

DREAM HOME



RULES

GOAL OF THE GAME

During play, you will create your own house by selecting its rooms and decorating them with accessories. The game will last twelve rounds, during each of which you will place a room card onto your personal board representing your house. After the card decks run out, the game ends and players count their scores. Each of you will then have a complete house, and the winner is whoever built the best house.

BOX CONTENTS

board with card track



first player marker



4 house boards



10 furnishing tokens



4 player aids



deck of room cards



card back

deck of special cards



card back

You do not need to read these rules! Learn to play a simplified variant - watch this video:

www.wydawnictworebel.pl/domek

PREPARATION

- Each of you takes a house board and player aid card.
- Place the board with the card track in the middle of the table.
- Shuffle the special deck and place it face down on space **A**. Deal 4 cards from the deck face up onto the indicated spaces.
- Shuffle the room deck and place it face down on space **B**. Deal 5 cards from the deck face up onto the indicated spaces.
- Give the first player marker to the youngest player.
- Place the furnishing tokens near the board.



SEQUENCE OF PLAY

The game lasts 12 rounds.

In each round, starting with the person with the first player marker and going clockwise, each player takes a card pair from the track. A card pair is a room from the lower track and the special card directly above it, or the leftmost room under the first player space (which lets you take the first player marker). Immediately place the selected room card onto your house board, trying to make larger areas of the same type of room (see **Placing room cards** on page 6.) Details of using the special cards appear on the next page.

If no one takes the room paired with the first player space, then the player currently holding the first player marker keeps it and will be first again in the next round.

After each player has taken a card pair, discard the remaining cards from the track. Then deal 4 new special cards to the upper track and 5 new room cards to the lower track. There are 12 such rounds, and then the decks are empty - the game is over and you count scores.



NORMAL ROOM CARDS - These cards become the rooms in your house. You will place them on the 10 spaces of the 2 uppermost floors.



ANNEX ROOM CARDS - Scoring some cards (sauna, pantry, dressing room) depends on adjacent rooms. These cards also go on the 2 uppermost floors.



BASEMENT CARDS - These special rooms (garage, storage, laundry, workshop, wine cellar) can go only on the 2 lowest spaces. These cards have a dark border, with names and scoring information at the top.



Different types of special cards each have their own specific rules:



ROOF CARD - Place it face down on your house board on the space marked for roof materials. After placing them, you cannot look at their faces before the end of the game. There are 4 types of roof cards.



FURNISHING CARD - Immediately take the corresponding furnishing token. You must place it on a room card (of the type indicated on the furnishing card). Discard the furnishing card from the game. If you take a furnishing card which you cannot use, you simply discard it without taking the token. Placing a token into a room card CLOSES the room. (See „Placing room cards“ on page 6.)



TOOL CARD - Place it face up near your house. You can use this tool card any time during one of your turns, according to the card's instructions. After using a tool once, you discard it.



HELPER CARD - Place it face up near your house. Helpers (except the interior designer) help you at the end of the game, according to the card's instructions.

For convenience, discarded room cards and discarded roof cards can be kept separate, to aid the use of certain helper cards (supplier and roofer) during scoring, and to speed up preparation for the next game.



The game for 2 and 3 players

If the game has 2 or 3 players, then each round, right after dealing cards onto the card track, the first player chooses and discards a card pair (a room card and the special card above it). This cannot be the room card below the first player space.

Variant: The game can be played more simply by not discarding a pair. This is recommended when playing with younger players.

