

COUNTING OF POINTS

Remember that the scoring is done at the end of the game.

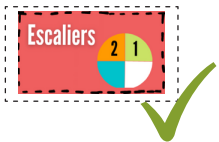
A game can end in different ways: after a certain amount of time, after a certain number of rounds or when a team reaches the end of the game. This should be made clear at the beginning of the game

You need to be aware of this when you play in order to make the best choices.

EARN POINTS :



Accepting negotiation with an opposing team (+3pts)
see negotiation card



Carrying out a task
Number of points earned = cost of the task



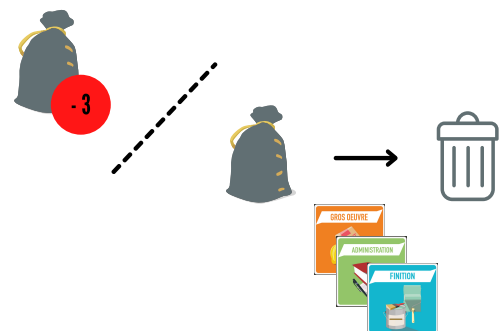
Making a house habitable (+15pts)
(100% of green and red tasks completed)

LOSE POINTS :

Be careful, ending the game with an untreated waste will make you lose 3 points.

Treating it during the game will only cost you the skill card of your choice.

Be careful, if you have any skill points left at the end of the game, they will be lost and you will not get any points.



PLAYER'S GUIDE

How to run a game ?

The different levels of play

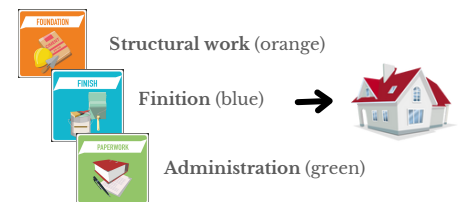
**INITIATION
(15-20MIN)**

**CLASSIC
(20-30MIN)**

**EXPERT
(40-60MIN)**

EXPLANATION OF THE GAME

The aim of this game is to create a house as a team. You can see on the board the different stages of its construction. Each round of the game represents one week of work. And, if you want to complete a task you have to pay skill points in different areas:



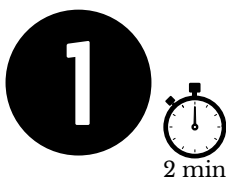
You can see the cost in skill points of each task by the coloured dots on the board. Each task can only be done once per turn.

Ex : the construction of the stairs costs 2 "shell" cards and 1 "administration" card



Tip: When a task is completed, note the turn number in the white box

GAME PHASES



- The game master starts a 2 minute timer, each team must agree and draw 5 skill cards.
- End of the first phase, the teams have their strategy and their 5 skill points



- The team whose turn it is, draws a mystery card (bonus, negotiation, neutral or malus).
- The team can then carry out up to 3 tasks on their turn. Beware that they may have to revise their strategy if they have seen their last mystery card or if some tasks have already been completed on this turn.
- If the team gets stuck, they can decide to do nothing and save their skill cards or use a negotiation card which will allow them to trade cards with another team

COUNTING OF POINTS

Remember that the scoring is done at the end of the game.

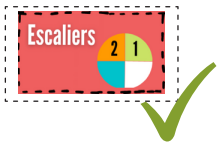
A game can end in different ways: after a certain amount of time, after a certain number of rounds or when a team reaches the end of the game. This should be made clear at the beginning of the game

You need to be aware of this when you play in order to make the best choices.

EARN POINTS :



Accepting negotiation with an opposing team (+3pts)
see negotiation card



Carrying out a task
Number of points earned = cost of the task



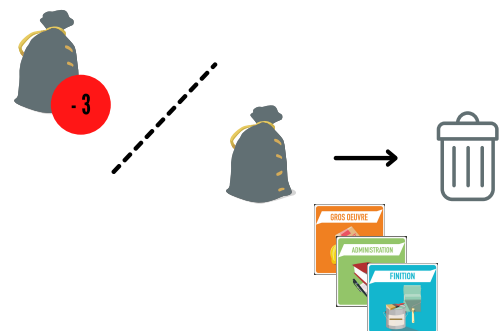
Making a house habitable (+15pts)
(100% of green and red tasks completed)

LOSE POINTS :

Be careful, ending the game with an untreated waste will make you lose 3 points.

Treating it during the game will only cost you the skill card of your choice.

Be careful, if you have any skill points left at the end of the game, they will be lost and you will not get any points.



PLAYER'S GUIDE

How to run a game ?

