

Welcome

to
★ *Your Perfect Home* ★



RULEBOOK



Standard game 2

Advanced Mode and Roundabouts ★..... 14

AAA Solo Mode 16



Blueprint sheet 20

February 23rd 1953

U.S. DEPARTMENT OF HOUSING
JUNE 10, 1953
AND URBAN DEVELOPMENT

NOTICE OF TENDER
Letter to the architects submitting their application

Welcome,

Our city has become attractive and is experiencing a strong demographic growth. The city council has made new lands available in order to develop residential areas. These should have all the modern comfort to which all Americans aspire in 1953.

In order to achieve this ambitious program and make a choice, the city council has decided to create a competition between all the architects. To this end, you are asked to build individual houses spread over three streets. And for that, you will have to meet the urban development requirements for our city.

You will find all the explanations you need in the Rulebook that comes with this letter.

The architect with the best final evaluation will be offered future projects. We wish you all good luck.

Madam Mayor,

Ella T. Grasso
APPROVED

Overview and goal of the game

A game takes place over several rounds. In each round of the game, everybody plays simultaneously with the same draw of cards made up of three combinations. Each architect chooses a combination of 2 cards:

1 Number card
1 Action card



With the Number, you must write down a house on your sheet in order to build it. The houses are spread out over 3 different streets.



With the Action, depending on its type, you can:



Build a **fence** to delimit housing estates.



Improve your housing estates.



Create a **park**.



Build a **swimming pool**.



Hire a **temporary worker** to change the number of the card.



Build an **extension** to an existing house.

During the game, you can also validate the 3 **City Plan** cards.

These objectives earn extra points for the quickest and most efficient architects.



At the end of the game, you add up all the points earned with your constructions.

Get the highest score to win the game!

Each card has on its bottom left corner an identification number (from 01 to 110) which has no use during the game.

Components



63 Construction cards
with a Number side (from 1 to 15)
and an Action side (6 types)



**21 Standard
Plan cards A B C**
with a Project side and
a Validated side ✓



**17 Advanced
Plan cards A* B* C***
with a Project side and
a Validated side ✓



**6 Classic dry
erase sheets**

**6 Blueprint dry
erase sheets**



6 player aids



6 dry erase markers and 6 wipes

For the AAA Solo Mode



**3 Validation
cards**



**6 AAA
Opponent cards**

Play with an unlimited
number of players with:


★ The Welcome to Your
Perfect Home Android & IOS
scoring sheet applications



★ The printable scoring sheets on
bluecocker.com

In the Expansion Rulebook, you will find the rules and the complete list of the additional and exclusive components of this Collector Edition: cards #111 to #165, 24 extra double-sided sheets, as well as the sheets on the back of the Classic and Blueprint sheets.

Set up

- 1 Shuffle the **Construction cards** and divide them in 3 equal stacks in the center of the table, Number side up.
- 2 Select 3 Plan cards: **one Plan A card, one Plan B card and one Plan C card**. Set these 3 cards in the center of the table as well, Project side up. For your first game, we recommend that you play only with the Standard Plan cards. The other cards will not be used for this game.
- 3 Give each architect a **marker** and a **scoring sheet**. Make sure that everyone plays with the same sheet. For your first game, we recommend that you play with the **Classic sheet** with this logo: . Each architect writes down the name of their city in the left top corner of their sheet.
- 4 Give **players aids** to all the architects.