PLACING ROOM CARDS

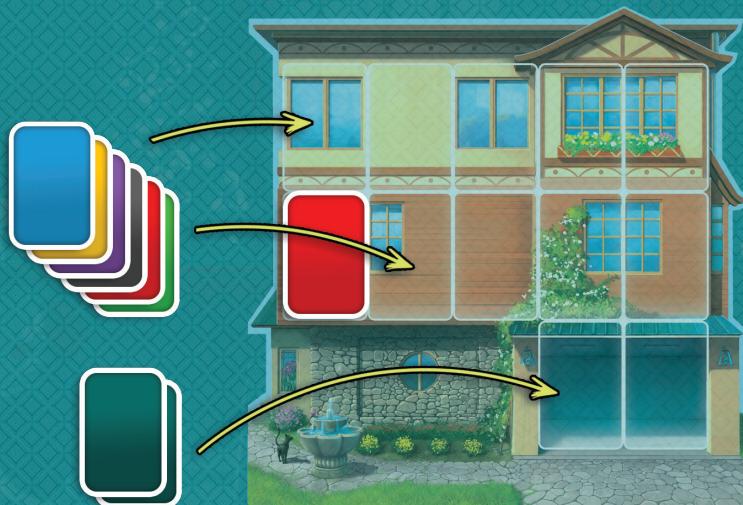
After taking a room card from the track, you place it onto your house board. After you have placed a room card, you cannot move it. (Exception: some helpers and tools let you move a room card.) There is no obligation to play cards from left to right or in any particular arrangement. A floor may have empty spaces between rooms, which you will fill later in the game. However, there are 3 restrictions:

- [A] A room card cannot have an empty space directly below it.
- [B] Basement cards must be placed in one of the 2 lowest spaces, and all other room cards must go in one of the 2 upper floors.
- [C] When extending a room, you cannot exceed the maximum size specified on the room card. (See next page.)

[A]



[B]



If you cannot place a given room card, or choose not to, then put it face down onto an empty space on your house. It is an „empty room”, which is worth 0 points at the end of the game. An empty room, like other rooms, cannot have an empty space directly below it. Empty spaces may be adjacent to each other.

[C]

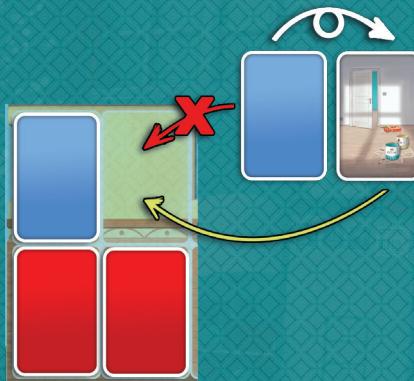
You cannot add a 3rd card to a **bedroom** with 2 cards already.



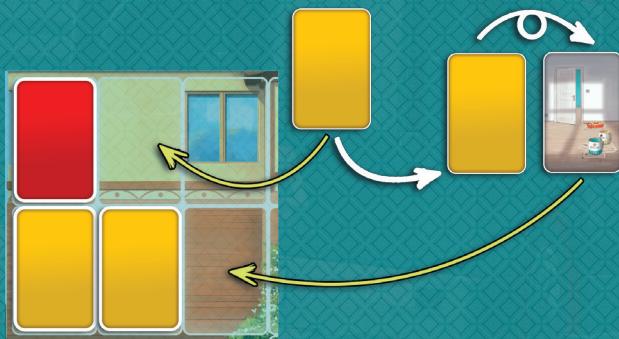
Rooms can be expanded horizontally. Rooms can have 1, 2, or 3 cards, as shown by the icons with , , or cards. A room which has its maximum number of cards (or a room with a token) is CLOSED. (E.g. a kitchen with 2 adjacent cards.) You cannot place a card adjacent to a card of the same type which is part of a closed room. If you are forced to play a card next to a closed room of that same type, then you must play it face down as an empty room (worth 0 points).

Note: Rooms of the same type may be adjacent vertically, but are considered to be separate rooms, and they are scored separately.

Susan has taken a bathroom card from the card track. A bathroom has a maximum size of only 1 card. If Susan wants or needs to place her new bathroom on the indicated space, adjacent to her existing bathroom, then it must go face down as an empty room.



