



MISSION BOOK



VERPLANT
& ZUGESTELLT



The drawing pad awaits!

Here you will find all missions with an indication of the difficulty level. We recommend the training scenario as your first interior design mission. After that, three (or more) missions are grouped into chapters and follow a story. The chapters do not build on each other and can be worked on in any order or in no order at all.

If you are particularly interested in furnishing living spaces, the chapter "A Sandbox Love Affair" offers a lot of variety.

Missions

TRAINING SCENARIO: 1 Room, Kitchen, Bathroom

Difficulty Page

SOARING HIGH

1. The Alpine Wellness Hut
2. The Mountain Surgery
3. "Castle Café"

4
6
8
10
12

THE FANTASY FAN

4. The Rehearsal Room in the Old Barn
5. The Game Store in the Old Town
6. Beutler's End

14
16
18
20

CLUB LIFE

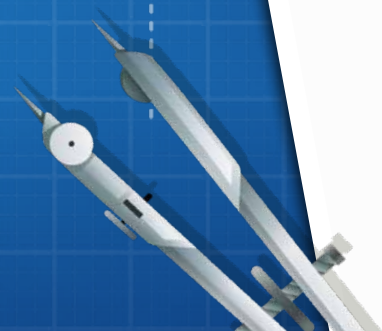
7. The Renovated Clubhouse
8. The Eccentric Small Animal Breeder
9. Tiny Houses

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24
26
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A STORY OF SUCCESS

10. Startup Tower
11. The State-of-the-Art Villa
12. Shared Apartment with Good Connections

30
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34
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THE OLD FACTORY SITE

13. The Forgotten Railway Wagon
14. The Airy Loft
15. The Cozy Beer Garden

Difficulty Page

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42
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CALL OF THE SEA

16. The Mysterious Aristocrat
17. The Lonely Watchtower
18. The Dreamy Yacht

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48
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A SANDBOX LOVE AFFAIR

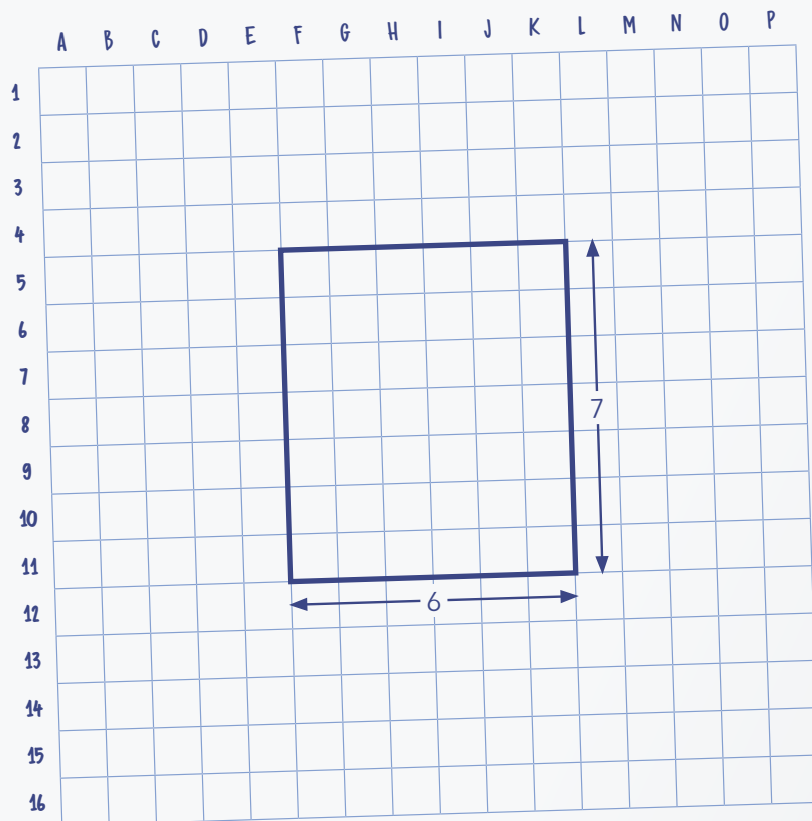
19. The Chaotic Kindergarten
20. The First Shared Apartment
21. Photo Studio "Freespace"
22. The Single-Family House in the Countryside
23. The Enchanted Greenhouse
24. The Angled Attic Apartment
25. The Lake House

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56
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60
62
64
66
68

TRAINING SCENARIO: 1 Room, Kitchen, Bathroom

Now that you've learned everything about interior design during your studies, you won't miss the opportunity to furnish your very first apartment yourself! While you may have only a few pieces of furniture, this exercise will surely come in handy. Your future clients will surely not be as undemanding as you...

Floor plan



Rooms

I	Living room	1 ?	15 ?	19 ? ?
II	Kitchen	5 ?	7 ?	
III	Bathroom	8 ?	9 ?	10 ?

Advice

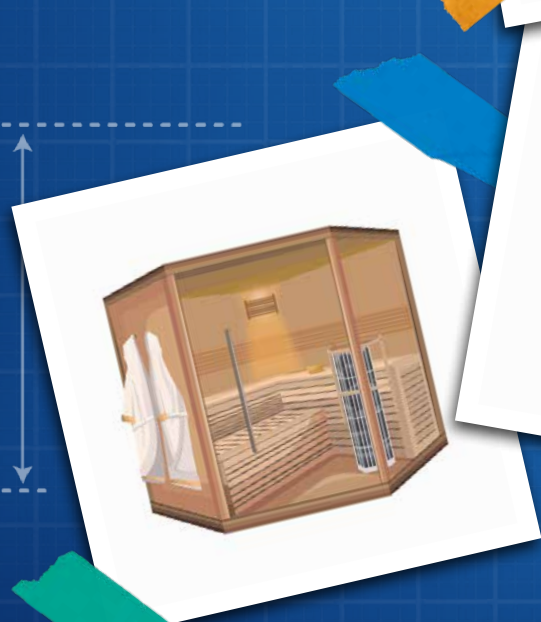
- The open spaces of furniture should ideally overlap if possible. This way you can save valuable space.
- But always keep empty walkways in mind! The open spaces of all pieces of furniture must remain accessible.
- Don't forget the hallway! It must connect all rooms with a continuous pathway.
- A fully furnished room gets its walls – although the room doesn't always have to be rectangular...
- If an entirely unsuitable piece of furniture costs you more points than it earns you, leave it out instead.
- You can play this training scenario multiple times and try out different variations until you feel ready for more challenging tasks.

Bonus points

The bathroom is fully furnished.

8 9 10

+3



Soaring High

The financially troubled town council of St. Pöppeln wants to attract stressed urbanites as well-to-do spa guests. Can you transform the sleepy mountain village into a sought-after relaxation destination?



TOURISM

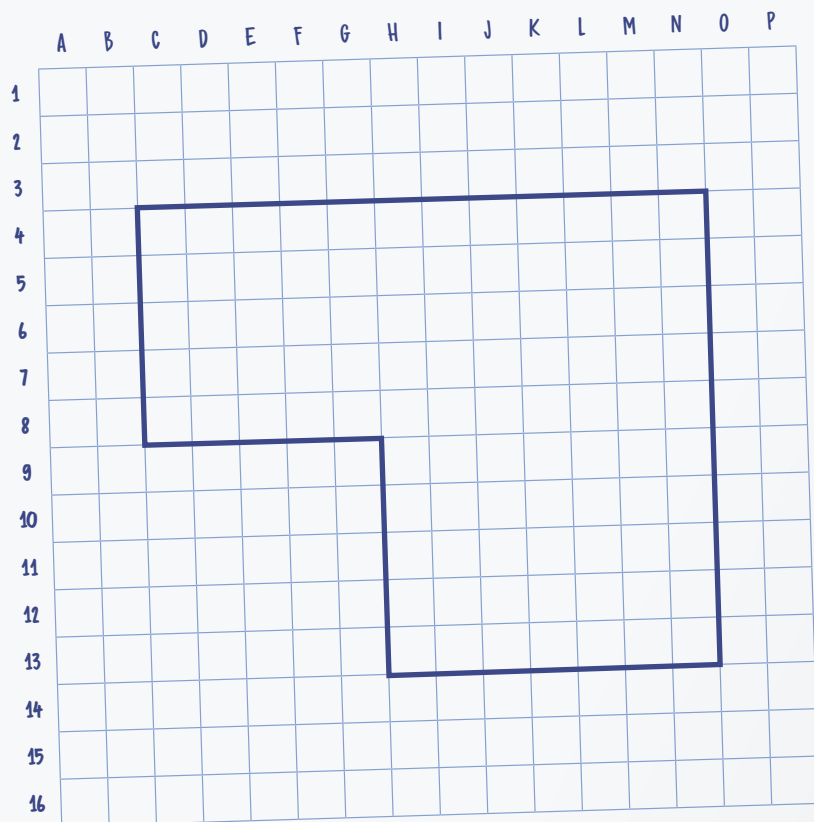
VISIT
St. Pöppeln!

THE QUAINLITTLE
VILLAGE IN THE ALPS

1. The Alpine Wellness Hut

With the renovation of this spacious mountain hut, the municipal council of St. Pöppeln aims to lay the foundation for an attractive spa town. The hut includes a communal sleeping area and a small communal kitchen. Now, with a new wellness oasis, luxury-loving guests should also be fully satisfied.

Floor plan



Rooms

I	Kitchen	4 ?	7 ?	10 ??
II	Dormitory	12 ?	13 ???	
III	Wellness oasis	8 ?	9 ?	10 ? 11 ??
		18 ???	21 ??	31 ?