The different levels of play

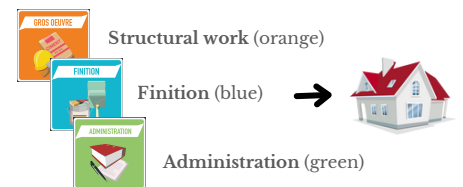
**INITIATION
(15-20MIN)**

**CLASSIC
(20-30MIN)**

**EXPERT
(40-60MIN)**

EXPLANATION OF THE GAME

The aim of this game is to create a house as a team. You can see on the board the different stages of its construction. Each round of the game represents one week of work. And, if you want to complete a task you have to pay skill points in different areas:



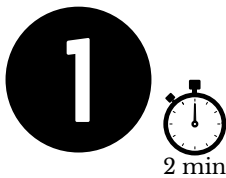
You can see the cost in skill points of each task by the coloured dots on the board. Each task can only be done once per turn.

Ex : the construction of the stairs costs 2 "shell" cards and 1 "administration" card



Tip: When a task is completed, note the turn number in the white box

GAME PHASES



- The game master starts a 2 minute timer, each team must agree and draw 5 skill cards.
- End of the first phase, the teams have their strategy and their 5 skill points



- The team whose turn it is, draws a mystery card (bonus, negotiation, neutral or malus).
- The team can then carry out up to 3 tasks on their turn. Beware that they may have to revise their strategy if they have seen their last mystery card or if some tasks have already been completed on this turn.
- If the team gets stuck, they can decide to do nothing and save their skill cards or use a negotiation card which will allow them to trade cards with another team

COUNTING OF POINTS

Remember that the scoring is done at the end of the game.

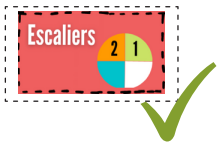
A game can end in different ways: after a certain amount of time, after a certain number of rounds or when a team reaches the end of the game. This should be made clear at the beginning of the game

You need to be aware of this when you play in order to make the best choices.

EARN POINTS :



Accepting negotiation with an opposing team (+3pts)
see negotiation card



Carrying out a task
Number of points earned = cost of the task



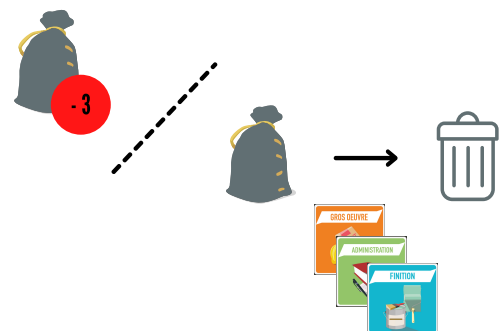
Making a house habitable (+15pts)
(100% of green and red tasks completed)

LOSE POINTS :

Be careful, ending the game with an untreated waste will make you lose 3 points.

Treating it during the game will only cost you the skill card of your choice.

Be careful, if you have any skill points left at the end of the game, they will be lost and you will not get any points.



PLAYER'S GUIDE

How to run a game ?

The different levels of play

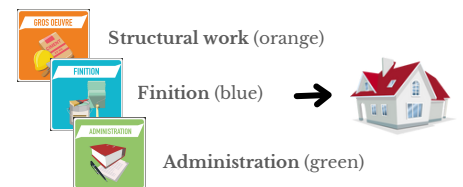
**INITIATION
(15-20MIN)**

**CLASSIC
(20-30MIN)**

**EXPERT
(40-60MIN)**

EXPLANATION OF THE GAME

The aim of this game is to create a house as a team. You can see on the board the different stages of its construction. Each round of the game represents one week of work. And, if you want to complete a task you have to pay skill points in different areas:



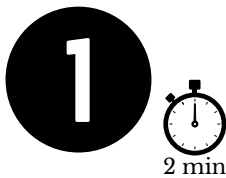
You can see the cost in skill points of each task by the coloured dots on the board. Each task can only be done once per turn.

Ex : the construction of the stairs costs 2 "shell" cards and 1 "administration" card



Tip: When a task is completed, note the turn number in the white box

GAME PHASES



- The game master starts a 2 minute timer, each team must agree and draw 5 skill cards.
- End of the first phase, the teams have their strategy and their 5 skill points



- The team whose turn it is, draws a mystery card (bonus, negotiation, neutral or malus).
- The team can then carry out up to 3 tasks on their turn. Beware that they may have to revise their strategy if they have seen their last mystery card or if some tasks have already been completed on this turn.
- If the team gets stuck, they can decide to do nothing and save their skill cards or use a negotiation card which will allow them to trade cards with another team

COUNTING OF POINTS

Remember that the scoring is done at the end of the game.