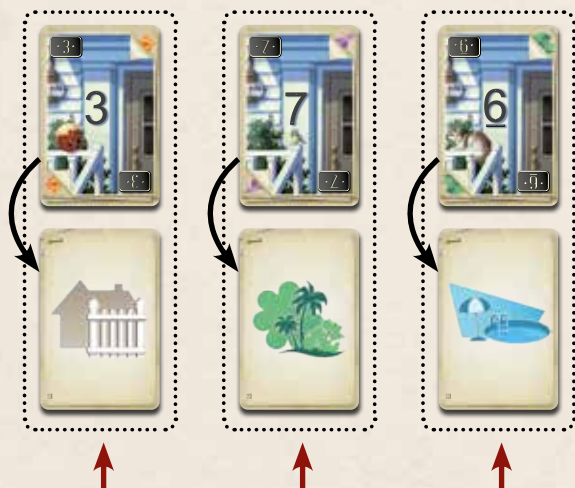
Game Round

A game is played for several successive rounds. In each round, perform the following 5 steps, in this order:

- ★ 1 - FLIP 3 CONSTRUCTION CARDS
- ★ 2 - SELECT A NUMBER-ACTION COMBINATION
- ★ 3 - NUMBER A HOUSE (MANDATORY)
- ★ 4 - USE THE ACTION (OPTIONAL)
- ★ 5 - VALIDATE A CITY PLAN (OPTIONAL)

★ 1 - FLIP 3 CONSTRUCTION CARDS

Flip the first Construction card from the 3 stacks. And place each card, Action face up in front of its stack.



3 Number-Action combinations

This way, each round you get 3 new Number-Action combinations. The cards flipped during the game are stacked in 3 discard piles.

When you flip the last card of each stack, shuffle separately the 3 discard piles to create again 3 stacks, Number face up.

★ 2 - SELECT A NUMBER-ACTION COMBINATION

The game round is **simultaneous**: each architect select one of the 3 available Number-Action combinations at the same time and use it on their sheet.

You can very well have several players using the same combination.

★ 3 - NUMBER A HOUSE (MANDATORY)

The houses are gathered in 3 horizontal streets.

On your sheet, you must write down the number of the chosen combination in an empty house, in the street of your choice. Each street is independent and must be **numbered in ascending order from the lowest number to the highest number**.

You cannot use the same number twice in the same street (except with the *Extension Action*, see page 9).



You can skip houses, and number them later on.

Furthermore, you can skip some numbers, for example write down a 10 just after a 7.



Building Permit Refusal:

Writing down a number is **mandatory**.

If you can use one of the 3 available numbers, you must do it. Otherwise, you receive a Building Permit Refusal: instead of numbering a house and using an action, **cross out 1 Permit Refusal** in ascending order (0, 0 then 3).



★ 4 - USE THE ACTION (OPTIONAL)

You can use the action of the selected combination, only if you also use the number of this combination. In other words: you cannot perform an action if you receive a Permit Refusal.

Warning:
Using an action is always optional!



FENCE ACTION (x14)

This action allows you to mark the limits of housing estates of different sizes. A housing estate is a group of neighboring houses between two fences.

To do so, **draw 1 fence with a vertical line, wherever you want**, between 2 houses, whether they are numbered or not, and in any street.

Note that at the beginning of the game, there is already a fence at each end of each street.

At the end of the game, you will earn points for your **completed housing estates, of a maximum size of 6 houses**.

A housing estate is complete when all its houses are numbered (no empty house).

Beware that a housing estate of 7 houses or more will not earn you any point.

It is possible to divide an existing housing estate with a new fence (except if you have already used this housing estate to *Validate a City Plan*, see page 10).

Example: You draw a fence between two houses. This way you divide a complete housing estate of size 3 into two smaller housing estates of size 1 and 2.



IMPROVEMENT ACTION (x14)

Thanks to the local real estate agency, you can improve the value of your completed housing estates.

In the improvement section, **select any size of housing estate** (1, 2, 3, 4, 5 or 6 houses), whether you have already built any or not.

Cross out 1 improvement box in the corresponding column. You must cross out the values in **ascending order**.

At the end of the game, each complete housing estate of this size will earn as many points as the lowest visible value in this column.

Example: You crossed out the first box in the size 2 housing estate column. Thus the value of complete housing estates of size 2 has gone from 2 points to 3 points each.