Bonus points

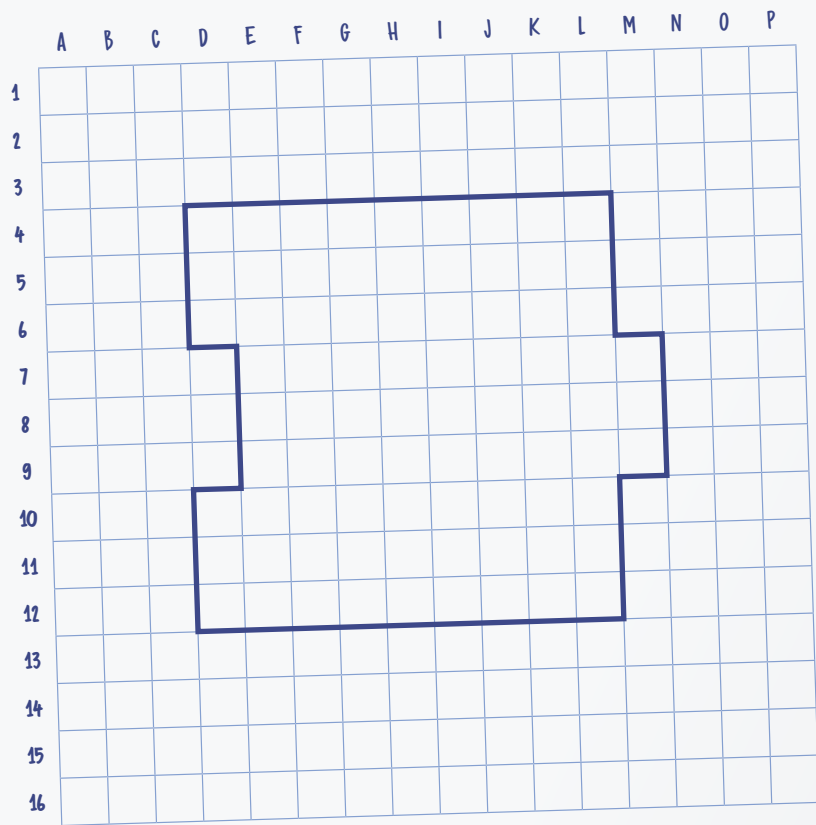
At least 1 piece of furniture from every furniture card is placed.

+5

2. The Mountain Surgery

Renowned psychologist Sigismonda Leidt has discovered the ideal place in St. Pöppeln to calm not only the body but also the mind. Therefore, she plans to set up her practice in the romantically situated forest house with a view of the mountain panorama. In addition to her elaborately equipped office and treatment room, she also needs a reception area and a waiting room.

Floor plan



Rooms

I	Home office	16 ?	18 ?	21 ??	24 ?
		31 ?	32 ???	33 ?	
II	Waiting room	1 ??	19 ??		
III	Reception	3 ??	17 ?		

Special rules

Do not place furniture on the carpet.

Bonus points

All the furniture in the home office is available at least once.

+10

The doors of the waiting room and reception are a maximum of 2 squares apart.

+3

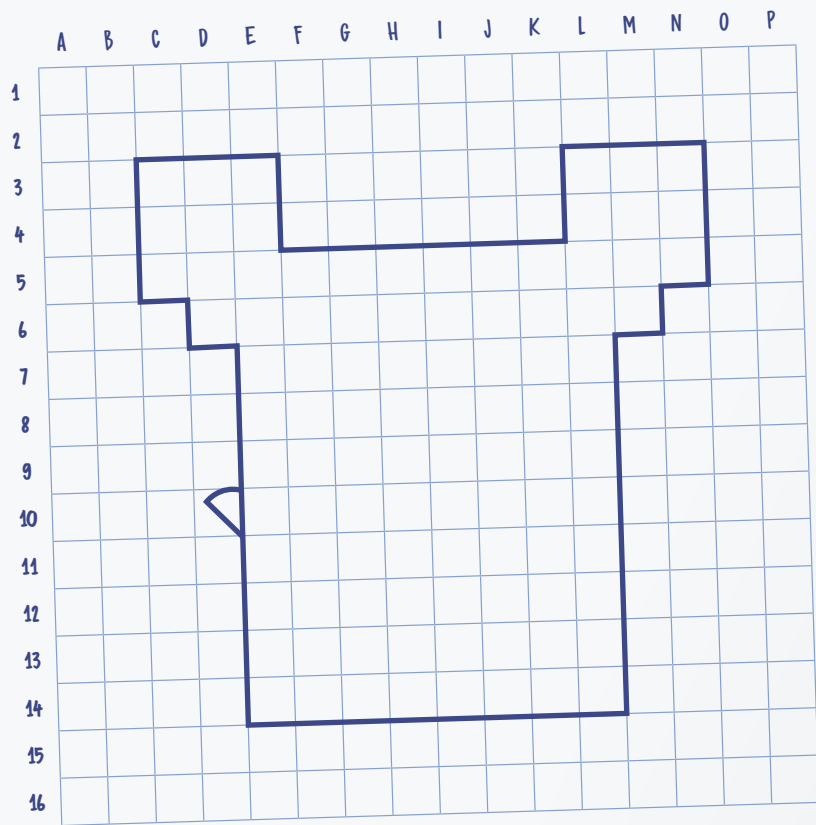
The reception has a north-facing window.

+3

3. "Castle Café"

This small castle with two turrets is set to become the pride of St. Pöppeln once more, as an exclusive "Castle Café"! For this purpose, a kitchen with a small storage area is needed, as well as, of course, a guest restroom and a dining area for at least 16 guests, although most guests tend to come in pairs. To act as sound absorbers and create a pleasant atmosphere, many plants should be distributed throughout the room.

Floor plan



Rooms

I	Kitchen	3	??	7	??
II	Guest restroom	8	??	9	?
III	Dining area	4	??	5	???
		19	??	30	?

Bonus points

The dining area has at least 16 chairs.

+5

At least one toilet 8 and one sink 9 installed.

+5

2 shelves 3 installed.

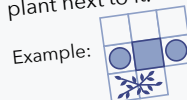
+3

Counter 30 installed.

+5

Per table that has at least one plant next to it.

+1



Special rules

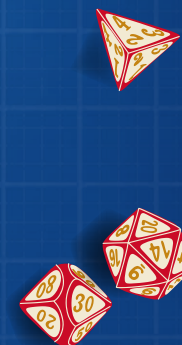
No hallway, all rooms directly connect to the dining area.



The Fantasy Fan

Benni Beutler loves nothing as much as fantasy stories. Whether at his job, pursuing his hobbies or at home - he dreams of adventure, heroism and foreign worlds.

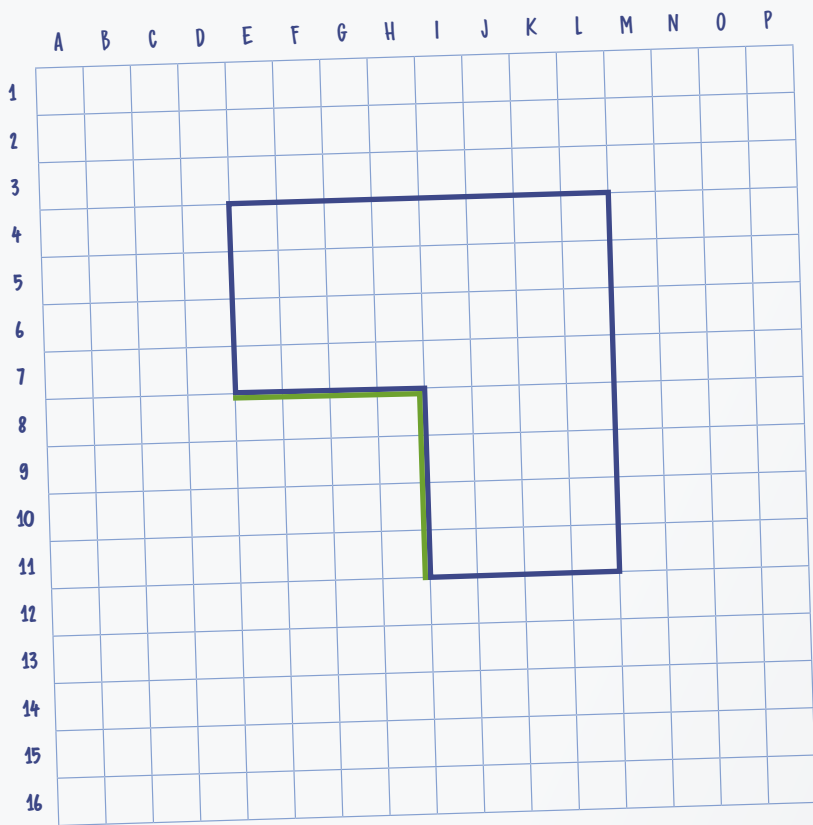
Can you find a way to make his fantasy come true?



4. The Rehearsal Room in the Old Barn

Benni plays in a band and they have got big plans: With their concept album based on the greatest fantasy novel of all time, they aim to secure a record deal and launch their careers as rockstars. Behind the rusty entrance gate of this old shed, the new rehearsal room is set to emerge, where magic will come to life...

Floor plan



Rooms

	7 ?	15 ?	17 ?
I Rehearsal room	20 ?	21 ?	27 ? ?
	28 ?	29 ?	33 ?

Bonus points

Each musical instrument **11** that is at most 2 squares away from the sound system **18**.

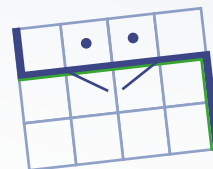
+2

Carpet **33** placed.

+3

Special rules

- The front door can only be drawn within the area marked in green. It is 2 squares wide. Behind it, both squares must stay empty. Example:



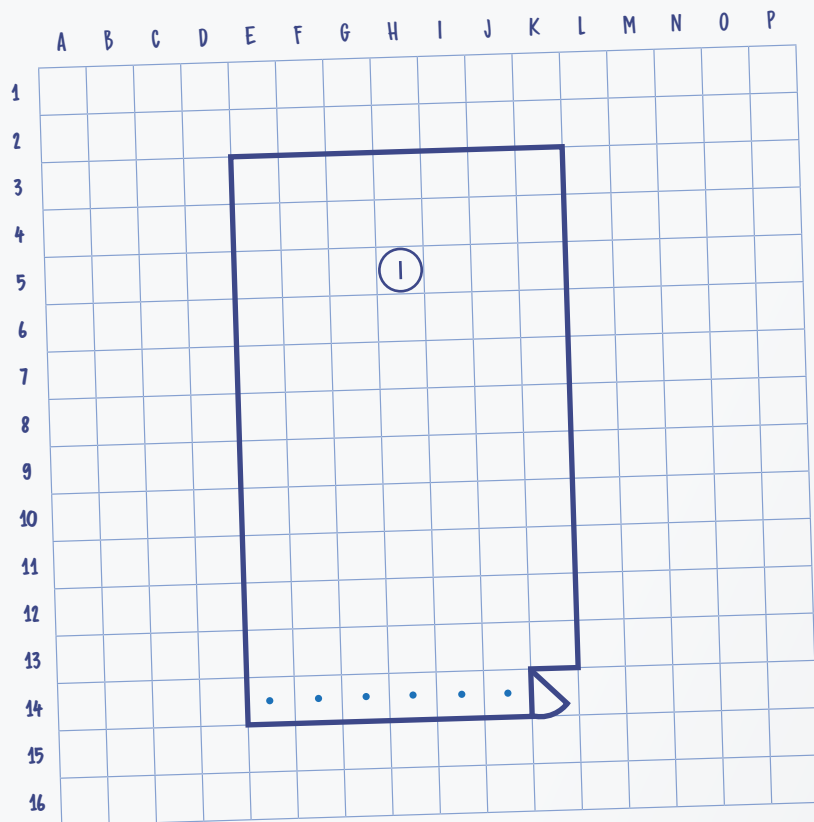
- Do not place furniture on the carpet.

