



Rulebook

A game designed during **Global Game Jam 2019** by:

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A place for everyone

Everyone need a self-space to feel at home! But can everyone fit in?

A place for everyone is a tabletop game for up to 4 players, Place the furniture of your character in the areas he or she likes the most, but watch out! You're not the only one who wants a spot in the living room :)

1. List of contents

- 4 character cards (mom, dad, teenager, baby girl)
- 5 home tiles
- 25 furniture tiles
 - 5 mom tiles (pink)
 - 5 dad tiles (blue)
 - 5 teenager tiles (green)
 - 10 baby girl tiles (orange)

2. Setup

Give the *key of the house* to the oldest player.

Shuffle separately the furniture tiles of the four characters then give one of them to each player.

Pick up a number of home tiles based on the number of players and their character cards as per table below.

Place the home tiles close together in order to build the game board, paying attention that the spaces with the arrows match together.

Nr.. of players	Mom	Papà	Teenager	Baby girl	Home tiles
2 players	X	X			corridor, kitchen, hobby room
2 players	X		X		corridor, kitchen, bedroom
2 players	X			X	corridor, kitchen, living room
2 players		X	X		corridor, kitchen, living room
2 players		X		X	corridor, kitchen, bedroom
2 players			X	X	corridor, kitchen, hobby room
3 players	X	X	X		corridor, kitchen, hobby room, bedroom, living room
3 players	X	X		X	corridor, kitchen, hobby room, bedroom, living room
3 players		X	X	X	corridor, kitchen, hobby room, bedroom, living room
4 players	X	X	X	X	corridor, kitchen, hobby room, bedroom, living room

3. How to play

The game takes place in different **rounds**, each of which is divided into **two phases**: *placement* and *action*.

3.1. Phase 1: Placement

During the placement phase each player, in turn, starting from the holder of the *key of the house*, take a random furniture tile from their reserve and place it on the game board.

Furniture tiles can be placed everywhere on the game board, provided that it is completely contained inside the board and don't overlap with the walls of the room or other furnitures.

Furniture tiles can still be placed between two rooms provided they meet the rules described above.

When a player is not able to place the furniture tile on the game board as per the rules described above, that tile is discarded.

Once the furniture tile is placed (or discarded), the player ends the turn and the game proceeds counterclockwise.

Once all players have taken their turn, the placement phase ends and the action phase begins.

3.2. Phase 2: Action

Starting from the player with the *key of the house*, every player can activate their character's ability to change the position the arrangement of tiles on the board. The players can refrain from using their abilities if they so wish or if they can't be activated.

Once every player's turn has passed, the *Action Phase* ends. The player who owns the *key of the house* token pass it to the next player on their right and a new round begins.

4. Character Abilities

4.1. Dad

During the action phase, the player can rotate one tile in any direction, even if said tile wasn't positioned by them. At the end of the rotation the tile must comply with the positioning rules described before. The tile can rotate around any space.

4.2. Mom

During the action phase the player can move one tile by one space in any direction, the tile can only be moved horizontally or vertically and it can't pass through walls or overlap on other tiles.

4.3. Teenager

During the placement phase, the player can place their furniture tiles over another tile already on the board. The player's tile can overlap only by one space with a specific tile, but there is no limit to how many tiles can be overlapped as long as every tiles overlap only by one space.

4.4. Baby Girl

The player doesn't obtain any bonus points by the areas of interest, but, during the action phase, they can place a second tile. This action follows the same rules as any other placement.

5. End of the game

The game ends when a player ends all their tiles or when no more tiles can be placed on the board by any player.

6. Winning the game

The player who collects the most points wins the game.

A player scores points by every space occupied by their furniture tiles inside the house as below:

- 1 point by every space occupied by their tiles
- 2 points by every space occupied by their tiles *inside* his/her areas of interest
- 0 point for the space occupied by their tiles overlapping with the entrance arrow.
- 0 point for the spaces overlapped by teenager furniture

The player using the Baby Girl character scores only 1 point in *any* area of the house.

The player using the Teenager character scores 1 point normally overlapping another player tiles (2 points in his areas of interest)