

SOME ASSEMBLY REQUIRED



Follow these instructions to properly assemble your game.

TOOLS REQUIRED FOR PLAYING

- A** 7 Apartment Boards
- B** 81 Furniture Tiles
- C** 4 Starting Assembly Cards
- D** 24 Assembly Cards
- E** 26 Arrangement Cards
- F** 48 Decor Tokens
- G** 4 Spare Parts Cards
- H** 4 Player Aids
- I** 1 Scoreboard
- J** 1 Dry Erase Marker

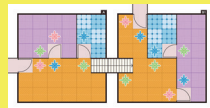
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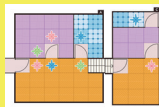
SETUP

- 1 Each player takes apartment boards based on player count:

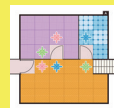
1* & 2 Players



3 Players



4 Players



All players should have their boards on the same side.

- 2 Give each player:
 - a random starting assembly card
 - a spare parts card
 - a player aid
 Return any of these unused components to the box.

- 3 Shuffle all remaining assembly cards and deal 8 faceup in a circle to form the Showroom. Place the rest in a facedown draw pile.

- 4 Put all furniture tiles in the box lid. Draw and place 3 random tiles next to each card in the Showroom. Draw 3 more random tiles and place them in the center of the Showroom.

- 5 Place the decor tokens within reach of all players.

- 6 Shuffle and reveal 5 faceup arrangement cards. Place the deck facedown next to the revealed cards.

- 7 The player who most recently assembled furniture is the start player.

*For solo setup and rules, see separate Solo Mode sheet

OVERVIEW

Create the coziest, well-furnished apartment by gathering assembly cards and building furniture. Place furniture in arrangements to score Victory Points (VP) and maximize your feng shui!

GAMEPLAY

Some Assembly Required is played over 3 rounds. Players take turns in clockwise order.

On a turn, you **must do 1** of the following basic actions:

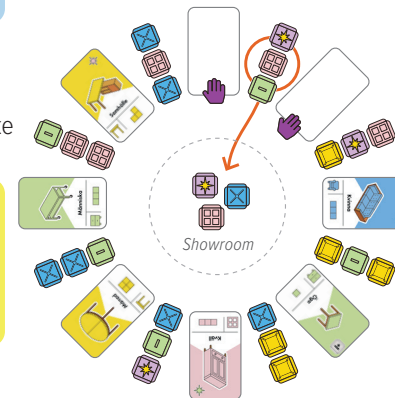
- Take an assembly card
- Collect furniture tiles
- Use spare parts

You may optionally take the following actions in order:

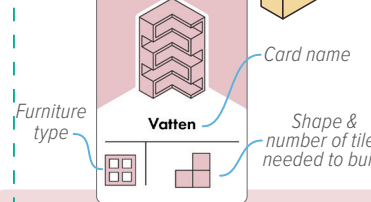
- 1 Build furniture
- 2 Complete arrangements
- 3 Take or return 1 arrangement

A Take an Assembly Card

Take an assembly card from the Showroom and place it to the left of your apartment. There is no limit to the number of assembly cards you can have.



When assembly cards on **both sides** of a group of furniture tiles have been taken, move these tiles to the center of the Showroom.



Special Assembly Icons:

- +1** When obtained, immediately take 1 furniture tile from **anywhere** in the Showroom. If there are no available spaces on your assembly cards or spare parts, ignore this action.

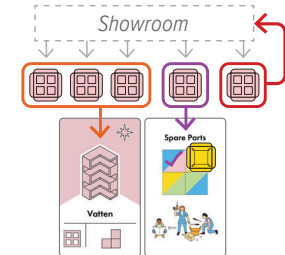
★ Scores additional VP at the game end (see Scoring, pg 8).

B Collect Furniture Tiles

Gain all tiles of a **single type** from the **center** of the Showroom. Collected tiles must match at least 1 of your assembly cards.

Place the tiles on your matching assembly cards, then your spare parts card. Any extra tiles are returned to the center.

Assembly cards cannot hold more than the indicated number of tiles. Collected tiles can be split between multiple assembly cards. Once assigned to a card, tiles cannot be moved.