PARK ACTION (x14)

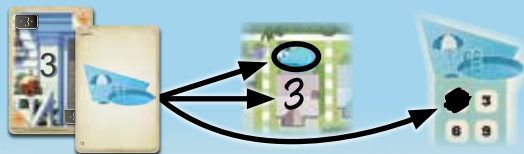
All streets deserve parks. **Cross out 1 park box in the same street** where you have written the number associated with this action. You must cross out the boxes in **ascending order** (0, 2, 4, etc.).





SWIMMING POOL ACTION (x7)

Build swimming pools, but mind where you do! If you number an empty house with a swimming pool while using this action, circle **this swimming pool**. Then in the swimming pool section, cross out 1 box. You must cross the values in ascending order (0, 3, 6, etc.).



With a number combined with a Swimming pool action, you can number a house without a swimming pool. With a number combined with another type of action, you can number a house with a swimming pool, but you won't be able to build this swimming pool later on.

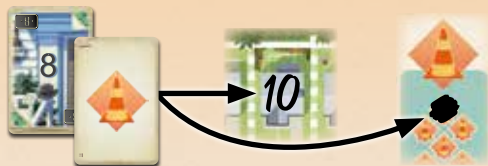


TEMP WORKER ACTION (x7)

Hire temporary workers and your building work will be easier.

Before writing down a number combined with a Temporary worker action, you can add or subtract 0, 1 or 2 to this number. Then in the temporary worker section, cross out 1 box.

Example: With a number 8, you can use any of the following numbers: 6, 7, 8, 9 or 10.



EXTENSION ACTION (x7)

Build an extension to an existing house with a "Bis number", that is, with a number repeated a second time. At the end of the game, this action will cause you to lose points. But it allows you to number 2 houses in the same round. This way you can complete more housing estates and faster than your opponents.

After having written down the number of your combination, select **any already numbered house** (including the one that you have just numbered). **Copy the number of that house** by writing it down in an empty house next to it, directly on its left or its right. **Add a "B" to this number** so you can identify it. Then in the extension section, cross out 1 box. You must cross out the values in **ascending order** (0, 1, 3, etc.).



You can copy an identical number several times and get a series of houses such as: 4 - 5B - 5 - 5B - 5B... Furthermore two identical numbers obtained with this action can be separated by a fence.

★ 5 - VALIDATE A CITY PLAN (OPTIONAL)

The 3 Plan cards A, B and C are the objectives set by the city council.

If you meet the conditions required by a plan, you can validate it. Then score **the highest value of the Plan card** at the bottom of your sheet, in the corresponding A, B or C box. Architects who validate the same plan in **that same round** can also score the highest value.

Then the **City Plan card is flipped** on its Validated side (✓). Therefore, afterwards, architects who validate this plan in a later round will only earn its lowest value.



Note that each architect can validate each of the 3 plans only once during the game. You can validate several plans in the same round.

Validating a plan immediately is not mandatory. You can wait for a next round to validate a plan if it suits you, or if you forgot to validate it before.

And you always have the possibility to validate a plan, even if you receive a Permit Refusal in the same round.

Standard City Plans

Each standard City Plan requires the building of several **complete housing estates** with **specified sizes**. There is **no restriction on where you should build these housing estates**. You can build them in different streets if you wish.

Once you have used a housing estate to validate a plan, **you can no longer use it to validate another one**. To remember this, you must **draw a line** over the houses of this housing estate. And thereafter, you are **not allowed to divide further this estate with a fence**.

Example: You validate first the B Plan with a housing estate of size 4 and 3 estates of size 1. You draw a line above the estates you used. Then you score 9 points on your sheet and flip the Plan B card on its Validated side.





End of game


The game ends after the current round, if one of the following situations happens:


- ★ One architect has validated each of the **3 City Plans A, B and C**.
- ★ One architect crosses out their **third Permit Refusal**.
- ★ One architect has numbered **all the houses** of the three streets.