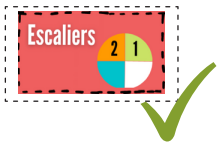
A game can end in different ways: after a certain amount of time, after a certain number of rounds or when a team reaches the end of the game. This should be made clear at the beginning of the game

You need to be aware of this when you play in order to make the best choices.

EARN POINTS :



Accepting negotiation with an opposing team (+3pts)
see negotiation card



Carrying out a task
Number of points earned = cost of the task



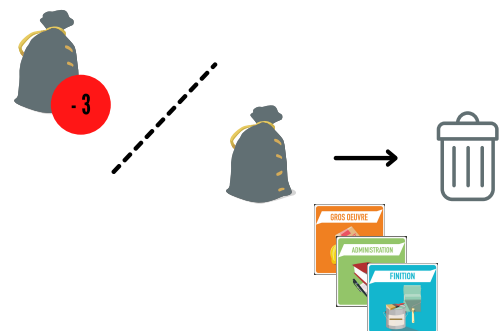
Making a house habitable (+15pts)
(100% of green and red tasks completed)

LOSE POINTS :

Be careful, ending the game with an untreated waste will make you lose 3 points.

Treating it during the game will only cost you the skill card of your choice.

Be careful, if you have any skill points left at the end of the game, they will be lost and you will not get any points.



PLAYER'S GUIDE

How to run a game ?

The different levels of play

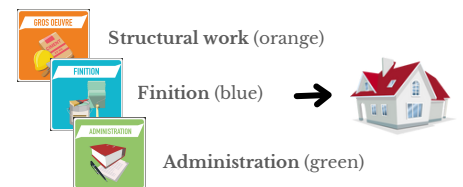
**INITIATION
(15-20MIN)**

**CLASSIC
(20-30MIN)**

**EXPERT
(40-60MIN)**

EXPLANATION OF THE GAME

The aim of this game is to create a house as a team. You can see on the board the different stages of its construction. Each round of the game represents one week of work. And, if you want to complete a task you have to pay skill points in different areas:



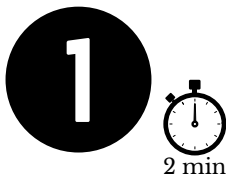
You can see the cost in skill points of each task by the coloured dots on the board. Each task can only be done once per turn.

Ex : the construction of the stairs costs 2 "shell" cards and 1 "administration" card



Tip: When a task is completed, note the turn number in the white box

GAME PHASES



- The game master starts a 2 minute timer, each team must agree and draw 5 skill cards.
- End of the first phase, the teams have their strategy and their 5 skill points



- The team whose turn it is, draws a mystery card (bonus, negotiation, neutral or malus).
- The team can then carry out up to 3 tasks on their turn. Beware that they may have to revise their strategy if they have seen their last mystery card or if some tasks have already been completed on this turn.
- If the team gets stuck, they can decide to do nothing and save their skill cards or use a negotiation card which will allow them to trade cards with another team

COUNTING OF POINTS

Remember that the scoring is done at the end of the game.

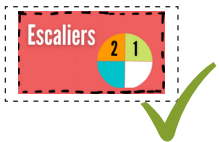
A game can end in different ways: after a certain amount of time, after a certain number of rounds or when a team reaches the end of the game. This should be made clear at the beginning of the game

You need to be aware of this when you play in order to make the best choices.

EARN POINTS :



Accepting negotiation with an opposing team (+3pts)
see negotiation card



Carrying out a task
Number of points earned = cost of the task



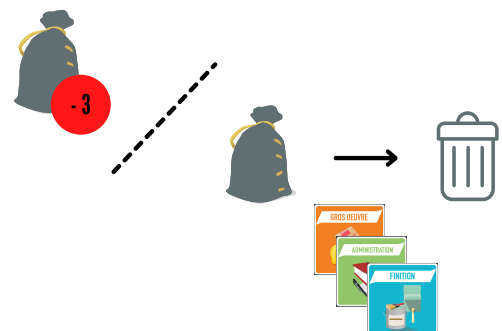
Making a house habitable (+15pts)
(100% of green and red tasks completed)

LOSE POINTS :

Be careful, ending the game with an untreated waste will make you lose 3 points.

Treating it during the game will only cost you the skill card of your choice.

Be careful, if you have any skill points left at the end of the game, they will be lost and you will not get any points.



PLAYER'S GUIDE

How to run a game ?

