

Welcome

to
★ Your perfect Home ★



Rulebook

Game components

★ 29 City Plan cards (58x88 mm)

Numbered 1, 2 or 3 (one side : project, the other : approved) with one "Solo" card included for the solo variant, 18 Plans for the basic version, 10 Plans for the advanced variant (marked by a ★).



★ 4 Player aids



★ Score sheet pad application



★ 81 Construction cards (58x88 mm)

(One side : the house number, the other : the effect)

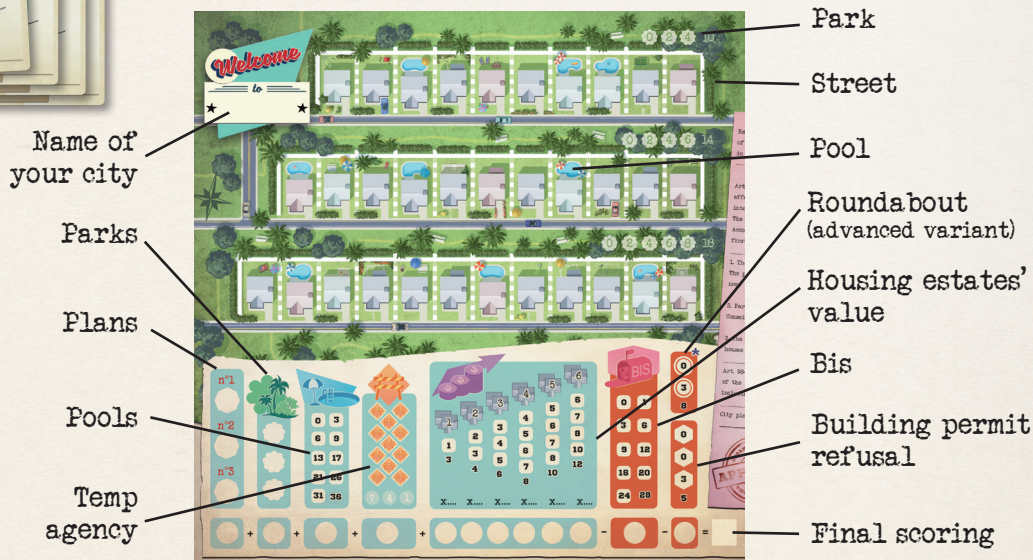


Cards distribution :

Effect side : 9 Pool Manufacturer cards, 9 Temp Agency cards, 9 "Bis" cards, 18 Landscaper cards, 18 Real Estate cards and 18 Surveyor cards.

House Number side : 3x **1 2 14 15**
4x **3 13**, 5x **4 12**, 6x **5 11**, 7x **6 10**
8x **7 9**, 9x **8**

★ 1 Scoring pad



Game principle

In Welcome, players are American architects in the 50s, during the Baby Boom.

But beware of the competition ! Who will best accomplish the city plans by creating the nicest housing estates in the three streets he's been assigned, with their luxurious parks and fancy pools ?

Welcome is a game where everyone plays at the same time with the same cards. It's all about cleverly combining the house numbers with their associated effects in order to become the greatest architect of tomorrow !

Purpose of the game

Architects will gradually develop their three streets by building houses, identified by their numbers.

Houses will be regrouped in housing estates, but only fully completed ones will be accounted for at the end of the game.

Parks and pools will improve the neighborhood.

Architects will also be able to raise the quality of their constructions in order to promote their estates' value.

Each will also try to be the first to complete the City Plans !

Finally, by increasing recruitment with temp agencies and hastening the construction, architects can get in the mayor's good graces.

Set up

- ★ Each architect takes a pen (not provided) and a sheet from the score pad.
- ★ Player Aids are distributed among the architects.
- ★ 3 Plan cards are picked among the basic version set : one plan n°1, one n°2 and one n°3
These three plans are placed with the "Project" side up.
(All the other Plan cards are put in the box.)
- ★ Shuffle the Construction cards and create 3 equal stacks (27 each), side by side, house number side up.

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Game turn

At the beginning of each turn, the card from the top of each stack is turned over and placed next to it, effect side up, creating three combinations : House Number/Effect. Turned over cards will be stacked in three discarded stacks.



The players turn is simultaneous : Each player individually picks one of the three combinations available and apply the effect on his sheet. Multiple players can pick the same combination.

Each player must write the number of the combination he picked in the house of one of the three streets of his sheet. Numbers must always be written in **an empty house** and must be put in **ascending order** from left to right in the street.



The same number can never appear twice in the same street (except for the "Bis" effect p.19).

★Note★

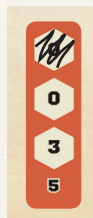
The player can leave as many empty houses as he wishes between two built houses, then fill them later (as long as he respects the ascending order).



Moreover, he can skip some numbers (for instance put a 10 right after a 7).