5. The Game Store in the Old Town



While Benni didn't become a rock star, he can now fulfill another wish: His very own board game store! For this, he has rented a retail space with a large shop window in the old town. In the cozy salesroom, in addition to the necessary shelves, there should also be a few tables where customers can try out games.

Floor plan



Rooms

I Salesroom



Bonus points

5 shelves 3 placed.

+5

Covered up the internet connection socket 1 with the counter 30.

+5

Children's toys 13 installed.

+3

Carpet 33 placed.

+3

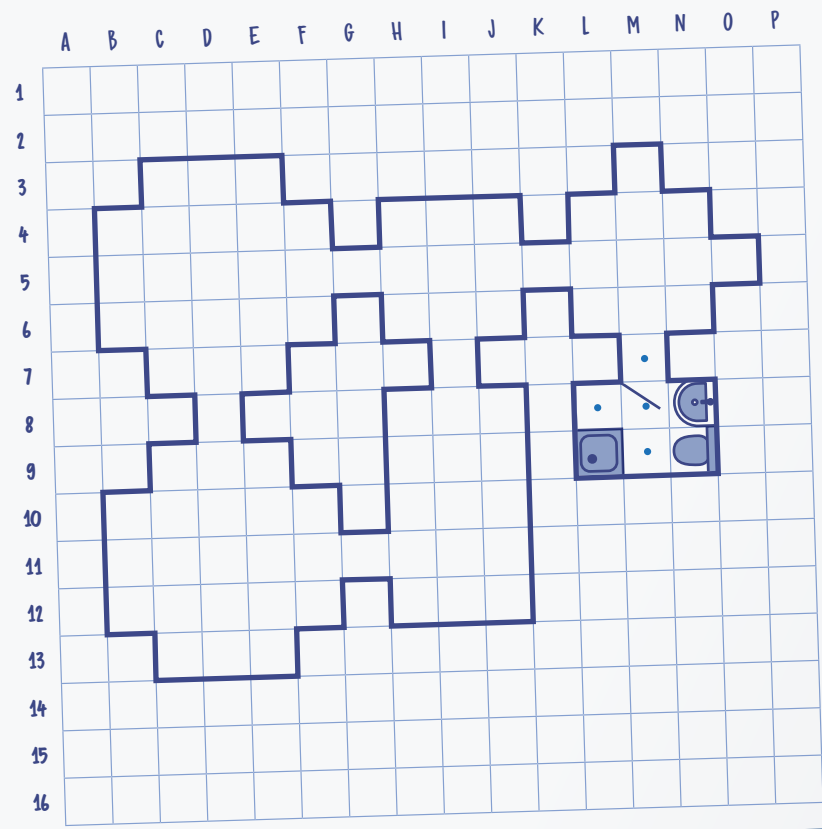
Special rules

- The open spaces to the south next to the front door are the shop window area and must not be covered.
- No hallway.
- The internet connection socket 1 may also be covered by other pieces of furniture or can be a walkable area.
- Do not place furniture on the carpet.

6. Beutler's End

Benni Beutler is about to fulfill his biggest dream and live like in his beloved fantasy world. He shows you the floor plan for his new little house: It's completely underground and has many small rooms, with the rooms all flowing into one another. It should be cozy and practical, but the round rooms don't make it easy for you.

Floor plan



Rooms

	1	4	7	13
	14	19	21	23
	24	25	27	29
				31

I Mancave

Bonus points

The TVs **19** are at least 6 squares apart.

+5

Small kitchen **1** and large table **4** are at most 4 squares apart.

+5

Small bed **13** and large fridge **14** are at most 4 squares apart.

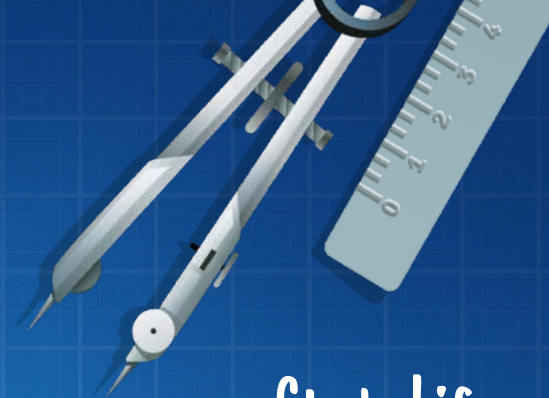
+5

Lounge furniture **21** and fireplace **31** are at most 4 squares apart.

+5

Special rules

No hallway, the bathroom connects directly to the mancave.



Club Life

The Neustadt campsite has seen better days. However, a new generation of club members brings many ideas for meaningful leisure activities.

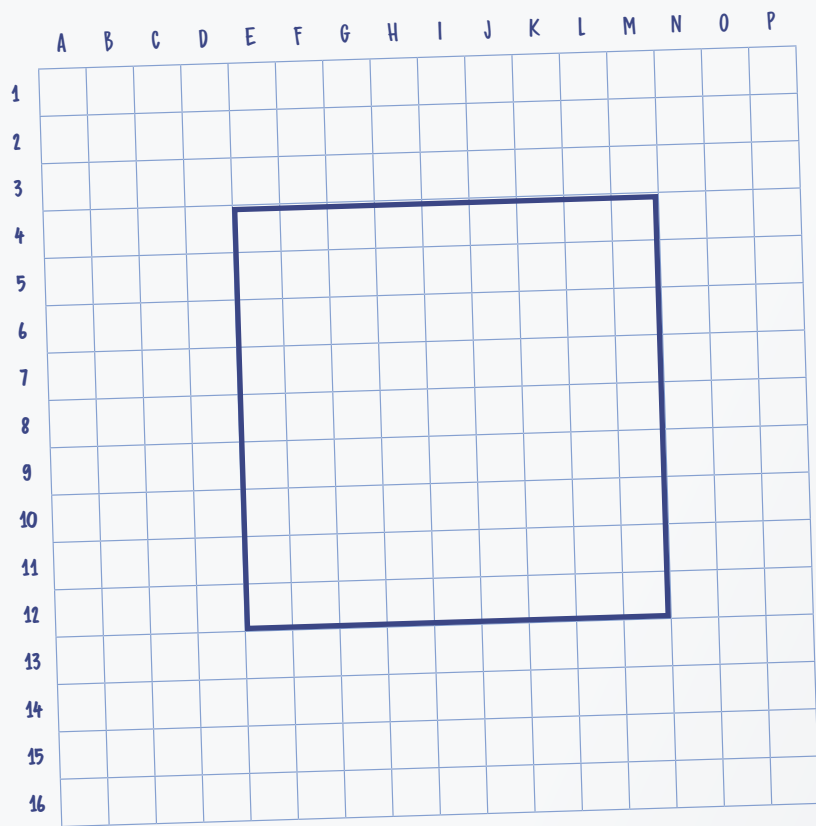
It's time to spruce up the club life!



7. The Renovated Clubhouse

The clubhouse of the "Neustadt Socks e.V." is the heart of the local club life, and almost all camping enthusiasts are members there. Unfortunately there was a fire on the exterior of the building some time ago. The areas damaged by the fire were provisionally repaired with the combined efforts of all members, so the clubhouse can now be used again.

Floor plan



Rooms

I Clubroom



Special rules

Bonus points

Front door to the north.

+3

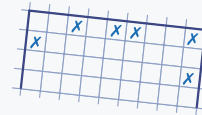
All hobby equipment installed.

+5

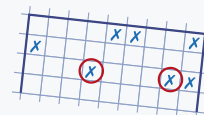
The front door is at most 2 squares away from the counter.

+3

- At the beginning of the game you may draw ten crosses on the floor plan of the person to your left. All crosses must be adjacent to an exterior wall. The crosses represent fire damage and must not be built upon or entered!
- After that, 4 out of 10 crosses can be repaired (=erased) before revealing the first card.
- No hallway.



Like this

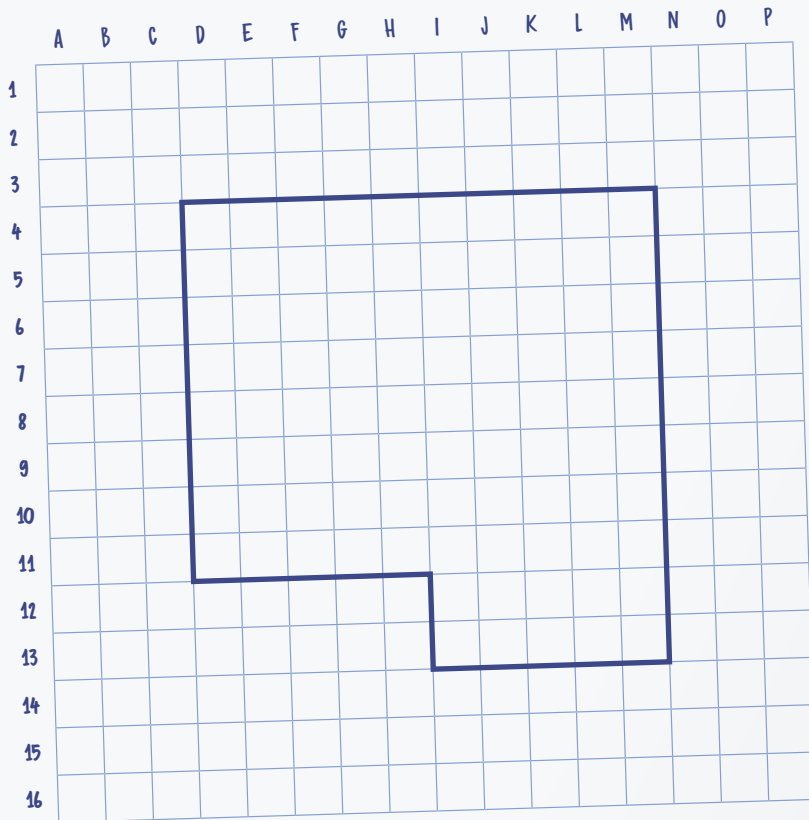


Not like this

8. The Eccentric Small Animal Breeder

Kurt Kleinviech, the chairman of the Neustadt Small Animal Breeders Association, is an influential figure in this area. He offers to participate in the revival of the campsite, provided that his new house receives professional interior design as well. As a true animal lover, Kurt needs enough space to breed his darlings.

