DREAM HOME
156 SUNNY STREET
EXPANSION
RULES

OVERVIEW

Dream Home: 156 Sunny Street is an expansion for Dream Home that allows you to play with 5 or 6 players. Aside from new room and resource cards, this expansion also includes two modules: **Construction Plans** and **Family and Friends**. You can play with these expansion modules in any combination and with any player count. Before setup, simply choose which modules you want to play with.

If you are looking for new challenges, this rulebook also includes a one-player variant in which you must build the best dream home (see "Solo Game Variant" on pages 10–11)!

CONTENTS

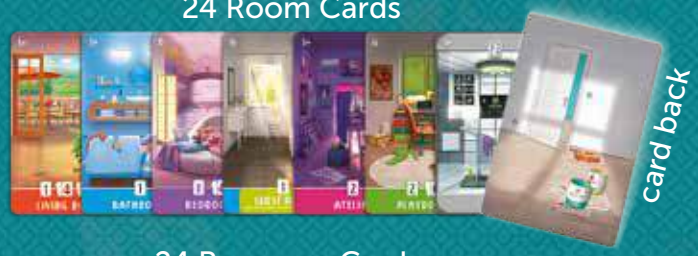
1 Additional Board

1 Score Pad

2 Home Boards

12 Friend Cards

24 Room Cards



5 Décor Tokens

12 Construction Plans

24 Resource Cards

5 AND 6 PLAYER RULES

A five- or six-player game of Dream Home is very similar to a 4-player game. However, there are additional setup steps you must follow to accommodate more players.

Setup

If you are playing a five-player game, add only the **5+** cards to the corresponding decks from the base game. If you are playing a six-player game, add the **5+** and **6** cards to the corresponding decks from the base game.

Then, attach the additional board to the game board as shown below. This new board is double-sided: one side has two card spaces and is used in five-player games, while the other side has four card spaces and is used in six-player games. The number in the bottom-right corner of the board (5 or 6) indicates which side you must use.

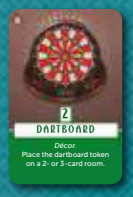
Finally, place the décor tokens from this expansion near the game board with the other décor tokens.

All other rules are the same. The game is played over 12 rounds. Each round, each player chooses a column on the game board, takes the cards in that column, and places them on or near his home board depending on the type of card.

The next page describes the new room and resource cards in details.

Room Cards

Home Gym: You can place the home gym on any floor of your home board—basement, first or second floor.



Décor Cards

Dartboard: You can place the dartboard token on a two-card or three-card room (including a two-card garage).

Important! Placing a normal room card next to a unique room card does not count as a two-card room. For example, you cannot place the dartboard on a one-card kitchen that is next to a pantry.

Helper Cards

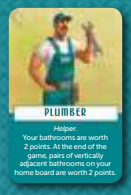
Engineer: The Engineer allows you to expand rooms vertically. At the end of the game, before scoring, choose which vertically adjacent room cards on your home board are considered to be part of the same room. You can expand more than one room this way. You can make three-card living rooms this way. You can even use the Engineer to connect a unique room, such as the pantry or dressing room, to a vertically adjacent room.

Because of the Engineer's effect, you can end up with a room containing two décor tokens. In this case, you still score points for both tokens at the end of the game (do not discard one of the tokens).

Using the Engineer, Susan chooses to expand her one-card living room vertically by merging it with the two-card living room directly above it on the second floor. She scores 9 points for this room (instead of 5 if the two living rooms were scored separately).

If you use the Engineer to expand a two-card living room with a vertically adjacent two-card living room, you score 10 points (9+1) instead of 8 (4+4).

Note: When you are playing with the **Construction Plans** module and have the "1-card or 2-card living room on the 1st and 2nd floor" construction plan card, if you choose to merge both living rooms with the Engineer, they become a single expanded living room, which no longer meets the requirements to complete the construction plan.



Plumber: At the end of the game, each bathroom on your home board is worth 2 points instead of 1. In addition, each pair of vertically adjacent bathrooms is worth an additional 2 points, for a total of 6 points. (You can have more than one pair of vertically adjacent bathrooms on your home board.)

Tool Cards:

Digger: At the start of your turn, before you choose a column of cards to take, you can discard the Digger to replace all the cards on the game board. Take all the room and resource cards from the game board, shuffle them back into their respective decks, and place new cards on the game board.

