

# how to play



 2-5 players  10 minutes  Ages 7+

Compete with your fellow interior designers to suggest the best look to redecorate your client's nook. Quickly play cards that complement the last idea on the table to empty your hand and win the round! Claim victory by winning three rounds and earn the prestigious title of Best Interior Decorator!

## setup

Shuffle and deal the number of cards face-down to each player based on player count:

- ➔ **2-3 players: 9 cards**
- ➔ **4 players: 8 cards**
- ➔ **5 players: 7 cards**

Place the remainder of the deck face-down in the center of the play area within reach of all players. Players may look at their hands and rearrange cards as desired. Choose a random starting player in the first round. In the following rounds, the first player will be the winner of the previous round.

## cards

All cards have 3 design elements: color, pattern, and decoration. Each element has 3 variations.



Cards can match in 1-3 design elements. Most (but not all) cards have 1 **perfect match** (all 3 elements are the same).

Some cards also have a duck! Duck cards change the rule for stealing turns as discussed later.

## gameplay

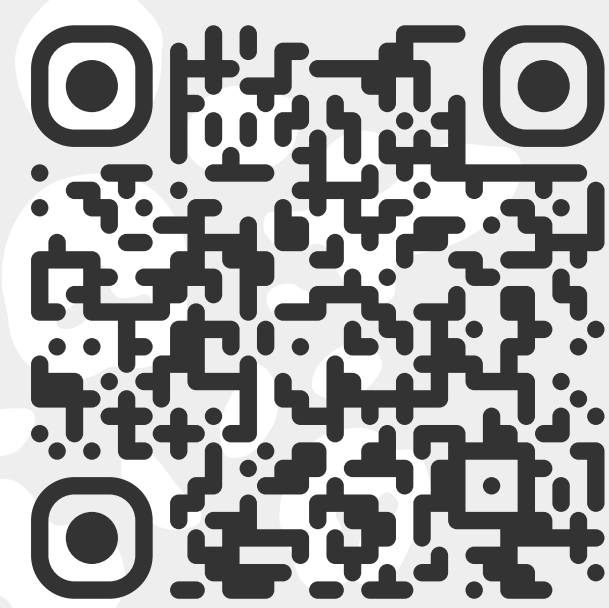
At the start of each round, the starting player will flip over the top card of the deck to form the idea pile.

Each player will take turns playing **1 card** from their hand on top of the idea pile. If the card played matches 1 element, that player's turn is done. If the card matches 2 elements, that player **must** also discard any card from their hand face-down before play can continue to the next player clockwise. Discarded cards go into a separate pile from the idea pile.



If a player has no matches in their hand, they must draw a card and end their turn. If the draw pile ever runs out, keep the top card from the idea pile and shuffle the rest of the cards to form a new deck.

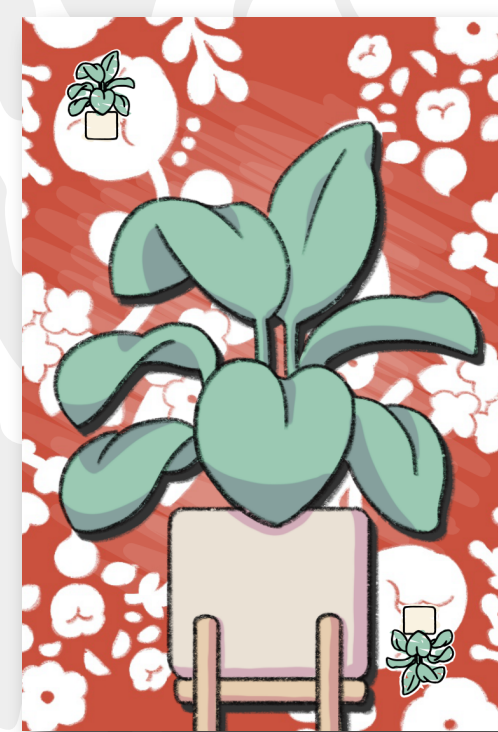
If a player plays a non-match card (0 elements are the same) or discards a card when they shouldn't, they must take the incorrectly played/discarded card back into their hand, draw a new card, and end their turn.



**extended rules and FAQs**



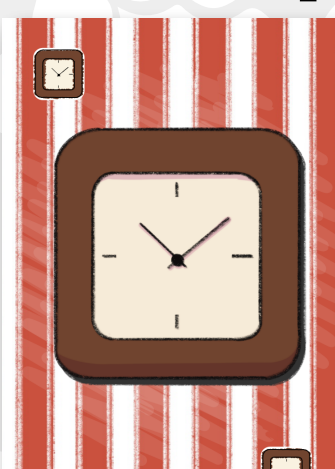
## example



**Current top card on idea pile**

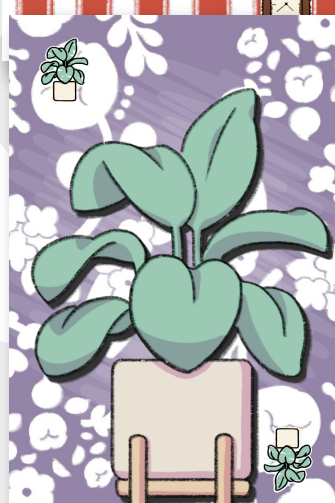


**Example card plays:**



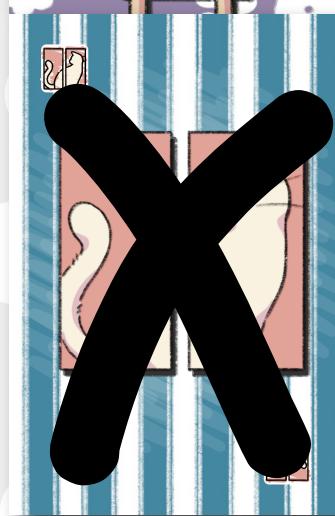
Match 1 element: color

→ **End turn!**



Match 2 elements: pattern & decoration

→ **Discard 1 card**




Match 0 elements:

→ **Not allowed to play!**

**Draw 1 card, end turn.**

## steals

At any time, players may steal the turn from the active player by playing either a **perfect match** or by playing a **non-match** on a card with a  symbol.

When a player successfully steals the turn, they proceed with their turn as normal and then play continues clockwise.

## round end

The round is over when any player empties their hand. That player takes a random card from the idea pile and places it face-up in front of them to mark their score.

## next round

Shuffle and deal out new cards to each player. Deal additional cards to players who have won rounds equal to the number of rounds they've won.

## game end

The game is over when any player has won 3 rounds. They may claim the title of Best Interior Decorator!

