

Click to verify



Welcome to your perfect home

Welcome To Game Overview Players take on the role of American architects in the 1950s during the Baby Boom, competing to build the nicest housing estates on three assigned streets to win the title of Best Architect. Gameplay Rules: Construction Stacks Management and Building Regulations If the construction stacks run out of cards, reshuffle them and deal out as before. This rule applies indefinitely. Special Abilities: * Effects Surveyor: Allows building a fence between two houses on the same street. Draw a line on any available white-dotted space to create a fence. Permanent fences are present on both sides of each street, marking the boundaries of housing estates. * Real Estate Agent: Promotes and increases the value of completed housing estates by crossing off the top-most, lowest-numbered space in the corresponding column. At game end, each completed estate scores points equal to the smallest unchecked number from its column. * Landscaper: Enables building a park by crossing off one tree at the street's end. Parks must be crossed off on the same street as the house number and follow an ascending order from left to right. * Pool Manufacturer: Allows scoring points when building houses with planned pools. Write the associated house number in a house with a planned pool to build it, then cross off the top-most, lowest-numbered space in their pools column. Game Mechanics: * Temp Agency: Enables adding or subtracting 1 or 2 from the house number being built, allowing numbers from 0 to 17. For each use, cross off one box from the Temp Agency column. * «bis» Ability: Allows duplicating a house number on any street by writing "bis" next to the number in the new house. The new house must be directly adjacent and cannot be separated by fences. Scoring: * At game end, players who crossed off the most Temp Agency boxes score 7 points, with subsequent highest scores receiving 4 and 1 point respectively. In case of a tie, players score the same amount. The goal in Welcome To is to build the most desirable homes in a given city, while also following specific architectural guidelines set by the city's plans. Players must strategically combine their house numbers with their effects to earn points. The player who completes all of their assigned city plans first gets to reshuffle the cards and deal new ones. The game requires players to construct housing estates, which can be built anywhere on the map without restrictions. Once an estate is completed, it cannot be subdivided further or fulfill another plan. The player with the most points at the end of the game wins. Building Estates to Attract Investors Agent, choose a Real Estate column and cross off the top-most space. At game end, each estate scores points equal to smallest, unchecked number from its corresponding column. Example: After crossing off top-most space in 2-House estate column, each 2-house estate scores 3 points. 3- and 4-house estates score points equal to their initial amount. Welcome To is a game where players assume the role of American architects in the 1950s during the Baby Boom. The objective is to create the nicest housing estates on their assigned streets by cleverly combining house numbers with their associated effects. The game starts with each player receiving a sheet and taking out a pen or pencil, as well as a set of Player Aids. Each player then draws three City Plan cards: one n°1, one n°2, and one n°3, which are placed face up so all players can see. The remaining City Plans are returned to the box. Players are dealt three equal stacks of 27 Construction cards each, with house numbers facing up. These stacks create three combinations, comprised of a House Number and an Effect. Players take turns simultaneously, choosing one of the three combinations available at the beginning of each turn. The game ends when a player completes their third Building Permit Refusal or achieves all three City Plans or builds all houses on their streets. Points are then calculated by adding up the points for City Plans, parks on each street, pools, temps, and completed estates. The player with the most points wins, unless it's a tie, in which case they play another game of Welcome To. Players take turns placing numbers on their sheet, following specific rules. They must write numbers in ascending order from left to right, skipping numbers if needed, and not repeating a number in the same street. If they don't follow these rules, they receive a building permit refusal. After building their houses and using effects, players start a new turn. Effects like Surveyor let them build fences between houses, Real Estate Agent increases housing estate values, Landscaper allows them to create parks, and Pool Manufacturer enables pool building if planned. Players can choose which effects to use and when. In a house without a pool, building is restricted. However, when the pool isn't built, no new pools are marked in the "pools" column. Temp Agency lets you add or subtract one or two from the current house number. You can write numbers between 0 and 17 using this agency, but only cross off one box per use. The player with most crossed-off boxes at game's end scores seven points. Next highest is four, then one. In case of a tie, all players score equally. For example, building a house with the number eight using an eight card allows you to cross off one box. «bis» lets you duplicate a house number on any street, as long as the new house is adjacent. When duplicating, write "bis" next to the number in the new house. You can cross off the top-most, lowest-numbered space in the "bis" column at game's end and subtract the smallest unchecked number from your final score. City Plans present goals for architects, such as building certain housing estates with specific sizes. The first player(s) to meet a plan during their turn score the indicated points. Write the higher amount from the "Project" side of the City Plan card in your Plans column and turn it over to its "Approved" side. A player can only score each City Plan once, but other players who later achieve the same plan score less. Housing Estates are used to fulfill these plans. The estates do not have to be on the same street, and there's no restriction on their location. Note that after an estate fulfills a City Plan, it cannot be further subdivided with a Surveyor's fence or fulfill another plan. To mark this, players remove the fence above each house. The game ends when a player crosses off three Building Permit Refusals, achieves all three City Plans, or builds all houses on their streets. Points are calculated by adding up points for City Plans, parks on each street, pools, temps, and completed estates. Then subtract the points from the "Bis" column and the Building Permit Refusal column. The player with most points wins, unless tied, in which case the player with most completed estates wins, then most one-house estates, etc... In case of another tie, players play another game.