Before taking the cards off the board, count how many room and resource cards are on the board and see if there is a room card under the first player space. This is important because you must replace the cards on the game board, **not** refill each row. You can use the Digger even if you are the last player of the round, but if you do, you will replace only two columns of cards.

Toolbox: During the game, each time you use a tool card, place it under the Toolbox instead of discarding it (or replacing it, in case of the Scaffolding). At the end of the game, the Toolbox is worth 1 point for each tool card you have near your home board. This includes the Toolbox, any cards placed under the Toolbox, and any unused tool cards.

Note: There is no space on the score pad to record the points scored with the Toolbox. As a result, during scoring, add them to your décor points.

Ladder: At the start of your turn, before you choose a column of cards to take, you can discard the Ladder to look at your roof cards and switch one of them for a roof card of your choice on the game board. After looking at the cards, you may choose not to switch the cards if you do not want to, in which case you must still discard the Ladder.

MODULE 1 – CONSTRUCTION PLANS

The Construction Plans module consists of 12 construction plans that represent various home functionality objectives that the players try to complete to score additional points: six cards are worth 3 points and six cards are worth 5 points.

3-point Cards

card back

5-point Cards

card back

During setup, deal one 3-point card and one 5-point card to each player. Each player secretly looks at his cards and places them facedown near his home board without showing them to the other players. At the end of the game, each player scores only the highest-scoring construction plan he completed. The Handyman, Supplier, and Engineer can affect the construction plans so check to see if you complete your construction plans after using the effects of your helper cards.

Note: If you complete both your construction plans, you score only the one worth more points. There is no penalty for not completing construction plans.

Because completing a construction plan counts as a home functionality bonus, having the Architect allows you to score 1 additional point at the end of the game.

If a construction plan specifies "first floor" and/or "second floor", this does not include the basement floor. If a room consists of cards placed on both top floors (because of the Engineer's effect), that room is considered to be either on the first or second floor to see if you complete a construction plan or not.

Unless specified on the construction plan, a room may consist of one, two, or three cards. If you have more rooms of one type than the number specified on a construction plan, you still complete that construction plan.

Cards worth 3 points:

- Two playrooms.
- A three-card living room on the first floor.
- A three-card living room on the second floor.
- A wine cellar and/or pantry. To complete this construction plan, you must have at least one of these two rooms.
- A two-card garage and one kitchen directly above it. The garage must be a two-card garage but the kitchen can consist of one or two cards.
- The same number of bathrooms and playrooms. If you have no bathrooms and no playrooms at the end of the game, this construction plan is completed.

Cards worth 5 points:

- Two bedrooms on the second floor.
- Three décor tokens – at least one on the first and second floor. You can have more than three tokens but there must be at least one token on both the first and second floor. The third token can be on any floor (even the basement) or near your home board.
- A one-card or two-card living room on the first and second floor. If you use the Engineer, you still need two separate living rooms to complete this construction plan. In that case, the second living room can be on either the first or second floor. If you have two living rooms expanded vertically thanks to the Engineer, this construction plan is completed.
- No garages and playrooms – you may place garage and playroom cards facedown (as empty rooms) on your home board.
- Five rooms on the first or second floor—You can have more than one room of the same type on the same level (for example: a bathroom, a living room, a second bathroom, a sauna, and a third bathroom) but no room can consist of two or three cards. Empty rooms do not count.
- Two bedrooms next to a bathroom – both bedrooms can be next to the same bathroom or different bathrooms. To complete this construction plan, you must have two bedrooms and each of them should be horizontally adjacent to a bathroom.

MODULE 2 – FAMILY AND FRIENDS

The Family and Friends module consists of 12 friend cards that represent people that the players can invite into their homes to score additional points.

During setup, shuffle the friend cards, draw twice as many cards as there are players (4 cards for 2 players, 8 cards for 4 players, etc.), and place them faceup in a row near the game board so that everyone can see the illustration and room types shown on each card. Return any unused friend cards to the box.

On your turn, after placing a room card on your home board, you may invite a friend. To invite a friend, you must have the rooms listed on the friend card on the same floor of your home board, and these rooms must be next to each other (in no specific order). When you invite a friend, take the friend card and place it next to your home board, to the right of the floor with the matching rooms. Invited friends stay next to your home board until the end of the game. At the end of the game, score the number of points shown on your friend cards.