The different levels of play

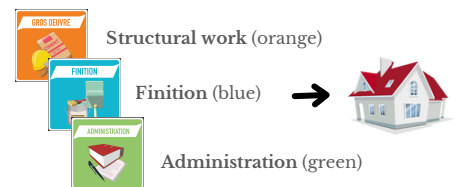
**INITIATION
(15-20MIN)**

**CLASSIC
(20-30MIN)**

**EXPERT
(40-60MIN)**

EXPLANATION OF THE GAME

The aim of this game is to create a house as a team. You can see on the board the different stages of its construction. Each round of the game represents one week of work. And, if you want to complete a task you have to pay skill points in different areas:



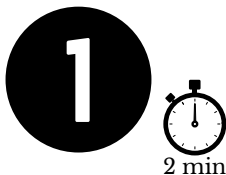
You can see the cost in skill points of each task by the coloured dots on the board. Each task can only be done once per turn.

Ex : the construction of the stairs costs 2 "shell" cards and 1 "administration" card



Tip: When a task is completed, note the turn number in the white box

GAME PHASES



- The game master starts a 2 minute timer, each team must agree and draw 5 skill cards.
- End of the first phase, the teams have their strategy and their 5 skill points



- The team whose turn it is, draws a mystery card (bonus, negotiation, neutral or malus).
- The team can then carry out up to 3 tasks on their turn. Beware that they may have to revise their strategy if they have seen their last mystery card or if some tasks have already been completed on this turn.
- If the team gets stuck, they can decide to do nothing and save their skill cards or use a negotiation card which will allow them to trade cards with another team

COUNTING OF POINTS

Remember that the scoring is done at the end of the game.

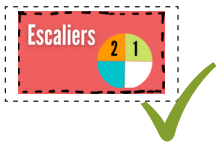
A game can end in different ways: after a certain amount of time, after a certain number of rounds or when a team reaches the end of the game. This should be made clear at the beginning of the game

You need to be aware of this when you play in order to make the best choices.

EARN POINTS :



Accepting negotiation with an opposing team (+3pts)
see negotiation card



Carrying out a task
Number of points earned = cost of the task



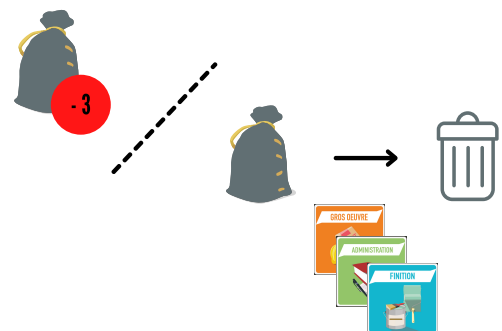
Making a house habitable (+15pts)
(100% of green and red tasks completed)

LOSE POINTS :

Be careful, ending the game with an untreated waste will make you lose 3 points.

Treating it during the game will only cost you the skill card of your choice.

Be careful, if you have any skill points left at the end of the game, they will be lost and you will not get any points.



PLAYER'S GUIDE

How to run a game ?

The different levels of play

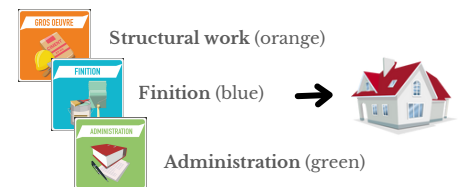
**INITIATION
(15-20MIN)**

**CLASSIC
(20-30MIN)**

**EXPERT
(40-60MIN)**

EXPLANATION OF THE GAME

The aim of this game is to create a house as a team. You can see on the board the different stages of its construction. Each round of the game represents one week of work. And, if you want to complete a task you have to pay skill points in different areas:



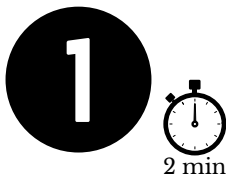
You can see the cost in skill points of each task by the coloured dots on the board. Each task can only be done once per turn.

Ex : the construction of the stairs costs 2 "shell" cards and 1 "administration" card



Tip: When a task is completed, note the turn number in the white box

GAME PHASES



- The game master starts a 2 minute timer, each team must agree and draw 5 skill cards.
- End of the first phase, the teams have their strategy and their 5 skill points



- The team whose turn it is, draws a mystery card (bonus, negotiation, neutral or malus).
- The team can then carry out up to 3 tasks on their turn. Beware that they may have to revise their strategy if they have seen their last mystery card or if some tasks have already been completed on this turn.
- If the team gets stuck, they can decide to do nothing and save their skill cards or use a negotiation card which will allow them to trade cards with another team