

DIY

A card game about fixing up a house better than your neighbors!

OBJECTIVE

In this game, each player works on various home projects, investing tools and supplies over the course of several turns to fulfill the needs of each project. As soon as a project's requirements are met, that player claims that project card and its associated points. A player wins when the total value of their completed projects reaches 15 points.

SETUP

There are two decks of cards: the project deck, containing all the project cards, and the game deck which contains all the other cards.

1. Shuffle the project deck and deal 3 project cards to each player, arranging them face up in front of each with space to set more cards above and below.
2. Set the project deck to one side, face down, and draw 3 more cards. Arrange these face up next to the Project Deck. This is the Todo List.
3. Remove all 6 disaster cards from the Game Deck, then shuffle it. Deal 5 game cards to each player. They may look at their cards, but should keep them secret.
4. Add the disaster cards back into the Game Deck and shuffle it again. Set the deck within reach of all players, keeping some empty space next to it for a Discard Pile.

HOW TO PLAY

Pick any player to go first. The game proceeds in turns, in which players take a few simple actions in the following order:

1. Draw

If you have less than 5 cards in your hand, draw from the game deck until you have 5.

2. Work

Pick one resource card in your hand, and use it to work on one of your projects by setting it on the table below the project card.

If the project requirements are met, congratulations! Score the project according to the **Completing Projects** section below.

3. Action

Play one Modification or Shady Deal card from your hand.

Shady Deals take effect immediately. Follow the directions on the card, resolving its effects, and then put it on the Discard Pile.

Modifications are played on projects, and typically have ongoing effects or a one-time effect that triggers when the project is completed. Pick the project you'd like to modify, and set the card in the modifications area above that project card. You can choose to play on one of your own projects or one of your opponents'.

4. Discard

Optionally, you may discard one card from your hand at the end of your turn.

COMPLETING PROJECTS

When the resource requirements of one of your projects are fulfilled, that project is complete. If the project has any modifications that trigger on completion, then resolve them now.

Once any modification effects have completed, add the project card to your completed projects pile. You win immediately if the total value of your completed projects is 15 or more. Otherwise, put all that project's resources and modifications on the Discard Pile. Then choose a new project from the Todo List.

Refill the empty spot in the Todo List with the top card from the Project Deck.

FAQ

* If a project costs one supply to complete, and a project modifier reduces its supply cost by one, what happens?

The cost has indeed been reduced to zero. The project is therefore complete, and triggering effects and scoring as normal.