Note: If able, you can invite two friends on the same turn. You can have up to one friend card on each floor. As a result, you cannot invite more than two friends in your home. (The number of people shown in the illustrations does not affect scoring or gameplay.)

If you switch room cards on your home board after taking a friend card (for example, by using the Handyman or Drill), you still score the friend card at the end of the game (do not discard the friend card).

ADDING NEW CARDS TO THE BASE GAME

To spice up the game, you can add the new resource cards from this expansion to play with 2–4 players. Follow the rules below to create a random deck of resource cards before each game.

1. Take the helper and tool cards from the base game resource deck.

2. Shuffle the 2 helper cards from this expansion with the helper cards from the base game.

3. Shuffle the 3 tool cards from this expansion with the tool cards from the base game.

4. Draw 5 random helper cards and 5 random tool cards and add those 10 cards to the resource deck.

5. Return the unused helper and tool cards to the box without looking at them.

Variant (recommended for two-player games)

This special resource deck allows you to score more points at the end of the game.

1. Take all 7 roof cards of one color from the base game and return them to the box.

2. Take all 14 roof cards from this expansion and return them to the box.

3. Shuffle the 5 décor, 2 helper, and 3 tool cards from this expansion together.

4. Draw 7 random cards and add them to the base game resource deck to create a resource deck consisting of 48 cards.

5. Return the unused décor, helper, and tool cards to the box without looking at them.

Note: If you use this variant in a three- or four-player game, it will be more difficult for players to complete their roofs.

Modifying the room deck is not recommended—It should contain the 60 cards from the base game for a balanced game. However, if you decide to replace cards from the room deck anyway, make sure that it includes 10 basement cards.

SOLO GAME VARIANT

Setup

1. Take a home board and place it in front of you.

2. Place the game board in the center of the table. (Do not use the additional board.)

3. Take the resource cards from the base game and:
- Place the Supplier and Roofer next to the game board.
- Return the Jackhammer to the box.
- Return 7 roof cards of one color to the box.

4. Take all the resource cards from the expansion and:
- Return the 14 roof cards to the box.
- Shuffle the décor, helper, and tool cards with the resource cards from the base game.

5. Shuffle the 2 decks of construction plans and place them near the game board.

6. Draw 2 construction plans, one worth 3 points and one worth 5 points, and place them near your home board.

Playing the game

The solo game is similar to a game with more players. The game is played over 12 rounds. Each round, fill the board with 4 resource cards and 5 room cards, choose a column on the game board, take the cards in that column, and place them like you would in a multiplayer game.

The only rule change happens when you choose the leftmost column (the one with the first player marker space). Because there is only one player, do not take the first player marker. Instead, you may take:

– the Roofer

– the Supplier

– 2 construction plans, one worth 3 points and one worth 5 points.

Taking the Roofer, Supplier or additional construction plans is optional, so you can simply take the room card below the first player space.

The game lasts 12 rounds and afterwards the scoring begins. Points are scored like in the base game except for the construction plans – when you play on your own, you get points for completing two sets of construction plans (not like in the game for more players where you always score points for only one of the plans). In other words, you may get points for two fulfilled plans worth 5 points and two fulfilled plans worth 3 points.

During the game you may draw more construction plans but they will not be counted during scoring.

For the construction plans you can get 16 points (5 + 5 + 3 + 3) and if you have the Architect, you may get even 20 points! Impressive, isn't it?During the game you may draw more construction plans but they will not be counted during scoring.

Having the Architect allows you to score extra points for each completed construction plans.

Final Score

Compare your final score to this table to evaluate your dream home:

0 – 40: Well, you can live in here, but it's nothing to be proud of.

41 – 50: That's a decent house, but it doesn't stand out from the other buildings.

51 – 55: That's good. You have a really nice home.

56 – 59: They say that your home is the nicest in town!

60+: A true piece of art! Your house is one of the best in the world!

It might be difficult to succeed on your first try, so we encourage you to play this variant multiple times. With careful planning and a little bit of luck, you will build the home everyone dreams of!

CREDITS

The designer would like to thank everyone at REBEL for all their help creating Dream Home. He would also like to thank his family and friends for their endless patience trying out his new ideas. The designer's daughter, Olga, deserves the warmest of hugs—not only did she illustrate all the prototypes, she also came up with some of the solutions used to make this expansion.

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