William has taken a **kitchen** card and has 2 possible spaces for it. He could place it next to his **living room**, but that would prevent further expanding the **living room**, or he could put it face down as an empty room adjacent to his existing **kitchen** (which is already closed, because a **kitchen** has maximum size 2).





William decides to add a piano to his living room (which only has 1 card so far). The piano closes the room, preventing its further expansion. (A piano is a very delicate instrument, preventing further building near it!)

GAME END AND SCORING

Placing a furnishing token onto a card automatically closes that room, so it cannot be expanded. The previous rule also applies to rooms closed by tokens: if you place a card of the same type next to such a closed room, the card must be a face down empty room worth 0 points. Empty rooms may be adjacent to each other.



A **bedroom** consisting of 2 adjacent cards is worth 4 points.



After the 12th round, everyone's house will have 12 rooms. Now you can admire your homes and count points. Notepads with tables are included to help add the scores.

When scoring,
handyman, and



remember to use the abilities of the supplier,
ro



You earn points for:

- rooms
- roof
- furnishing tokens
- bonuses for your house's functionality



A garage with 1 card gives 0 points, but a garage with 2 cards give 4 points.

Points for rooms

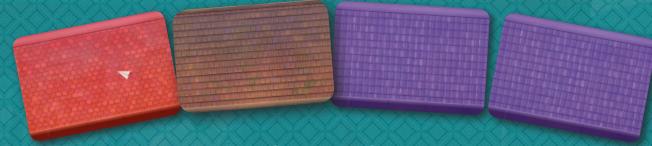
Most rooms give points depending on their size, i.e. the number of cards in a connected group of the same type on the same floor. The number of points is shown on the card.



William's house has a bedroom with 1 card. Next turn, he takes a cat house and decides to put the cat house token in this bedroom. This closes his bedroom, so he cannot place another bedroom card adjacent to it. Also, if he then takes the canopy bed, he will have to discard it, because it's illegal to place a token in a closed room, and the canopy bed can only go into a bedroom. But if he has a second (separate) bedroom, then he can place the canopy bed into that other bedroom.



A living room with only 1 card gives only 1 point. But a larger living room with 2 adjacent living room cards on the same floor gives 4 points. And a living room with 3 cards is worth 9 points! The card icons show the number of cards for the room and the points earned for that many cards.



non-uniform roof: 3 points



uniform roof: 8 points





non-uniform roof with 2 windows:
3 points for roof + 2×1 point for windows = 5 points



The maximum possible roof score:
8 points for a uniform roof + 1 point for 1 window = 9 points

Points for furnishing tokens

Each furnishing token has a printed point value. A player with the interior designer receives 1 bonus point for each furnishing token. (See **Helper cards** on pages 12-13.)

DETAILED DESCRIPTION OF SPECIAL CARDS

Bonuses for house functionality

The player aid shows 2 conditions for getting additional points:

[A] Having a bathroom on each of the 2 upper floors: 3 points.

[B] Having a bathroom, kitchen, and bedroom: 3 points. They can be of any size and on any floors in your house. The points are earned only once: having 2 bathrooms, 2 kitchens, and 2 bedrooms does not give 6 points, but simply 3 points.

Points for roof

Whenever you take a roof card, you place it face down on the roof space on your board. During play, you may

not examine your face down roof cards. At the end of the game, you reveal your roof cards and choose 4 to build your house's roof. You will earn points depending on whether your house's roof is all made of the same material or not.



Extra unused roofs (beyond the 4 you choose to use) are irrelevant and give no points. If you have fewer than 4 roof cards, then your roof is incomplete and gives 0 points.