Calculate your total score by adding up points in each section:


 **City Plans:** Add up the points of the plans you have validated.


 **Parks:** Take the lowest visible value of each street and add them.


 **Swimming pools:** Write the lowest visible value of the swimming pools.

 **Temp worker:** The architects with the most crossed out boxes earn 7 points. Those in second place earn 4 points. And those in third place earn 1 point. If you have not crossed out any Temp worker box, you do not earn any point.

Example: Alice and Bob have crossed out 5 Temp workers, they earn 7 points each. Cindy has crossed out 1 Temp worker, she earns 4 points. Danny has not crossed out any Temp worker, he does not earn any point.

 **Complete housing estates:** For each size of housing estate, count the number of all your complete housing estates and write it down. Multiply that number by the lowest visible corresponding value.

 **Extensions:** Write down the lowest visible value of the extensions. You must **subtract** this value to your total score.

 **Permit Refusal:** Write down the lowest visible value of the Permit Refusal. You must **subtract** this value to your total score.

The architect with the highest score wins the game.

In case of a tie, the architect with the most complete estates wins.

In case of another tie, the architects share the victory.



Reminder and examples

·1·	·2·	·3·	·4·	·5·	·6·	·7·	·8·	·9·	·10·	·11·	·12·	·13·	·14·	·15·
x2	x2	x3	x4	x5	x6	x6	x7	x6	x6	x5	x4	x3	x2	x2



1

FENCE (x14)

Draw a fence wherever you want.

When all houses between 2 fences are numbered, they become a **complete housing estate**, which earns you points at the end of the game.



2

IMPROVEMENT (x14)

Choose a size of housing estate and cross out 1 improvement box.

At the end of the game, all the complete housing estates of this size earn you more points.



3

PARK (x14)

After having numbered a house, cross out 1 Park box in the same street.

At the end of the game, in each street, you earn the points of the box with the lowest visible value.



4

SWIMMING POOL (x7)

After having numbered a house, circle the swimming pool of this house if there is one, and cross out 1 swimming pool box.

At the end of the game, you earn the points of the box with the lowest visible value.



5

TEMP WORKER (x7)

Modify the number (-2, -1, 0, +1, +2) before numbering a house and cross out 1 Temporary worker box.

You can get a 17 with a 15, and a 0 with a 1 (but not a -1).

At the end of the game, compare your crossed out boxes with your opponents to earn points.

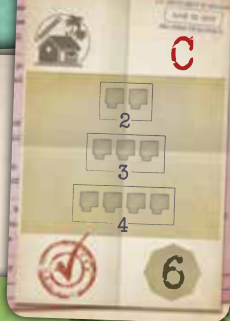
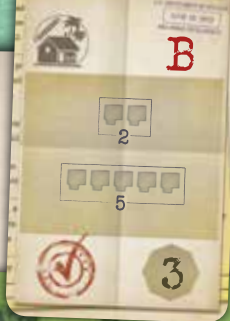
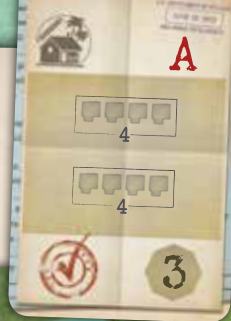


6

EXTENSION (x7)

After having numbered a house, number a second house next to any other house by copying its number, and cross out 1 Extension box.

At the end of the game, you lose points, but you can potentially earn more thanks to the additional numbered houses.



$$20 + 20 + 9 + 1 + 6 + 4 + 3 + 21 + 5 + 0 - 6 - 0 = 83$$

Advanced Mode ☆

After a few games, the Advanced Mode will allow you to discover some new ways to play.

★ ROUNABOUT

Replace an empty house with a roundabout. You can build a roundabout at any time during a round, in addition to numbering a house and use an action.

In an empty house, **draw a roundabout as well as a fence on both sides.** Then in the roundabout section, **cross out 1 box.** You must cross out the boxes in ascending order (0, then 3).