Floor plan



Rooms

I	Animal room	15 ?	22 ?	24 ? ? ?	33 ?
II	Bedroom	13 ? ?	14 ?		
III	Bathroom	8 ? ?	9 ?	11 ?	
IV	Living/dining room	2 ?	4 ?	7 ?	19 ? 17 ?

Special rules

- For card 14 (Pet Supplies), the three furniture markers must only be placed on the same piece of furniture.
- Do not place furniture on the carpet.

Bonus points

Pet Supplies 14 have been installed 3 times. +5

Per room with rectangular floor plan. +3

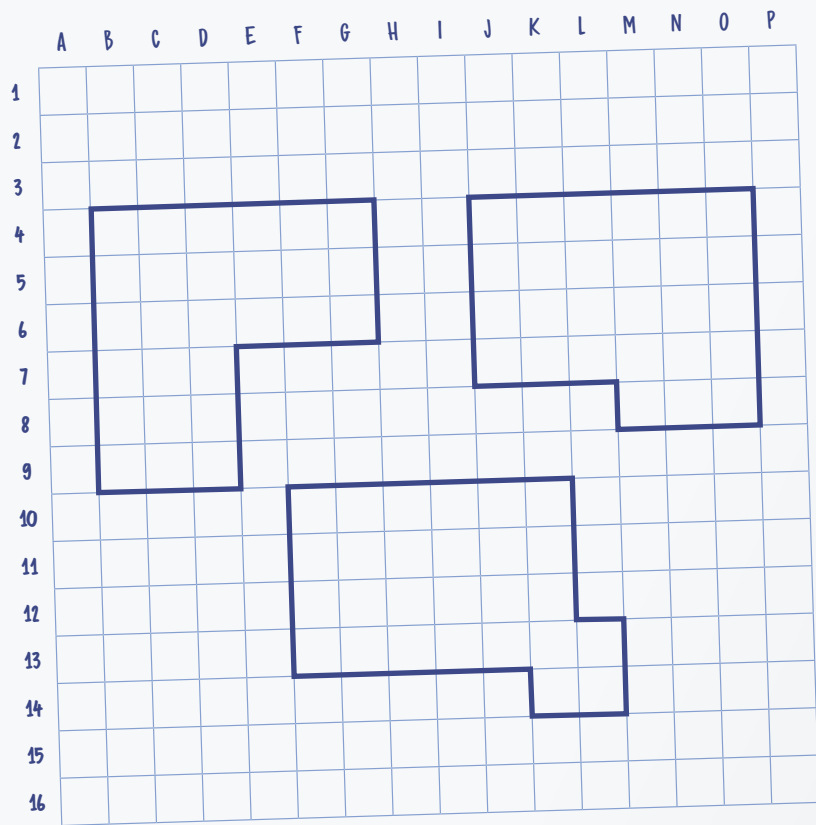
Living/dining room with a south-facing view. +3

Carpet 33 placed. +4

9. Tiny Houses

The club life in Neustadt is flourishing like never before. Now some so-called Tiny Houses are to be set up in order to be able to live young and trendy on the campsite. Each of the mini-houses has a different floor plan, but they all have the same footprint. For economic reasons, all three houses should have the same furnishings.

Floor plan



Rooms

I 3 Living/dining rooms

II 3 bathrooms

5 ?	7 ?	11 ?	19 ? ?
20 ?	21 ?	29 ?	
8 ?	9 ?	10 ?	

Special rules

- No hallway, the bathroom directly connects to the living/dining room.
- Every selected piece of furniture may be installed one time into each house. All houses are being furnished at the same time! (Don't finish one house and then start the second one etc.)

Bonus points

All front doors point in the same direction.

+5

The three houses are identically furnished.

+5

The bathroom in none of the houses adjoins to the small kitchen 1.

+5



A Story of Success

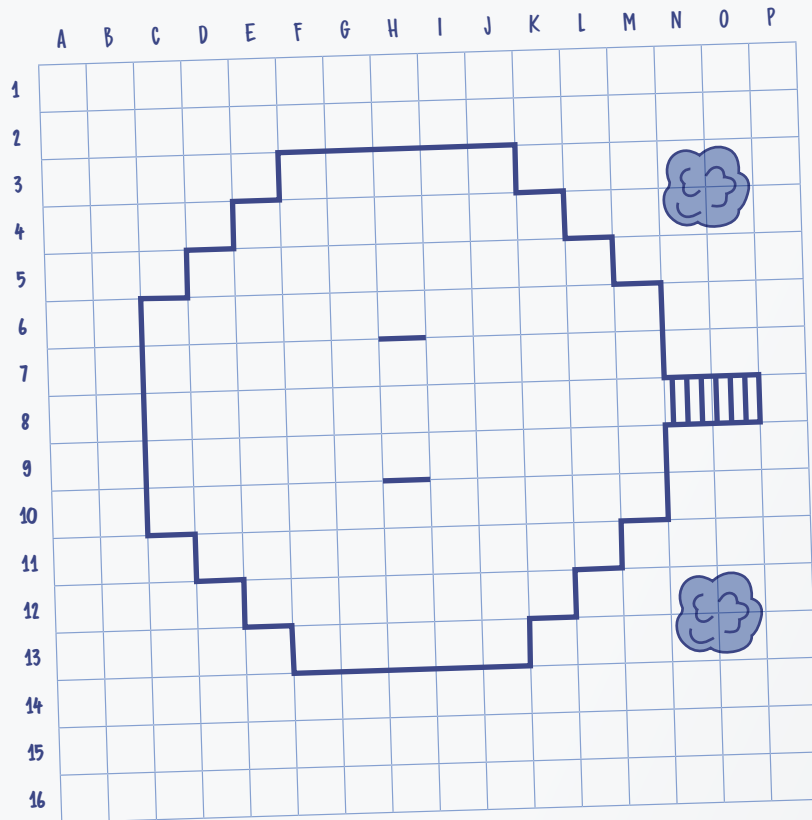
Alex Xander is a young genius who is already making headlines with a newly founded tech startup. Clearly, new premises are needed! Join Alex during her meteoric rise in realizing new working concepts.



10. Startup Tower

The old water tower in Neustadt is set to become the headquarters of the startup. Access is via a staircase in the east, and two load-bearing walls must also be taken into account. For the team, Alex wants an open workspace, as well as a representative office for herself. Of course, a trendy sports device for team building should not be missing.

Floor plan



Rooms

I	CEO's office	2 ?	16 ?
II	Bathroom	8 ??	9 ?
III	Conference room	4 ?	7 ? 19 ?? 29 ?
IV	Office space	17 ? ? ? ?	24 ? 26 ?

Special rules

No hallway, all rooms connect to the office space.

Bonus points

The office space has a west-facing window.

+5

There are at least 5 small desks in the office space 17.

+5

The CEO's office has a window facing a tree.

+3

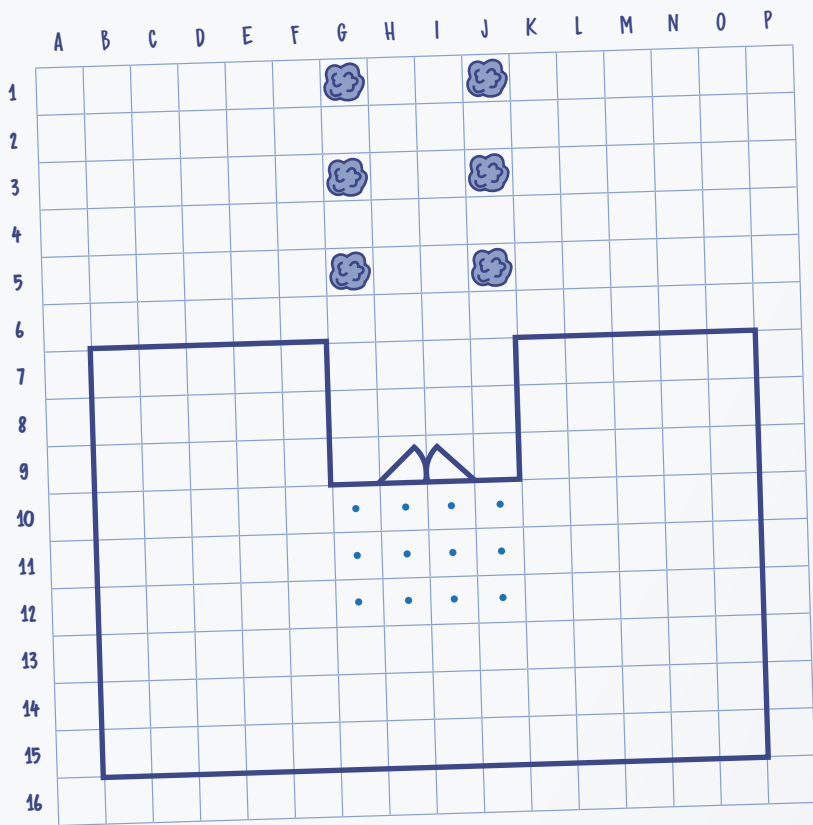
Sports device 16 installed.

+3

11. The State-of-the-Art Villa

In the frenzy of success, Alex wants to build a small villa with a wellness area and a large living/dining area. To also keep an eye on work from home, Alex wants to be able to see the company from the home office. As a contrast to the round tower, a square room structure is the only option for the villa, of course.

Floor plan



Rooms

I	Home office	15	11	17	11
II	Bathroom	8	9	11	19
III	Kitchen	6	14		
III	Living/dining area	1	4	20	26
		29	32		

Special rules

The hallway must contain the specified open space but can also be expanded beyond it.

Bonus points

The home office has a north-facing window.

+3

Per room with a square footprint.

+5

Per room with a rectangular (but not square) footprint.

+3

Wellness area 11 installed.

+3

2 pieces of art 32 displayed.

