



gifts

New Rules - Gifts



Beginning with this scenario, you'll be showered with gifts—whether you want them or not. Open the package labeled "Scenario 12"—it contains all the **gift** tokens.

- During setup, add gifts to the object slots as shown (any gift illustration is fine)
- ✓ Gifts can be in a slot for any object type, but then nothing else can go in that slot
- Gifts may not be removed from the house at any time, and you may not add more gifts to the house
- As your action on your turn, you may move a single gift to any empty object slot
- ✓ Gifts are considered objects, but have no color, no style, and are not a curio, wall hanging, or lamp





present company

She tells it like it is. He'll "just" have to deal with it. Will tough love help the ex"Stevinator" navigate his existential crisis, or will he have to put down the party animal for good?

BATHROOM

BEDROOM









LIVING ROOM

KITCHEN















CONDITIONS

- ✓ All gifts must be on the same floor
- √ Curio slots must not contain any gifts ∰
- √ The house must contain no more than 1 green object

Nobody wanted to take in Steve, not even his parents. I've been lonely since Jerry passed, so it's been great to have a man around to help. Oh! He even brought me a gift as a thank you. How sweet!



12 å**≛**

CONDITIONS

- ✓ Any room that contains a gift must be painted a warm color
- √ The house must contain more filled slots than empty slots
- √ The house must not contain any antique

 √ , retro
 → , or unusual

 ✓ objects

Haha yeah, it's still me, Steve. You can call me...
Just Steve. Nobody calls me any nicknames. They
uh...never really did. Who needs friends my age
when I can hang out with my main man, Aunt
Judy!