If a player cannot write a number because he cannot respect the placement rule, he gets a **building permit refusal** (refusals are checked from top to bottom : 0, 0, then 3).



The player's chosen combination allows him to perform **an effect**, if he wishes and if he didn't get a building permit refusal. **Warning : an effect is never mandatory !**

Once all architects have built their houses and (eventually) carried out their effects, a new turn starts by turning over new cards from the **three construction stacks** (if the stacks are empty, simply reshuffle them).

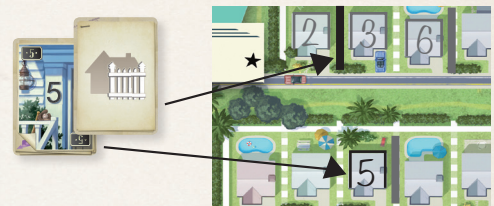
Effects



★ **Surveyor :**

It allows the player to create a fence between two houses from the same street, in any street. These fences delimit the housing estates which, when fully constructed, allow the player to earn points. A full housing estate is a continuation of 1 to 6 neighboring houses, numbered (without blank spaces between them) and built between two fences. At the beginning of the game, a fence is already present on both sides of each street. A housing estate can be created by the creation of a new fence (unless this housing estate has already been accounted for in a **City Plan**, p.20).

For instance : the architect has written a 5 on the third house of the second street in order to start a size 3 housing estate. Then he built a fence between the first and the second house of the first street, therefore splitting a size 3 estate into a size 1 and a size 2 estate.



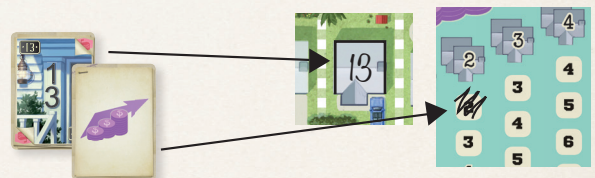
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★ **Real Estate Agent :**

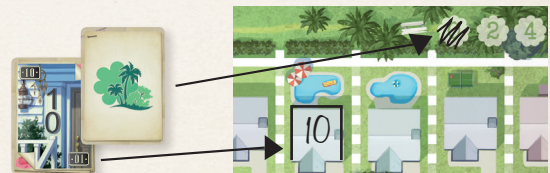
It promotes and increases the value of the completed housing estates (series of numbered neighboring houses between two fences). With this effect, a player checks the first available value (from top to bottom) from the Real Estate column he chooses. At the end of the game, each estate (size 1, 2, 3 etc...) will represent as many points to the player as the smallest value unchecked from the corresponding column (1, 2, 3 etc.).

For instance : on the illustration each size 2 and size 3 estate will earn 3 points. Initially they earn one point per house (a 4-house estate earns 4 points).



★ **Landscaper :**

It allows the player to create a park. The architect checks one of the trees at the end of the street in which he has built the house associated with the landscaper effect. Parks are checked in ascending order : 0, 2, 4 etc.

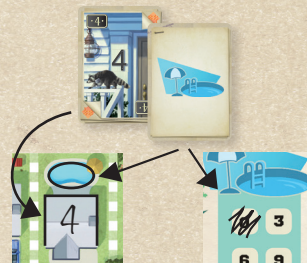




★ **Pool Manufacturer :**

If a player writes the house number associated with the **Pool Manufacturer effect** in a house that actually **has a pool planned**, then the pool is built. The player checks the next pool in his **scale of pools** (checked in ascending order : 0, 3, 6 etc.).

★ **Note** ★ A player can write a number in a house that has a pool, even if this number isn't associated with the Pool Manufacturer effect. Oppositely, a number which is associated to this effect can be written in a house that doesn't have a pool. But in both cases, the pool isn't built, therefore the player doesn't check a new pool in his scale of pools.



★ **Temp Agency :**

It allows - if the player wishes it - to add or subtract 1 or 2 to the number of the house he's building, which permits him to write numbers from 0 to 17. For each temp hired, the architect checks a box from the **Temp Agency column**. At the end of the game, the player who checked the most temp agency

boxes, therefore creating the most jobs, gains 7 points, the next one 4 points, and the third one 1 point. In case of a draw, architects gain the same amount of points.

For instance : with a number 8 card, a house with the number 6, 7, 8, 9 or 10 can be built.



★ **«Bis» :**

It allows the player to write a second time the same house number in any street. **The new house must be adjacent**, either on the left or on the right, to the house that bears the same number, and **be part of the same estate during the whole game** (no fences in between them). It is possible to "Bis" a house multiple times. The player checks a box from the corresponding column for each "bis" house (checked in ascending order : 0, 1, 3 etc.). At the end of the game, the smallest number apparent is subtracted from the final score.



City Plans

A City Plan presents a goal set by the City to its architects ; for instance building a certain number of housing estates with mandated sizes.