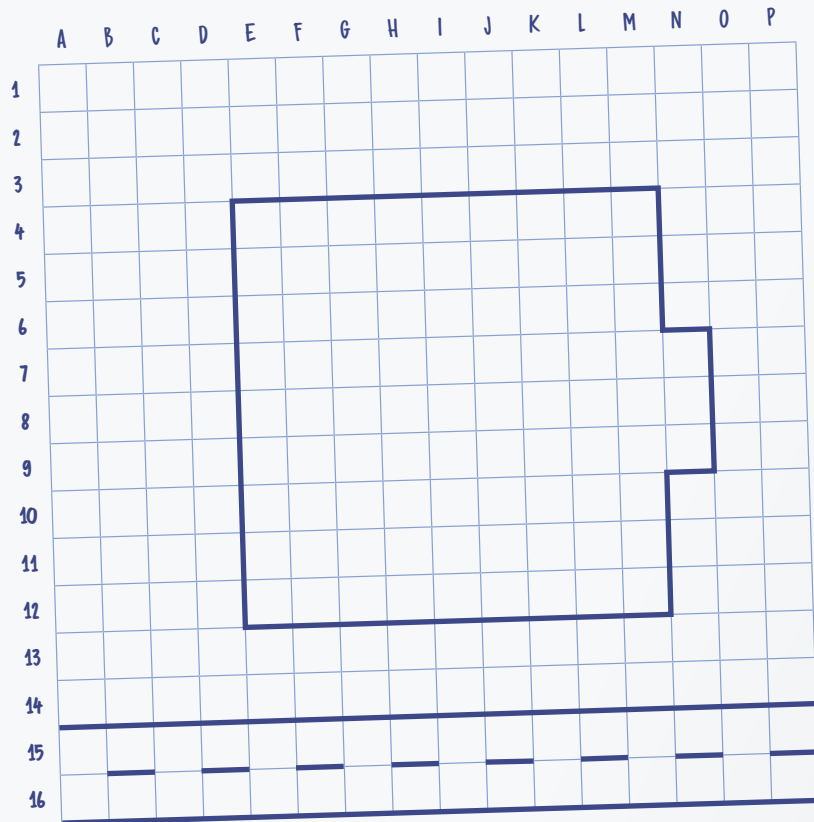
+3

12. Shared Apartment with Good Connections



For young people, remote work and collegial exchange are becoming increasingly important. Therefore, Alex wants to set up a shared apartment for the young talents: two singles and a couple. A fair room allocation is a must. To the south, there is a busy street where no one wants to sleep. After all, the development of new brilliant ideas requires peace and quiet!

Floor plan



Rooms

I	Room 1	13 ?	23 ?
II	Room 2	3 ?	13 ? 17 ?
III	Room 3	11 ?	15 ?
IV	Bathroom	8 ?	9 ? 10 ?
V	Living/dining room	1 ?	4 ? 7 ? 19 ?

Bonus points

Rooms 1 and Room 2 are the same size (they have the same number of squares but don't need to have the same layout).

+3

Room 3 is bigger than rooms 1 and 2.

+3

Per room with rectangular floor plan.

+3

Rooms 1, 2 and 3 are completely furnished.

+8

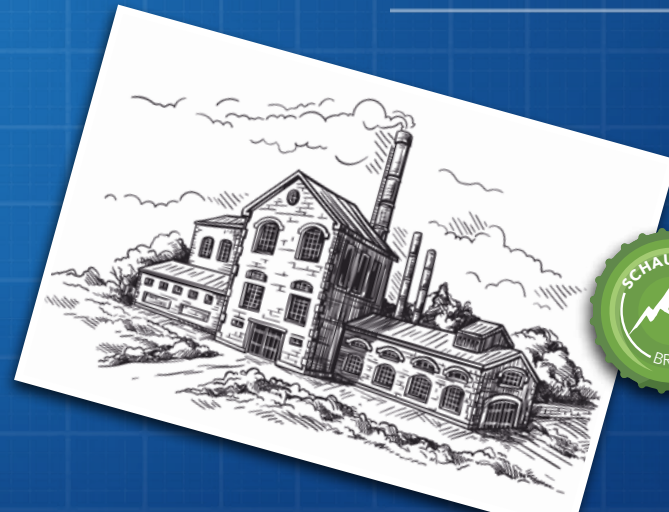
Rooms 1, 2 and 3 do not border the southern wall of the house.

+5



The old Factory Site

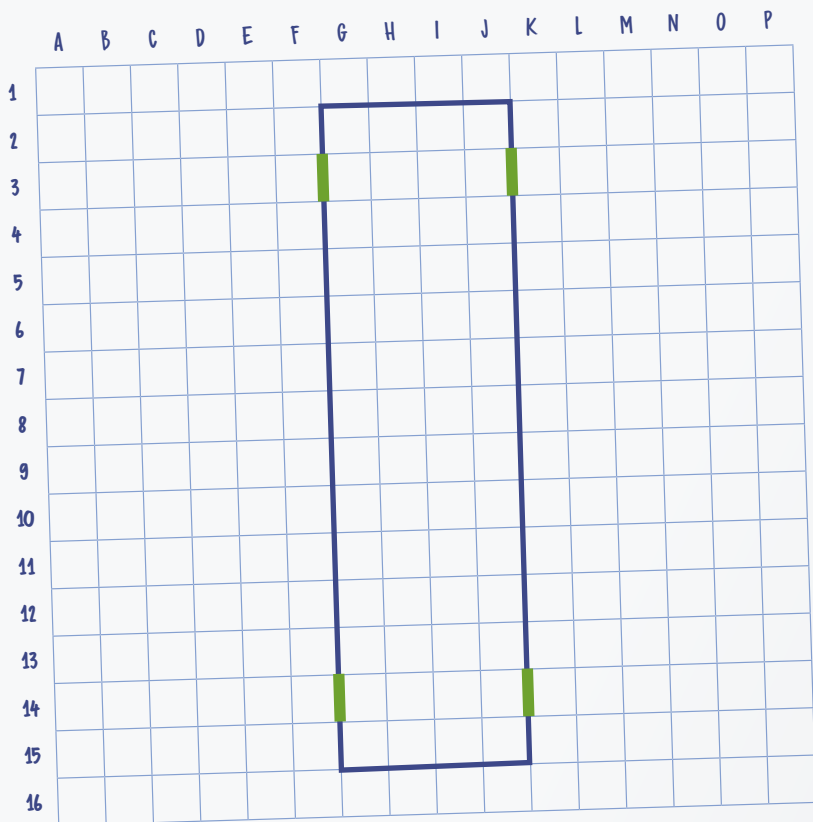
Sandra Schaumberger has inherited the remnants of the bankrupt family brewery. However, the enterprising entrepreneur already has a plan... She needs your help to transform the old industrial complex into a trendy scene district!



13. The Forgotten Railway Wagon

Sandra has found a decommissioned railway wagon on the factory premises. Instead of seeing old junk, she spots a business opportunity: A modern holiday home on rails with the added bonus of sought-after industrial chic! And when there are no guests, she can live in the wagon herself while the rest of the factory is being renovated.

Floor plan



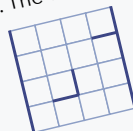
Rooms

I	Bathroom	8	9	10	
		3	5	7	13
II	Living/dining room	15	16	19	20
		27	32		

Special rules

- At the beginning of the game, you may draw three walls on the floor plan of the person to your right. The walls are allowed to touch.

Example:



- The front door can be placed at any time on one of the four areas marked in green.

Bonus points

The small kitchenette **7** and the little table **5** are at most 2 squares apart.

+3

The large desk **16** and the bed **13** are at most 3 squares apart.

+3

The large desk **16** is positioned along the eastern exterior wall.

+2

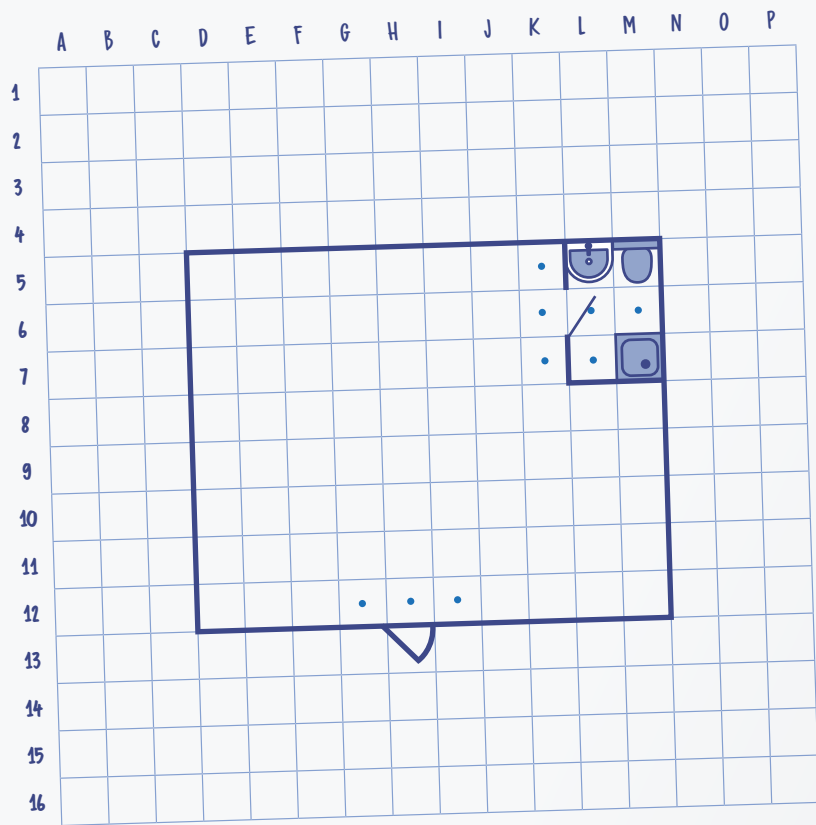
Bathroom with a rectangular layout.

+3

14. The Airy Loft

Exclusive loft apartments are set to be created in the main building of the old brewery. The sanitary facilities are already installed, and Sandra envisions an open-space concept for the remaining furnishings. Somewhat disruptive are three large load-bearing columns scattered irregularly throughout the space. They once supported the heavy brewing vats and cannot be removed.

Floor plan



Rooms

1	4	6	15
20	24	25	26
31	32		

Special rules

- At the beginning of the game, you may draw three columns measuring 1x1 squares on the floor plan of the person to your right. The columns may be placed at any location, but you may not draw over any of the free spaces or furniture already drawn here. The drawn columns may not be built over.
- No hallway, the bathroom connects directly to the living/dining room

Bonus points

Big kitchen 6 and big table 4 are at most 4 squares apart.

+5

Pet accessories 24 and a small sofa 1 are at most 4 squares apart.

+5

3 pieces of art 31 displayed.