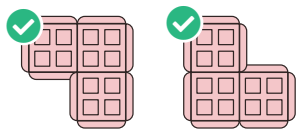


Build Furniture

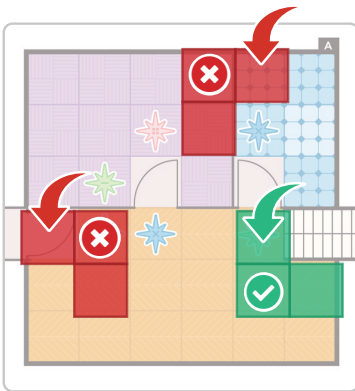
When an assembly card is full, connect the furniture tiles to build your furniture!

Completed furniture is placed into the apartment **in the shape indicated on the assembly card**. Furniture can be freely rotated, mirrored, or moved between rooms onto any legal, unoccupied spaces.

The completed assembly card is moved to the right side of your apartment.



In the rare case there is no legal space for your built furniture in your apartment, leave the tiles on your assembly card. The card is considered incomplete.



Dining Chairs

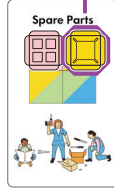
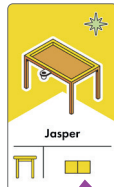
Dining chairs are special furniture tiles that don't require an assembly card. When taking dining chair tiles, they are immediately placed in your apartment and can be freely moved anytime. Dining chairs next to  will score VP at the end of the game (see Scoring, pg 8).

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Use Spare Parts

If you have any tiles on your spare parts card, you can choose to move all of 1 type to your matching assembly cards with available space.



Always follow the instructions — unused spare parts at the end game are worth minus VP!

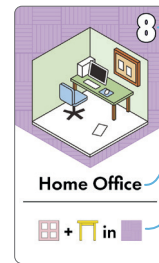


Feng Shui

Feng shui is the balance of harmony and flow of your furniture. In your apartment there are  /  /  spaces. Furniture can be built on these, but at the game end, only visible  /  /  will score.

Arrangement Cards

Arrangement cards are personal goals that score VP based on completed furniture. They are collected at the end of your turn and placed above your apartment. Players may hold up to 2 incomplete arrangements at a time.



End game VP

Card name

Requirements for completing this card

To complete an arrangement, you must have the listed furniture in the correct locations. On your turn, you may complete 1 or 2 of your arrangement cards and move them below your apartment.

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Decor Tokens

When you complete an arrangement — it's time to decorate!

Place 1 decor token of the same type onto each furniture used in that arrangement.

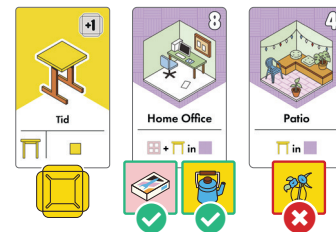
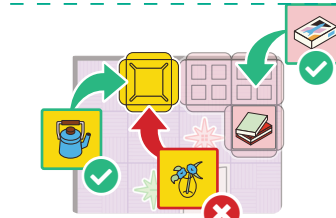
Once furniture has 1 or more decor tokens, **its position is locked**, and can no longer be moved.

Furniture **must have available space** for a decor token in order to complete an arrangement.

Arrangement Requirements

Different arrangements require types of furniture in specific locations.

- **Separate rooms:** Must be in 2 different rooms.
- **Beside each other:** Must be on orthogonally adjacent spaces in the same room.
- **In  /  / **: Must be in the same  ,  , or  room.



END OF TURN

At the end of your turn, you may choose to take 1 new arrangement and replenish the available arrangement cards.

Alternatively, you may discard 1 of your incomplete arrangements to the bottom of the deck.

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ROUND END & GAME END

When a player cannot take any basic action on their turn, the round ends immediately.

If this is the end of the first or second round, deal out 8 new cards, place 3 furniture tiles from the box next to each assembly card, and place 3 furniture tiles in the center of the Showroom. Any leftover furniture tiles from the previous round remain in the center of the Showroom.

If this is the end of the third round, the game ends immediately.



SCORING

- Remove any incomplete assembly and arrangement cards.
- Score the point value on all of your completed arrangements.
- Count the visible  in your apartment & completed assembly cards. Multiply this by your total number of .
- Repeat this for both  and  scoring.
- Count the  in your apartment next to at least 1 . Multiply this by your total number of .
- -5 VP for each furniture tile remaining in your spare parts.

The player with the highest score wins! In case of a tie, the players share the victory.

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