The first players who fill their sheet, during the same turn, with all the required conditions of one of the three Plans immediately earn the points : they write in the corresponding box (n°1, 2 or 3) on their scale of Plans the highest score indicated of the "Project" side of this Plan ; then they turn it over, "Approved" side up. A player can only score once each of the three goals.



Every other architect who will later achieve the same Plan will earn the lower points indicated.

Housing estates Plans :

To achieve this goal, the player must have completed all the housing estates required.

The estates can be in the same street or not : there is no restriction to the location of a Plan's estates.

★**Note**★ When an estate has been used for a Plan, it cannot be subdivided with a Surveyor's fence and won't be accounted for the other goals (the player marks out the fence on the top of the houses to indicate it has already been accounted for).

The first player who completes a goal can, if he wants to, reshuffle the 81 Construction cards and compose three new stack of cards for the rest of the game.

End of the game

The game ends :

- ★ When a player checks his third Building Permit Refusal or
- ★ When a player achieves all three Plans or
- ★ When an architect has built all of the houses on his three streets.

At the end of the game, the architects add up the points for the pools, the completed estates, the parks in the different streets, the Plans, the temps and eventually subtract the points from the "Bis" numbers and the Building Permit Refusal column.

The architect with the most points wins. In case of a draw, the player with the most completed estates wins. In case of another draw, the one with the most size 1 estates wins, then size 2, etc. In case of another draw, (seriously?) players have to play a new game of Welcome.

Solo game

This variant enables someone to play a game of Welcome by trying to achieve the best score ever.

Set up :

Shuffle the Construction cards and create two equal stacks. Compose a unique stack of Construction cards by adding the Solo card to one of the two stacks then putting this stack **under the other**. The Construction cards must have the effect side up. Pick three Plan cards and place them next to the Construction cards. Take a sheet from the score pad and a player aid.



Game turn :

At the beginning of the game, the architect picks 3 Construction cards. He then choses **two of these three cards**, one for its number, the other for its effect.

To this end, he can refer to the corners of the card on the number side which presents the effect from the other side of the card.



He puts them in front of him and then uses them. All three cards (two used and one unused) are discarded. He then picks three new cards and so on. When the Solo card is picked, all the Plans are considered as "approved" by the competition and it is no longer possible to get the higher score : the Plan cards are turned over on their "approved" side. The other rules from the classic mode apply.

End of the game :

The game ends when the stack of card is empty, or one of the three end conditions of the basic version occurs.

The player counts his points as indicated in the classic mode except for the Temp Agency effect : he earns 7 points if he hired at least six temps, or he doesn't earn any.

Advanced variant

Additional City Plans :

These goals can be added up to the basic version Plans, the same rules apply to them.

List of objectives :



To achieve these goals, all houses must be built in the required street.



To achieve this goal, the first and the last houses of each of the streets must be built.



To achieve these goals, all the parks AND all the pools of the required street must be built.



To achieve this goal, 7 temps must be hired.



To achieve these goals, two streets must have all the parks OR all the pools built.



To achieve this goal, the player must build all the parks, all the pools and one roundabout in the same street.



To achieve this goal, 5 houses' extensions (bis) must be built in the same street.

★**Reminder**★ when an estate or a house has been used for a Plan, it cannot be accounted for the other goals (the player marks out the fence on top of the houses to indicate it has already been accounted for). However, a pool used for a Plan doesn't invalidate its corresponding house for another plan.

Roundabout :

During his turn, in addition to building a house and activating an effect, an architect can decide to create one of the two roundabouts available on an empty house's box. He then draws a circle and a dot instead of the number and builds estate fences to the left and to the right of the roundabout.

The roundabout splits the street in two. The architect can therefore use the same numbering on both sides of the roundabout from 0 to 17 (the numbering from 0 to 17 from one side and the second numbering from 0 to 17 from the other side).



The first roundabout costs 3 points and the second one costs 5 points. At the end of the game, the smallest number apparent is subtracted from the final score.



Expert rules

This variant allows the frequent player to add control over the picking of the Construction cards, while increasing the interaction between the players. It is possible, and even recommended to use the advanced variant with the expert rules.

Set up

Create a single stack with all the Construction cards, Effect side up. Pick three Plan cards and put them next to the Construction cards stack. Give the Solo card to a random architect. Each architect takes a sheet from the score pad.

Game turn

At the beginning of the game, each architect picks three cards.

Each of them must select two of these three cards : one for its number and another one for its action (he cannot use the action and the number of a same card).

He places them in front of him and uses them (number of house and optional effect), then discards them. Each player then gives his third card (unused), effect side up, to the neighbor on his right. Finally, a player deals two Construction cards to everyone for the next turn, starting with the first architect (the one with the Solo card). The other rules of the basic version apply.

Credits

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