The roundabout divides the street in 2 smaller parts which you can now **number independently.**

You can have numbers from 1 to 15 on one side of the roundabout as well as on the the other side. In other words, from one roundabout, the numbering starts again from 0.



At the end of the game, the built roundabouts will make you lose points. You must subtract from your total of points the smallest value still visible in the roundabout section.

Note that a roundabout is not a house, and does not count as an estate. You can



build a maximum of 2 roundabouts during the game.

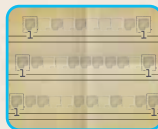
You can build 2 roundabouts in the same street. And you can build a roundabout even though you have a Building Permit Refusal in the same round.

★ ADVANCED CITY PLAN CARDS

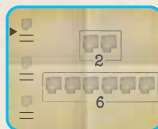
You can add the advanced City Plan cards ☆ to the standard Plan cards. It means you can play with a mix of Standard and Advanced plans. Just make sure that you always play with 1 Plan A card, 1 Plan B card and 1 Plan C card.

Reminder: A **complete housing estate** used to validate a City Plan **cannot be used to validate another one.** And afterwards it can no longer be divided with a fence. (See page 10, *Validate a Plan*).

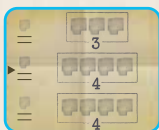
"A" PLANS.....



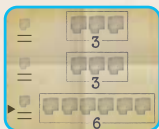
At each end of each street: build 1 complete housing estate of size 1.



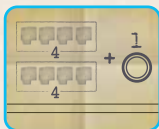
In the 1st street (top): build 1 complete housing estate of size 2 and 1 complete housing estate of size 6.



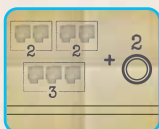
In the 2nd street (middle):
build 1 complete housing
estate of size 3 and 2 complete
housing estates of size 4.



In the 3rd street (bottom):
build 2 complete housing
estates of size 3 and
1 complete housing estate of
size 6.

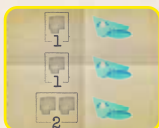


In the same street: build
2 complete housing estates of
size 4 and 1 roundabout.

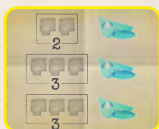


In the same street: build
2 complete housing estates
of size 2, 1 complete housing
estates of size 3 and
2 roundabouts.

"B" PLANS



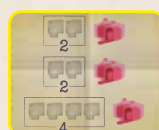
Build 2 complete housing
estates of size 1 and 1 complete
housing estate of size 2 with a
minimum of 1 swimming pool
built in each estate.



Build 1 complete housing
estate of size 2 and 2 complete
housing estates of size 3 with
a minimum of 1 swimming
pool built in each estate.



Build 1 complete housing
estate of size 5 and 1 complete
housing estate of size 6 with a
minimum of 1 swimming pool
and 1 extension built in each
estate.

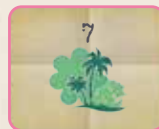


Build 2 complete housing
estates of size 2 and 1 complete
housing estate of size 4 with a
minimum of 1 extension built
in each estate.

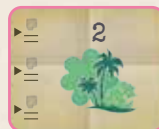


Build 1 complete housing
estate of size 4 and 1 complete
housing estate of size 5 with
a minimum of 2 extensions
built in each estate.

"C" PLANS



Cross out at least 7 Park
boxes.



In each street: cross out at
least 2 Park boxes.



In 2 streets: cross out all the
Park boxes.



Cross out at least
5 Temporary worker boxes.



Cross out at least
6 Improvement boxes.



Cross out all the
Improvement boxes of at
least 3 different sizes of
estates.



AAA Solo Mode



The AAA company (Alexis Allard Architects) is your main competitor. Will you succeed in surpassing their architects?

This game mode allows you to play solo against the AAA. Each AAA architect has a different difficulty level and a distinct personality. During the game, in each round, you will give one card to the AAA. At the end of the game, these cards will allow the AAA to earn points, unless you play with the AAA Opponent card of level 0, which score no points. But be careful, as the cards that you will give them will not come back to your deck...

