Our patched Home

Moving time - a new home is always something special. But… can you design your own room WHILE keeping an eye on your living companions? Because they just might make this new home unlivable for you.

A cooperative competitive card game for 2 - 6 players

Contents:

- 10 room cards:
  a) corridor
  b) kitchen
  c) living room
  d) bath room
  e) 6 player rooms

- 8 character cards:
  a) 3 with chaotic personalities
  b) 3 with neat personalities
  c) 2 with balanced personalities

- 72 Room items
- 1 Start player card

Manual:

Goal: Gain points by either placing fitting room items into your room or helping your group of players with the same personalities with your cooperative goal.

Setup:

Take the communal room cards and place them in a column on the playing area. There should be space for up to 5 cards to the right of each card.

Place a player room in front of each player.

With even number of players: (2n)

Choose an equal number of chaotic and neat characters.

With odd number of players: (2*n + 1)

Choose an equal number of chaotic and neat characters plus one balanced character.

Shuffle the character deck and each player draws one character face down and looks at it, but does not show it to other players.

Shuffle the room item deck and place it left of the room cards on the playing area.

Player who last bought something gets the start player card and begins.

Gameplay:

The game is played in rounds. During a round each player gets a turn.

Turn order is clock-wise.

During a turn a player may either:

- Draw a card from the room item deck and place it in the communal rooms or their own room.
  Each room can only hold up to 5 items.

- Exchange 2 items between two rooms, either the communal or their own.
  After an exchange the swapped items are rotated by 180° to indicate their use in in an exchange.
  ONLY unrotated items may be used in an exchange

After every player had his/her turn in a round, the starting player marker is moved one player to the left. All rotated items are reset their rotation and are now usable in an exchange again.

The player with the starting player marker starts the next round.

The personalities:

Characters have a disposition: Neat, balanced or chaotic.

Rooms have traits can take on one of those disposition as well:

- Chaotic: There are more trait symbols not matching the rooms preference
- Neat: There are more trait symbols matching the rooms preference
- Balanced: There is an equal amount of matching and not matching symbols

Game end:

The game ends, when every communal room has reached their item limit.

Scoring the communal rooms:

What is the disposition of your new home?

- Chaotic: More rooms are chaotic than neat
- Neat: More rooms are neat than chaotic
- Balanced: Either there are more balanced rooms than chaotic or neat OR there are an equal number of rooms have either a chaotic or neat disposition

The players with the same disposition as your new home receive 2 bonus points.

And the winner is… :

After the cooperative scoring each player counts the symbols on their cards. Each symbol matching your positive personality traits gives +1 and each symbol matching your negative personality trait gives -1 to their score. Each player adds their personal score to their existing points.

The player with the most points wins.