects — has options hiding behind a right-click.

THE ECONOMY

Everything in Pipe Dream costs money, and the money is real — there's a citywide economy underneath the prices, not just numbers on a tag.

- ▶ **Shops** sell what their kind of shop would sell. Walk to the counter, press **E**, and you get a real buy menu — pick items, set quantities, pay.
- ▶ **Sales tax** is 8.875%, just like the real five boroughs — and it flows into a city treasury that the mayor's people quietly skim. Food and medicine are exempt.
- ▶ **Prices move.** Rob a place and its prices climb. Supply, demand, and spite all count.
- ▶ **Robbery** is always on the table: right-click a clerk, choose **Rob** (you'll need to be armed), and clear the register — once, until they restock. It brings heat.

WAYS TO MAKE A BUCK

- ▶ Honest work and odd jobs around the neighborhood.
- ▶ The register at a shop you don't mind never walking into again.
- ▶ Bare-knuckle purses and side bets down at the Arena.
- ▶ The card tables — if you're feeling lucky and stupid.
- ▶ Whatever's in the pockets of someone who won't miss it.

PEOPLE HAVE MONEY

The pedestrians aren't set dressing. Everyone on the street is *someone* — a class, a walk of life, a wallet of a particular thickness — and the city is built out of them.

- ▶ A **Wall Street guy** in a good coat is carrying more than the **kid on the stoop**.
- ▶ A **single mom**, a **construction foreman**, a **drunk**, a **tourist** — each reads differently, dresses differently, and reacts differently when trouble starts.
- ▶ Who you lean on says something. The neighborhood notices which doors you knock on.

WHY IT MATTERS

Wages, prices, and what a person is worth to a mugger all hang off the same class system. The economy isn't a menu screen — it's the people walking past you.

Treat the crowd as a resource and it'll treat you like a predator. Treat it as a neighborhood and you might still have somewhere to stand on Day 7.

THE COPS COME HEAVY

Cross a line and you earn stars. The more stars, the harder the response — and in this city the escalation goes well past a beat cop.

WANTED LEVEL

- ★ ★ ★ ★ ★ A beat cop takes notice. Walk away and it cools.
- ★ ★ ★ ★ ★ The precinct commits. They chase, they don't forget your face.
- ★ ★ ★ ★ ★ **MBI and SWAT.** Armored, organized, and not interested in your side of it.

- ▶ **Stars cool down** if you break line of sight and stay out of trouble.
- ▶ **Death or arrest** wipes the slate — at a price. Arrest takes your night; death takes more.
- ▶ **Witnesses** matter. A crime nobody saw is a crime that's easier to outrun.

Safe ground

Some interiors are off-limits to a raid — your apartment, the sewers, the Greek's basement, and the right rooms once you stand right with the Moratta family. Know where you can breathe before you need it.

LOCATIONS

The neighborhood is full of real places, each one built to be itself — walk in and you'll know exactly where you are.

Corner stores & food

- ▶ **The bodegas** — Korean, Yemeni, and Mexican, each its own culture, hot food, and house cat.
- ▶ **Lugar's Steakhouse** — old-school chophouse, white tablecloths, a back booth you don't ask about.
- ▶ **Frank's Pizza** — by the slice, brick oven, and Frank's son begging him to get a website.
- ▶ **Mr. Wong's** — Cantonese takeout behind bulletproof glass; the duck's been in the window all day.
- ▶ **Café Bernard** — a French expat, an espresso machine, and a great deal of melancholy.

Civic & after-dark

- ▶ **The civic strip** — Brooklyn General, the 78th Precinct, Engine Co. 78. Working buildings.
- ▶ **The Duel Arena** — a basement that runs bare-knuckle fights after dark. By day, a janitor sweeps up the teeth.
- ▶ **The Plaza Casino, the dive bar, the projects, the park** — and a few doors that open only when you're connected.

MINIGAMES & SIDE SYSTEMS

The fastest money and the fastest trouble both live off the main path.

- ▶ **The Duel Arena.** Talk to Gianni "the Greek" to put cash on the table or step in the ring yourself. Win the purse; lose the shirt. The crowd doubles at night.
- ▶ **The Casino.** Cards and a wheel. The house always wins — but not always tonight.
- ▶ **Smoking.** Light one up (you'll need a lighter) for a short calm. Not indoors at the bar — they'll tell you to take it outside.
- ▶ **Eating & drinking.** Food restores health; a coffee, a forty, a slice — they all do something. You'll see exactly what you're holding while you eat it.
- ▶ **The Ogle browser.** The 2008 internet, in all its glory — local sites, conspiracy blogs, and the occasional thing you weren't supposed to read.

STAMINA & STATUS

Sprinting drains stamina; let it recover. Buffs, injuries, and hunger all read on the Status tab — your body keeps its own books.

THE CITY HAS A MEMORY

Pipe Dream keeps score quietly. Nothing pops a "reputation +1" toast — the city just starts treating you differently.

- ▶ **The Moratta family.** Do right by them and your standing rises through the tiers — opening doors, refuge rooms, and work that pays. Cross them and find out the other way.
- ▶ **Shopkeepers.** Rob a place and it closes for a while, jacks its prices, and remembers. Rob enough of them and the neighborhood hardens against you.
- ▶ **The law.** A rap sheet follows you. The precinct's patience is finite and shared.
- ▶ **The street.** Witnesses talk. Kindness is also remembered — even pet the bodega cats enough and you'll earn a quiet reputation of your own.

THE LONG GAME

Every choice is a deposit or a withdrawal somewhere. By Day 7 the city you're standing in is the one you built — generous or merciless, your call.

09 — LAST WORD

PAY TONY. OR DON'T.

Fifteen hundred dollars. Seven days. A whole borough between you and the deadline. There's no high score and no game-over screen telling you that you did it right.

Make the money or make peace with not having it. Make friends or make a name. Pipe Dream is a city that doesn't care what you choose — only that you choose. Now get out there. The clock's already running.

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Pipe Dream · a parody of Brooklyn, 2008