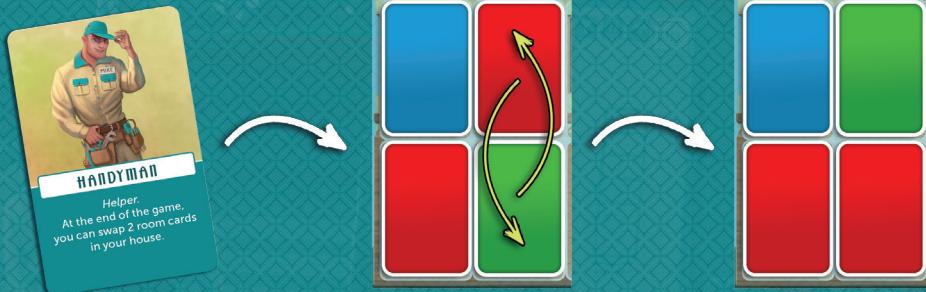
Players receive:

For a non-uniform complete roof (4 roof cards not all of the same colour): 3 points.

For a uniform complete roof (4 cards of the same roof type): 8 points.



Susan uses the Handyman to move a **living room** card next to another living room card.



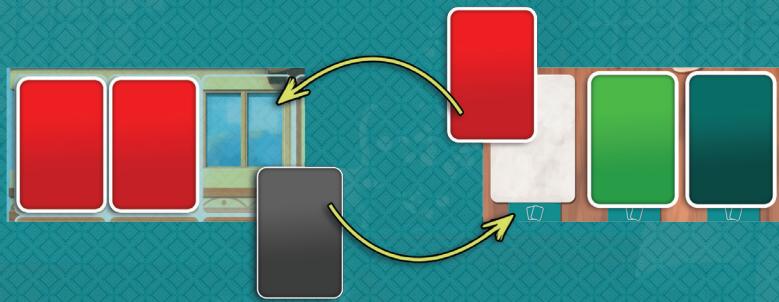
In addition, each window in a complete roof provides +1 point. There is 1 window card for each color of roof.





Victory

Whoever has the most points wins! In the rare case of a tie for most points, the tying high-scorers share their victory. As a variant, if a tie-breaker is desired, then look for children hiding in the rooms of your house. Whoever finds the most kids wins.



Swapping out a study card to get a third living room card.



13



Special cards

After taking a furnishing card, you immediately take the corresponding furnishing token, place it on an eligible room card as indicated on the furnishing card, and discard the furnishing card from the game. The token CLOSES the room. A closed room cannot be taken again (unless it's a room of the same type).

A given room card can only be taken once per room, possibly several times. If you take a furnishing token, you can't take the same room card again (unless it's a room of the same type).

The treehouse and the birdhouse are special: you can swap them with your house, no matter where it is. It's possible to own both a treehouse and a birdhouse.