+5

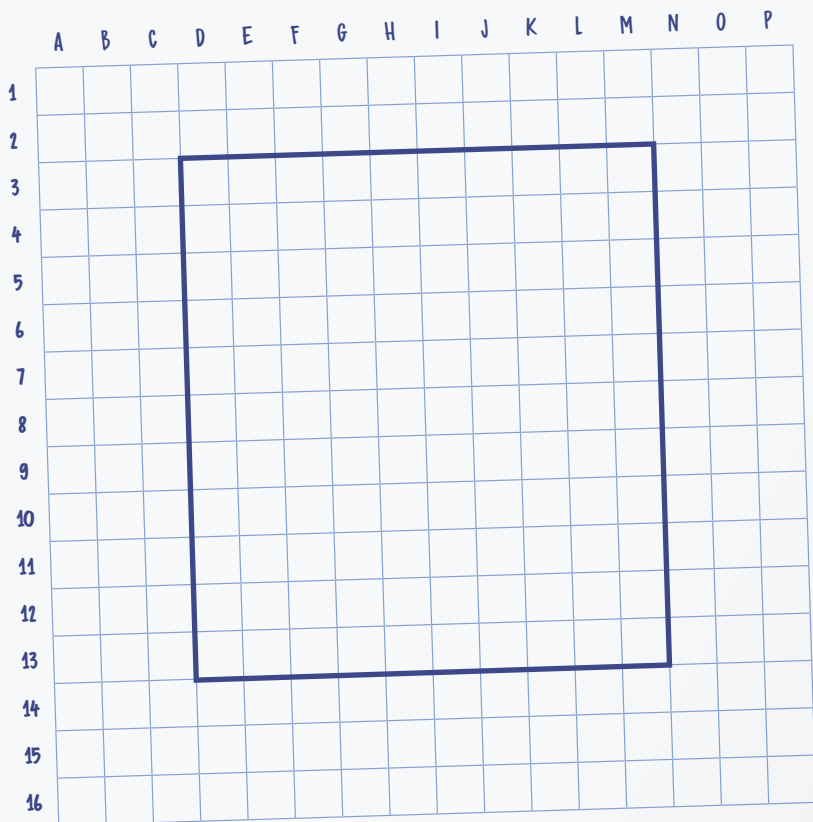
Fireplace 31 installed.

+3

15. The Cozy Beer Garden

Sandra is satisfied with the transformation of the old factory. And what could better honor the memory of the family brewery than a traditional beer garden? Beneath the two beautiful old trees in the outdoor area, guests should be able to sit and also dance to live music. Separate small houses for the kitchen and restroom are also planned.

Floor plan



Rooms

I Toilet house

8 ?

9 ?

II Kitchen house

7 ? ?

III Garden

4 ? ? ?

5 ? ? ?

21 ? ?

23 ?

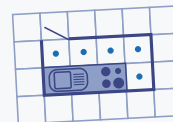
27 ?

Special rules

- At the beginning of the game, you may draw two trees measuring 2x2 squares on the floor plan of the person to your right.
- No hallway, the little houses connect directly to the garden.
- You may draw a small kitchen house of any size at any location.



Example:



- You may draw a small toilet house of any size at any location.
- You may draw 4 entrance doors at any time.

Bonus points

There are at least 15 seats in the garden.

+5

The beer garden has accessible front doors in every direction.

+3

The musical instrument 17 is adjacent to a tree.

+3

The toilet house does not border the kitchen house.

+2

Per tree where at least 6 of its 12 adjacent squares have not been built upon. (Squares outside the property boundary are considered not built upon.)

+2



The Call of the Sea

On the coast of Bluewater Bay it is stormy and desolate. On one side stands an old manor house, on the other, a lighthouse.

You've come here for an unusual assignment, but what you find is a truly unique story.

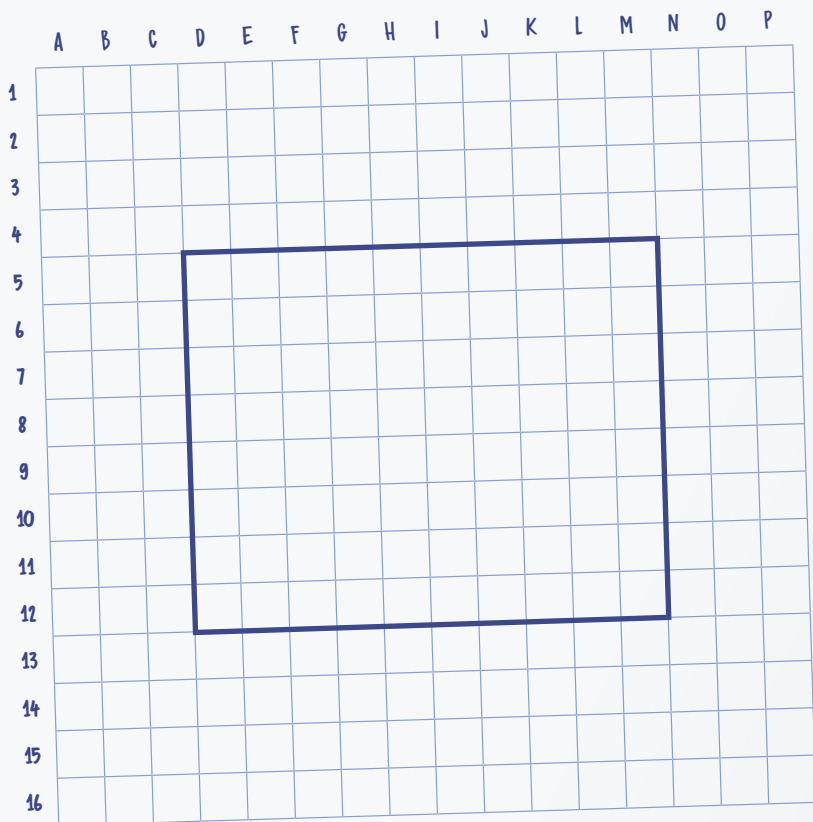


16. The Mysterious Aristocrat



Sir Arthur is a solitary art collector. He wants to showcase his artworks to the fullest and is willing to sacrifice comfort for it. As a lover of castles and palaces, he also wants to have a secret room in his house. The access should be authentic - through a mirror that can be slid to the side.

Floor plan

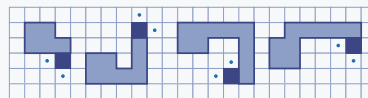


Rooms

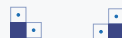
I	Bedroom	13 ?	17 ?	20 ? ?
II	Bathroom	8 ?	9 ?	10 ?
III	Living/dining room	1 ?	4 ?	15 ?
		31 ?	32 ? ? ? ?	

Special rules

- The secret room has dimensions of 2x2. It must adjoin a secret passage with a width of 1 and any length, but at least a length of 1. The secret passage may make a maximum of one 90-degree turn. The following variants would be allowed, for example:



- The secret passage must lead into a room or the hallway. At the end of the secret passage, there is a large mirrored cabinet with the marked empty spaces. In this case, you may decide whether the mirrored cabinet can be slid to the right or left.



- Neither the secret room nor the secret passage may touch an exterior wall or contain furniture.
- The secret room, secret passage, and mirrored cabinet can each be drawn at any time, even at first only partially.

Bonus points

Per square being part of the secret room or secret passage.

+2

Per piece of art displayed.

32

+2

Fireplace installed.

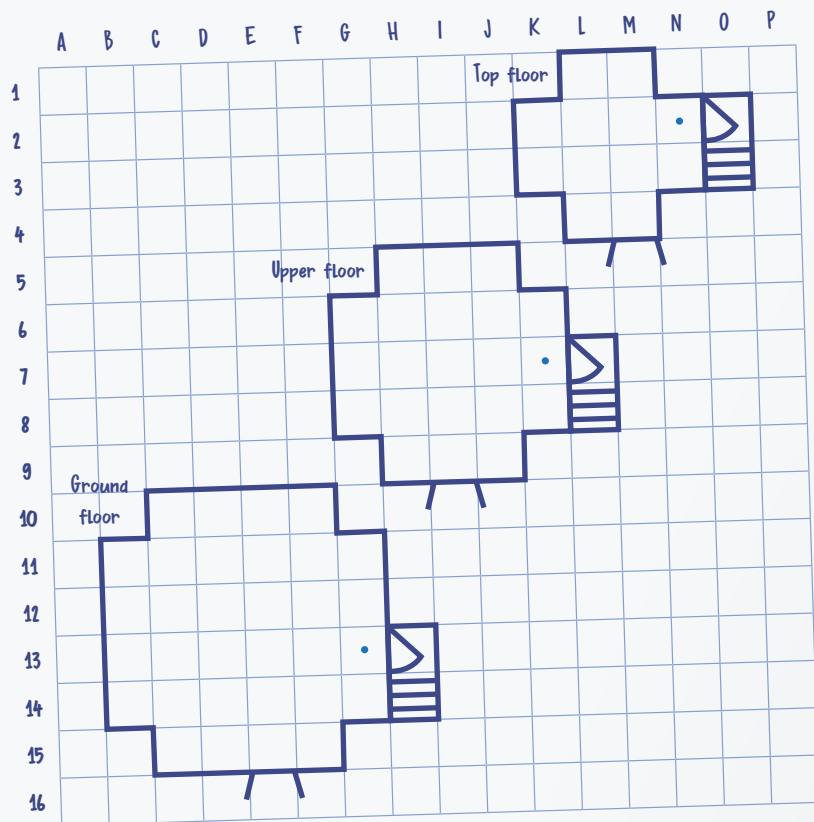
34

+3

17. The Lonely Watchtower

In this slanted lighthouse, there are three levels connected by an exterior staircase. Joris, the lighthouse keeper, doesn't want separate rooms and prefers a cozy atmosphere. Additionally, on each level, he needs to be able to receive the weather report. During your work, you strike up a conversation about the manor house visible from the windows.

Floor plan



Rooms

I Bathroom

8 ? 9 ? 10 ?

II Living/dining area

2 ? 3 ? 5 ? 7 ?
13 ? 15 ? 19 ? 21 ?
25 ? 29 ? 31 ?

Special rules

- No hallway, the bathroom connects directly to the living/dining area.
- All floors are being treated as if they were one connected room.

Bonus points

There is a television **19** on each floor.

+5

The small kitchen **1** and small table **5** are on the same floor.

+5

The small bed **13** and small wardrobe **15** are on the same floor.

+5

The small sofa **1** and fireplace **31** are on the same floor.

