

RULES AND GUILDLINES

Contents.

240 playing cards

120 Upgrades

120 Damages

6 playing mats

6 money counters

1 Die

1 Money Die

How to Play.

Every player starts with 4 cards 2 upgrades and 2 damages.

Everyone starts with a 4 on the money counter.

Roll a die to see who goes first.

Starting with the first player and continue clockwise.

During your turn decide to pay to upgrade your home, pay to place damage on others, or pay to fix your damaged home.

You can spend all your money, or hold up to 20 money.

On the start of the second round roll the money die to determine how much money you earn that round.

Then for each turn for the rest of the game draw 4 more cards, 2 damage and 2 upgrade.

Before playing any cards you must only have 4 cards in hand of any combination.

Special Rules.

Once an upgrade card is placed any damage cards played in that room before are locked in and cannot be removed.

Once a room is full, you can no longer pay to remove damages and the room is complete.

Ending the game.

Before starting the game choose an ending all players agree on.

Once a player's home is full end the game there. OR

Continue until everyone's home is filled. Once your home is full only draw 2 damage at start of your turn

Winning the Game

At the end of game count the total value, if there are any ties, pitch your home to sell to the other players, who ever gets the most votes on their pitch wins.

Extra Rule: Everyone pitches their house for more fun and laughter.