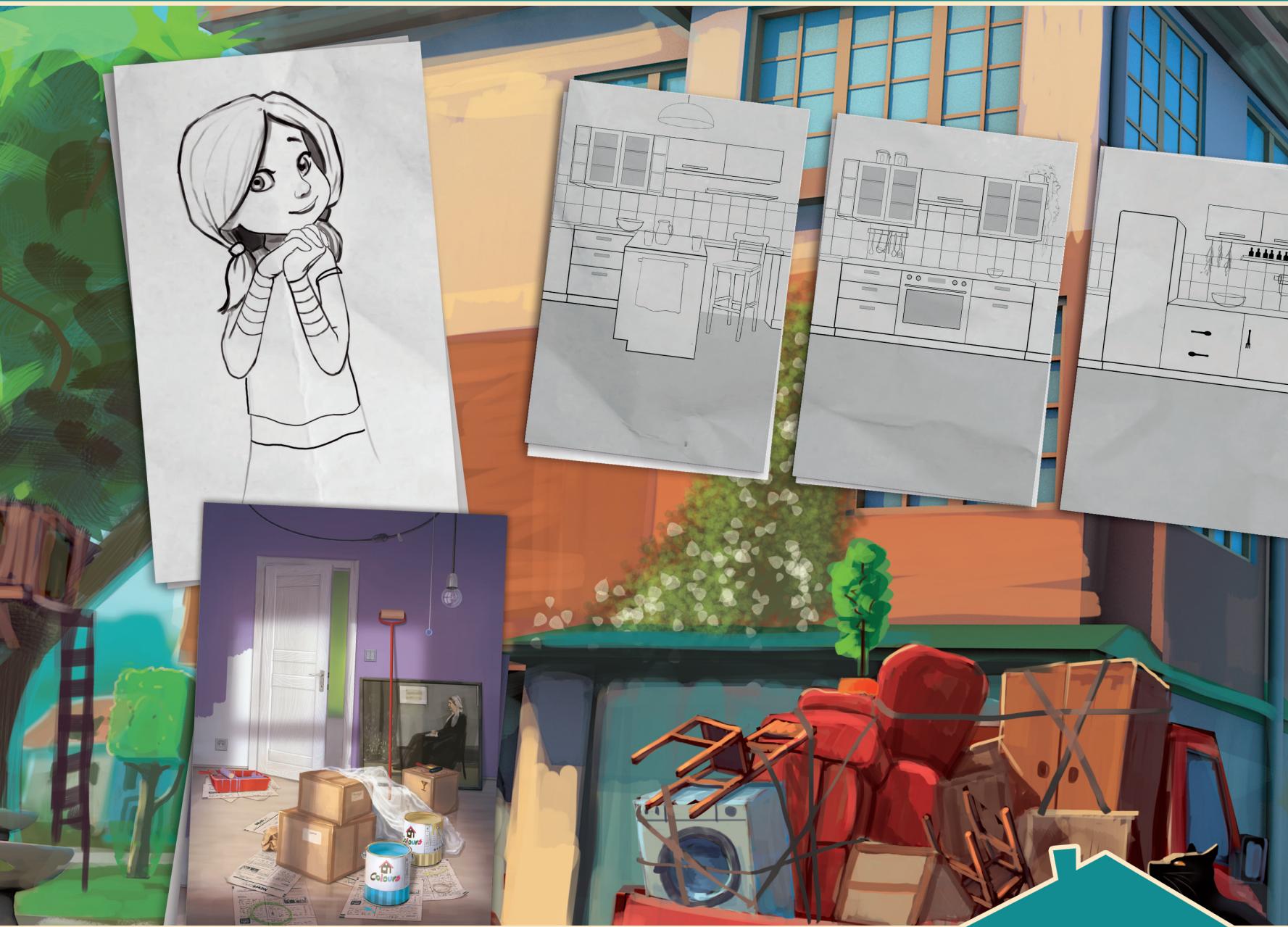
William is the second player in the round, with 4 remaining card pairs. He wants a living room card and a red roof with a window, so he plays the concrete mixer to swap the living room card with the room under the roof he wants.



Uwaga! Na koniec gry Rusztowanie nie może znajdować się na planszy. Musi zostać podmienione na jakąś kartę pomieszczenia.



Instead of taking a second garage card now, William takes a third living room card with a scaffolding card: he places the scaffolding in his basement so he can build his valuable living room on top of it. He hopes for another chance to take a second garage card later, which he will use to replace the scaffolding.



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SCORING EXAMPLE

Rooms:

- Children's room: 2 points
- Living room: 4 points
- Bathroom: 1 points
- Dressing room: 1 points
- Bathroom: 1 points
- Bedroom: 1 points
- Kitchen: 1 points
- Pantry: 3 points (next to Kitchen)
- Kitchen: 1 points
- Garage: 0 points
- Empty room: 0 points

Total from rooms: 15 points

Furnishings

- Piano: 3 points
- Cat house: 1 points

Bonuses for functionality

- Bathroom on each floor: 3 points
- Having a bathroom, kitchen, and bedroom: 3 points



Points for roof

Choose only 4 roof cards to score.

- Complete but non-uniform roof (4 cards): 3 points
- Window: 1 point



FINAL SCORE: 29 POINTS