All the standard rules apply with the following changes. Furthermore you can play solo against the AAA with any sheet as well as with the Advanced Mode.

★ SET UP

- 1 Shuffle the **Construction cards** Action side up and draw randomly 20 cards. Then:
 - In this **deck of 20 cards**, shuffle 1 **AAA validation card**, taken at random and without looking at it.
 - Place the remaining cards on top of this stack in order to form a **deck, Action face up**.
 - Place the **2 remaining validation cards**, face down in your **discard pile**, next to your draw deck.
- 2 Select **3 Plan cards** as in the standard game.
- 3 Take a **sheet** and split all the scoring boxes in half with a horizontal line. You will score above this line, and AAA below it.
- 4 Choose **one AAA Opponent card**. The value next to their name show the level of difficulty (1 = easy). Level 0 allows you to play without scoring the points of the AAA. Keep a space next to this card for the cards that you will give to the AAA.



★ GAME ROUND

- 1 At the beginning of each round, draw **3 Construction cards**.

When the deck of Construction cards is exhausted, shuffle only your discard pile (with the 2 Validation cards) to form a new deck. The cards given to the AAA do not come back into play.

AAA Validation Card: When you draw a Validation card, you must resolve it **immediately**.

Check the top right corner of the Opponent card to find out if the AAA validates the City Plan card corresponding to the Validation card. If it does, write down the score earned from the Plan card for the AAA on your sheet, then **flip the Plan card** on its Validated side.

Then **remove the card from the game** and draw a new Construction card so that you have 3 cards in your hand to play the round.

- 2 Pick **2 Construction cards** out of the 3 cards you have in hand.

- 3 Use **one card for its number** by numbering a house.

- 4 Use the **other card for its action** (using an action is always optional). To do this, you can look at the corners of the card which show the action on the other side.

Then, place these two cards in your discard pile.

Finally, **give the AAA the 3rd remaining Construction card**. This way, you will create a stack of Construction cards next to the AAA Opponent card. **You must not shuffle** this stack of cards but you can consult it at any time.

Example with Irene as an opponent:

You draw the **Validation card B**. Nothing happens as Irene does not validate the B Plan.

Afterwards, you draw the **Validation card A**. Irene validates the A Plan. The AAA scores 8 points and you flip the Plan A card.

Finally, you draw the **Validation card C**. Irene validate the C plan. As you already have validated it, and flipped it during a previous round, the AAA only scores the lowest value of 6 points.



Tip: If you have space, in order to better see the cards given to the AAA, you can spread them out as you play along, with the actions visible in the corners.

Building Permit Refusal: As in the standard rules, if you cannot number a house, cross out 1 Permit Refusal. Then you must still place 2 cards in your discard pile and give 1 card to the AAA.

5 You can validate a City Plan card following the standard rules.

★ END OF GAME

As in the standard game, the game finishes at the end of the current round, if you trigger one of the 3 end of game conditions. However, note that only you can end the game. AAA never ends the game, even if the AAA validates all 3 City Plans.

AAA Opponent card - level 0

The AAA Agency is closed! The AAA does not score any point at the end of the game. This way you can simply play solo, trying to get the best score possible. Note that the AAA is still competing for the validation of the City Plan Cards.



Temporary workers: you earn points according to your position (Ist, IInd or IIIrd) The card shows your position depending on the Temporary workers boxes you crossed out.

AAA Opponent card - level 1 or more

For each scoring section, write your score above the horizontal line, and the AAA score below it.

To calculate the AAA's score, take their stack of Construction cards without shuffling it.

The AAA earns a variable number of points depending on the Opponent card:

Parks: 0 to 4 points for each Park card.

Example with Sam as an opponent: Sam scores 1 point for each Park card. Therefore if you have given him 5 cards, he earns 5 points.

Swimming pools: 0 to 5 points for each Swimming pool card.