+5

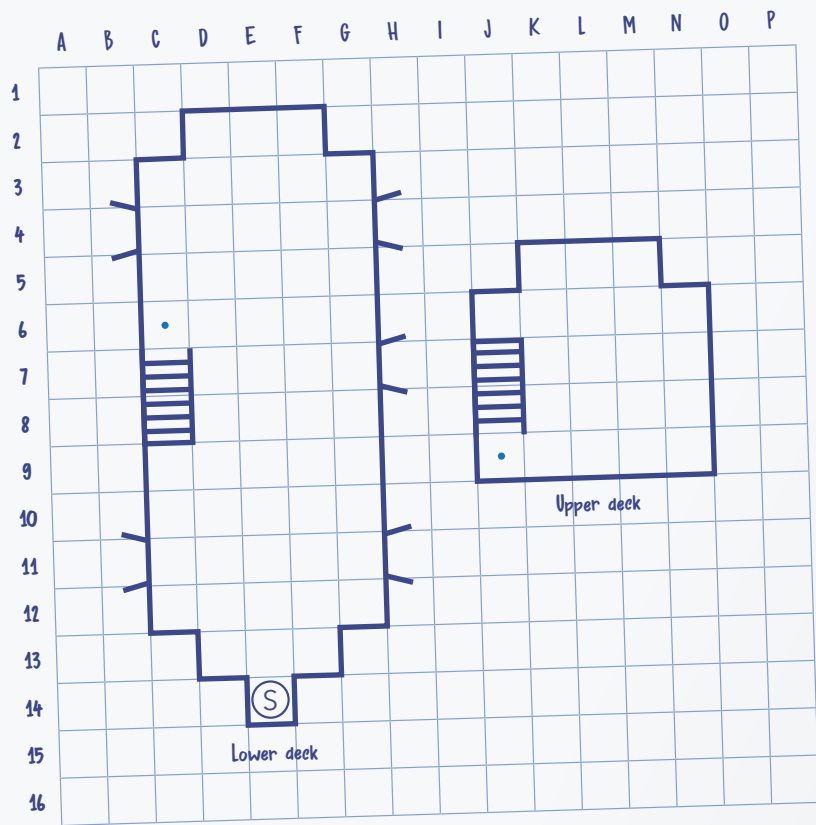
For each open space in front of a specified window.

+2

18. The Dreamy Yacht

You have introduced the solitary bachelors Sir Arthur and Joris to each other. Impulsively, the two of them have purchased a small yacht, which is now to be outfitted for a journey to the Mediterranean. During this process, one of the broken windows must be boarded up. They also prefer the berth to be located at the bow of the ship.

Floor plan



Rooms

I	Berth	13	15	
II	Galley	5	7	
III	Bathroom	8	9	10
IV	Lounge	1	4	14

Special rules

- At the beginning of the game, you may cross out one of your left-hand neighbor's five windows. It does not count as a window anymore. No additional windows may be drawn.
- No hallway, all rooms connect directly to the lounge.
- All rooms must be under deck.
- Furniture from the lounge (and only that furniture) can also be installed on the upper deck as if it were a continuous square.
- The front door is located on the upper deck and can be installed at any available open space there.
- It can be built over.

Bonus points

Per room with at least one window.

+5

S is located in the berth.

+5

A large wardrobe and a large table are installed on the upper deck.

+5



A Sandbox Love Affair

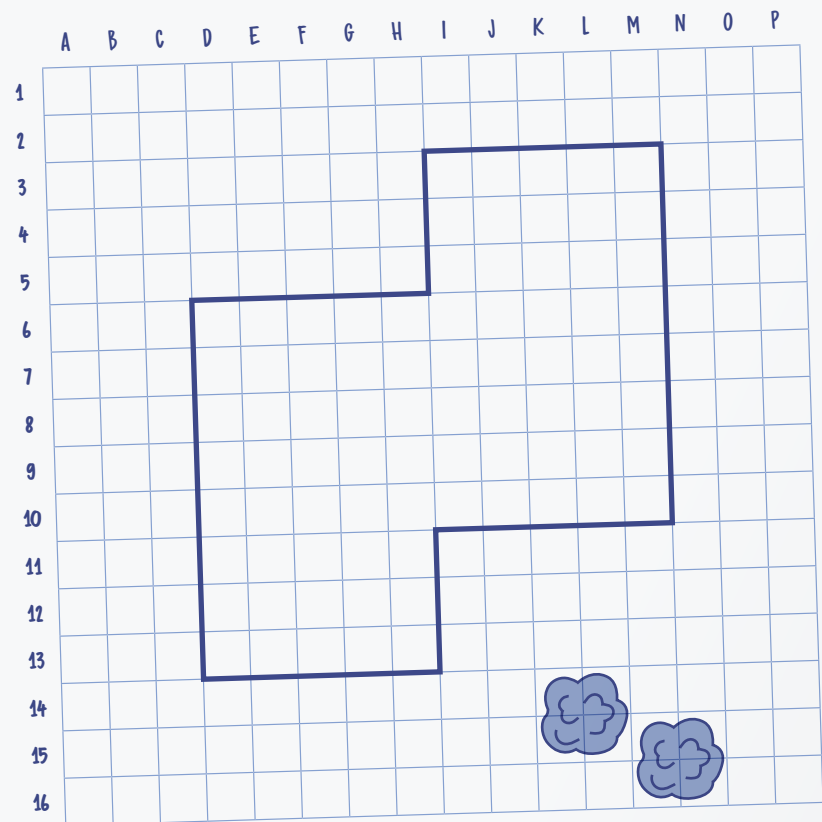
Over the course of a lifetime, we inhabit quite different residences. Let's follow the young couple Paul and Paula on their journey together! Can you create the rooms in which an entire life story unfolds?



19. The Chaotic Kindergarten

When Paul and Paula first meet, they are both still in kindergarten. At that time, they mostly tease each other and probably have no idea that one day they will become a couple. We will see them again later when fate has brought them together. For now, they mostly need a lot of space to play and eat.

Floor plan



Rooms

I	Kitchen	4	??	6	?				
II	Group room	2	?	5	?	15	?		
		21	??	22	??	23	??	33	?

Special rules

- For card 13 (Children's Toy), a furniture marker must be placed on each piece of furniture.
- Do not place furniture on the carpet.

Bonus points

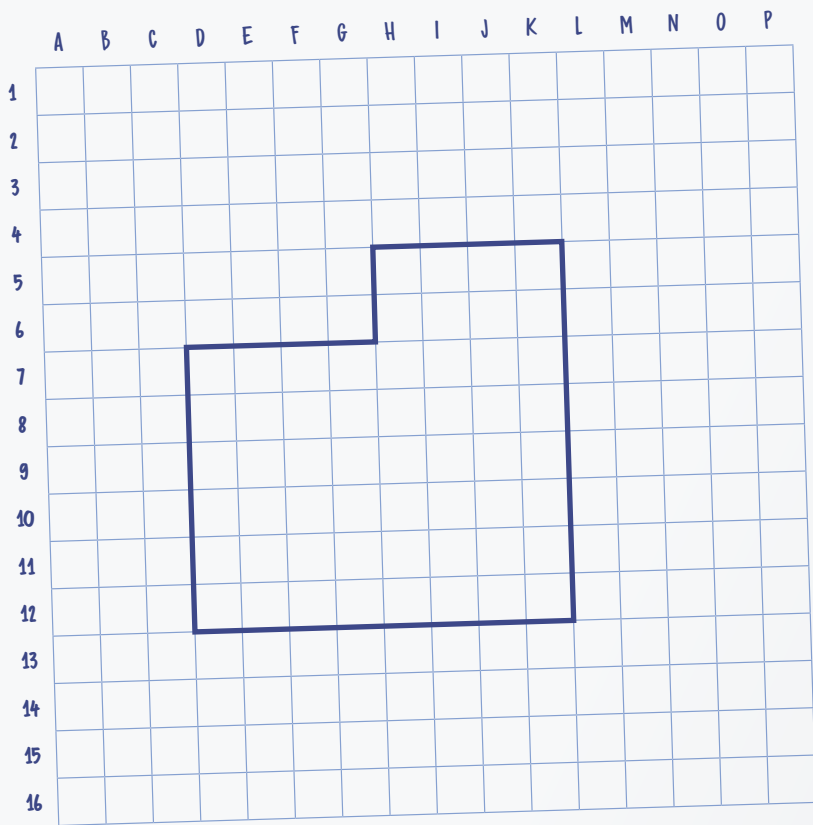
- The kitchen has a window with a view of a tree. **+5**
- Both variants of children's toy 13 installed. **+5**
- Carpet 33 placed. **+5**
- Every piece of furniture in the group room is installed at least 1 time. **+5**

20. Photo Studio "Freespace"



As a teenager, Paul undergoes training to become a photographer and gets the opportunity to redecorate the studio. He needs furniture for various scenes and a large open space where he can unleash his creativity. He doesn't yet suspect that one day Paula will be standing at the door, taking photos for her application as a gardener. What a fateful reunion it will be!

Floor plan



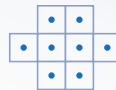
Rooms

I Photo studio



Special rules

- At the beginning of the game, you may draw the following free spaces at any location on your right-hand neighbor's floor plan:
- No hallway.



Bonus points

One exterior wall is adjacent to at least 3 squares with continuous open space.

+3

For each interior corner of the exterior wall with open space.

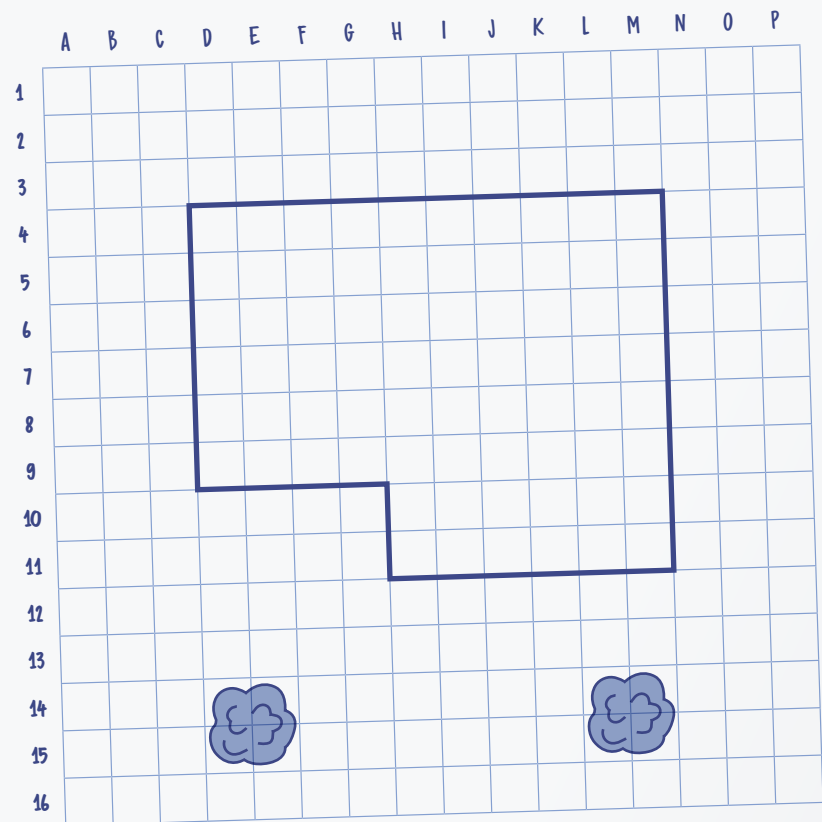
+3



21. The First Shared Apartment

The time has come: Paul and Paula move into their first shared apartment. Paul enjoys cooking in his free time, which is why they really want to have a large kitchen. For that, they are also willing to forgo having a large dining room. Since both of them are very nature-oriented, it would be nice if they could have a good view of the trees to the south.