Temporary workers: 1 to 2 points for each Temporary worker card.

Moreover, the AAA earns additional points according to its position. To do this, compare the number of cards of the AAA with your number of crossed out Temporary worker boxes. Allocate the points according to the standard rules. The AAA doesn't earn any point if they have no Temporary worker card.

Example with Sam as an opponent: You have crossed out 4 Temporary worker boxes, and you have given Sam 4 Temporary worker cards. Then you and Sam score the points for the 1st position. Furthermore, Sam earns 1 point for each Temporary worker card, so he will score 4 extra points.

Fences: 1 to 3 points for each Fence card. Write down the score of the AAA in the 1st scoring box of the housing estate section.

Housing Estates: For the AAA, a **housing estate** is a set of cards between **2 Fence cards**. A fence is considered present at the beginning and at the end of their stack of cards. Note that the housing estates of the AAA **do not have any size limit**.

The AAA scores only the points of their **5 estates that earn the most points**. Write down the scores of these 5 housing estates in the last 5 scoring boxes of the estate section.

The value of a housing estate is equal to the number of houses multiplied by the value of each house in that housing estate:

$$\text{houses} \times \text{value} = \text{points}$$

- Each **Park, Swimming pool, Temporary worker** and **Improvement** card between 2 Fence cards stands for 1 house.
- Each **Extension card** stands for 1 to 4 houses, depending on the number written on the Opponent card.
- If there is **no Improvement card** in the estate: each house is worth 1 point.
- If there is **one or several Improvement cards** in the estate, **not matter how many there are**, each house is worth 1 to 4 points, depending on the value of the Improvement indicated on the Opponent card.

Example with Sam:

In this housing estate, Sam has 3 cards that indicate each 1 house, as well as 1 Extension card that indicates 2 houses as shown on the Opponent card.

There is a total of 5 houses in this estate.

Furthermore, Sam has at least one Improvement in this estate.

This way, in this housing estate, each house is worth 2 points as indicated on the Opponent card.

This estate is worth then a total of 5×2 points = 10 points.



Building Permit Refusal: The AAA has **no Building Permit Refusal**, nor any penalty for **Extension cards**.

In case of a tie, you win the game if you have more complete housing estates than the AAA. Note that all estates of the AAA are considered as being complete.

Blueprint sheet



Experience different gameplay sensations with the Blueprint Sheet.

During set up, make sure everyone is playing with the same sheet.

The Blueprint sheet is played with the same rules as the Classic sheet, either in Advanced Mode or AAA Solo Mode. However, note that the streets and the points scored are different.

Credits

This game saw the light of day thanks to:

Game Designer: **Benoit Turpin**

Artist and Graphic designer: **Anne Heidsieck**

Solo Mode Game Designer: **Alexis Allard**

Game Developpement: **Blue Cocker**

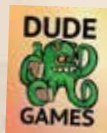
Developers of the new version: **Benoit Turpin & Alexis Allard**

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Published by: Blue Cocker
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Distributed by: Dude Game
1-888-616-3833
5425 Casgrain, suite 201
Montréal, Qc, Canada, H2T 1X6
www.distributiondude.com

Ref: WCE_CA_001_092023



Special Thanks

Blue Cocker would like to thank Andrée Frances, Bruno Desch, Matthieu Halfen, Christophe Hermier, Jean-Emmanuel Gilbert, Michel Schoenacker, Alain Blaizeau, Nathalie Geoffrin, Renaud Challiat, Lola Estève, and his team of puppies. And Big Wouf to the "dice killers" Fred & Didier.

Benoit Turpin would like to thank Virginie for her support, Aurèle and Garance, Anne for turning Welcome into a beautiful game, Alain for putting up with him and trusting him, and Alexis for his incredible work.

Alexis Allard would like to thank Alain Balaÿ, Anne Heidsieck, Benoit Turpin for inviting him to create the Solo Mode and Nicholas Bodart for inspiring it.