Floor plan



Rooms

I	Kitchen	6 ?	12 ?
II	Living room	1 ?	3 ? 19 ??
III	Dining room	5 ?	19 ??
IV	Bathroom	8 ?	9 ? 10 ?
V	Bedroom	12 ?	14 ?

Bonus points

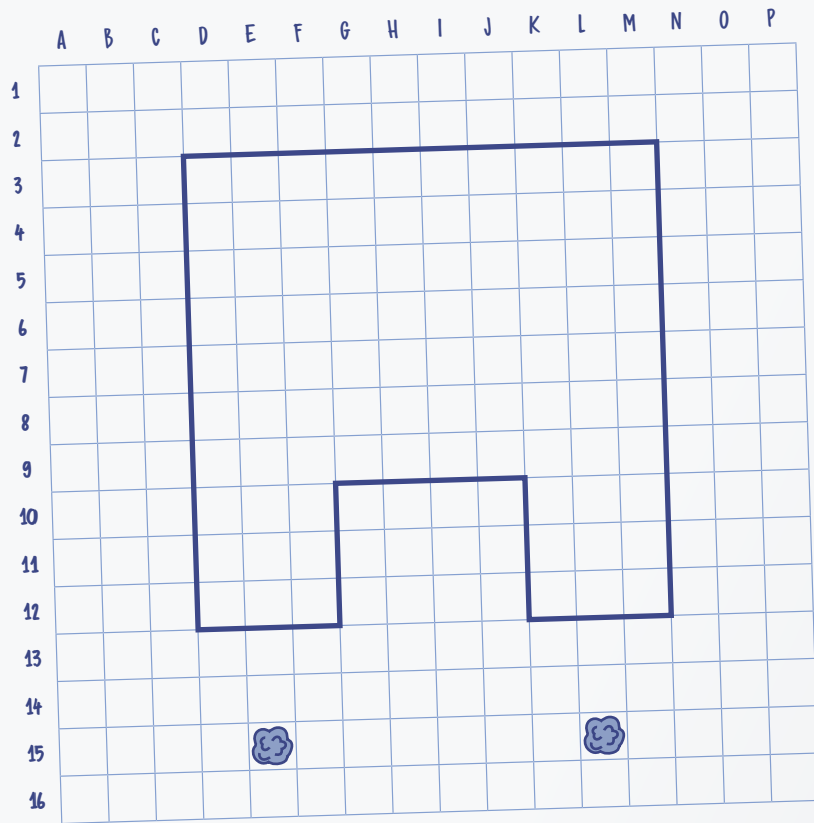
- The dining room has a window with a view of a tree. **+5**
- The bedroom has a window with a view of a tree. **+5**
- The kitchen is at least 15 squares in size. **+5**
- In the living room, there are plants on at least 4 squares. **+2**
- The bathroom is fully furnished **8 9 10**. **+5**

22. The Single-Family House in the Countryside



In the meantime, Paul and Paula's family has grown: First came Bert, and now Berta is on the way! The young parents have saved up for their own house, which now needs to be furnished. Of course, both children should have equally sized rooms. And just like in their first apartment, Paul and Paula would like to have a view of a tree.

Floor plan



Rooms

I	Children's bedroom 1	13	?	21	?				
II	Children's bedroom 2	13	?	17	?	23	?		
III	Bedroom	11	?	15	?				
IV	Bathroom	8	?	9	?	10	?		
V	Living/dining room	4	?	6	?	20	?	24	?

Bonus points

Children's bedroom 1 and 2 have the same size.

+5

The bedroom has a window with a view of a tree.

+5

Baby equipment and children's toy installed.

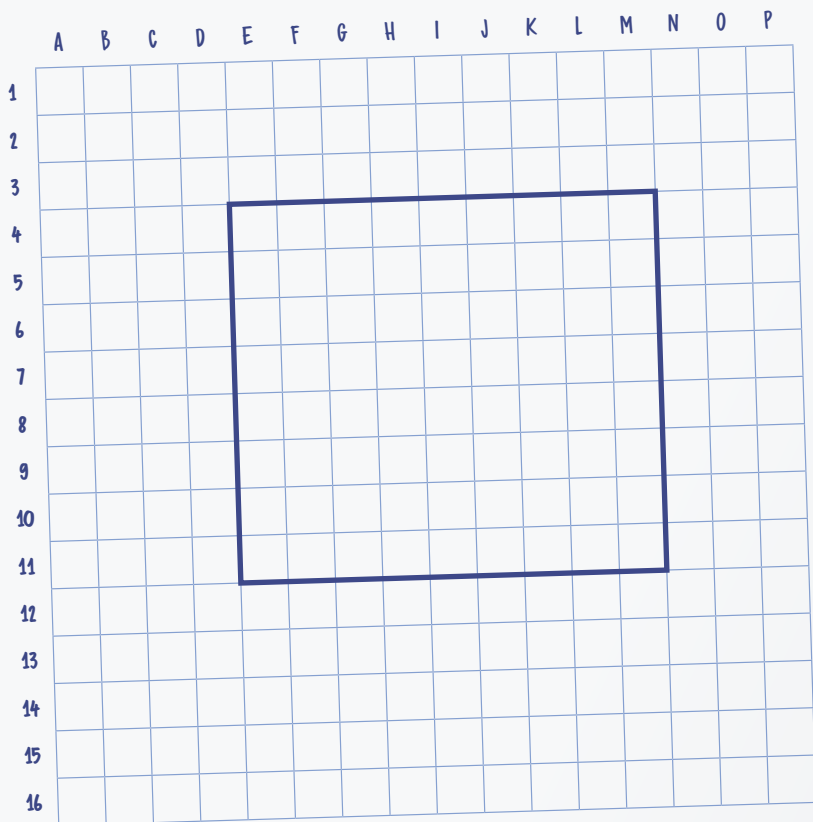
+5

23. The Enchanted Greenhouse



While looking out at trees from the window is nice, Paula yearns for more space to indulge her green thumb. In this greenhouse, Paula now wants to pursue her passion for gardening in her leisure time. Additionally, she needs some space for her children and pets to feel comfortable there as well.

Floor plan

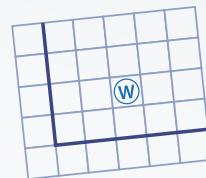


Rooms



Special rules

- At the beginning of the game, you may draw six water connections at any position on your right-hand neighbor's floor plan. These are not walkable and can only be built over by plants (18 or 19).
- The cards 13 (Children's Toy) and 14 (Pet Accessory) must be installed first. Whoever starts the game chooses one of them, the next person chooses the second one. Then the remaining cards follow.
- No hallway.



Bonus points

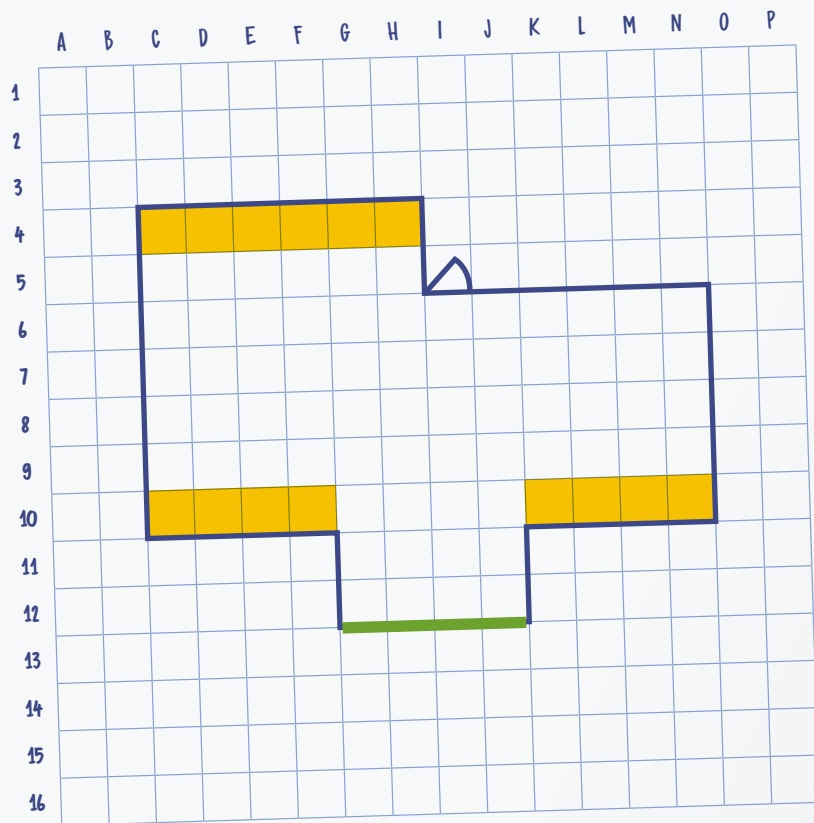
Per water connection that is built over by a plant (18 or 19).

+3

24. The Angled Attie Apartment

Another big day is on the horizon for Paul and Paula: Bert, the oldest child of the two, is moving into his own place! This attic apartment has a small balcony facing south. The sloping ceilings are a challenge: They are so low that while furniture can be accommodated, walking upright is not possible.

Floor plan

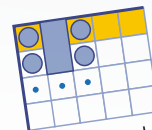


Rooms

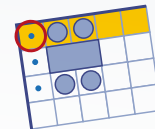
I	Balcony	5 ?	19 ?	21 ?
II	Kitchen	7 ?	15 ?	
III	Living/ dining room	2 ?	4 ?	15 ? 20 ?
		29 ?	31 ?	32 ? ?
IV	Bathroom	8 ?	9 ?	10 ?
V	Bedroom	3 ?	12 ?	

Special rules

- No hallway, all rooms connect directly to the living/dining room.
- The balcony must be adjacent to the balcony railing (marked in green).
- Due to the sloping ceilings, on the squares marked in yellow, only furniture, not open spaces, may be drawn.



Permitted



Not permitted

Bonus points

A small table 5 is placed by the balcony railing (marked in green).

+2

Fireplace 31 installed.

+5

2 pieces of art 32 displayed.

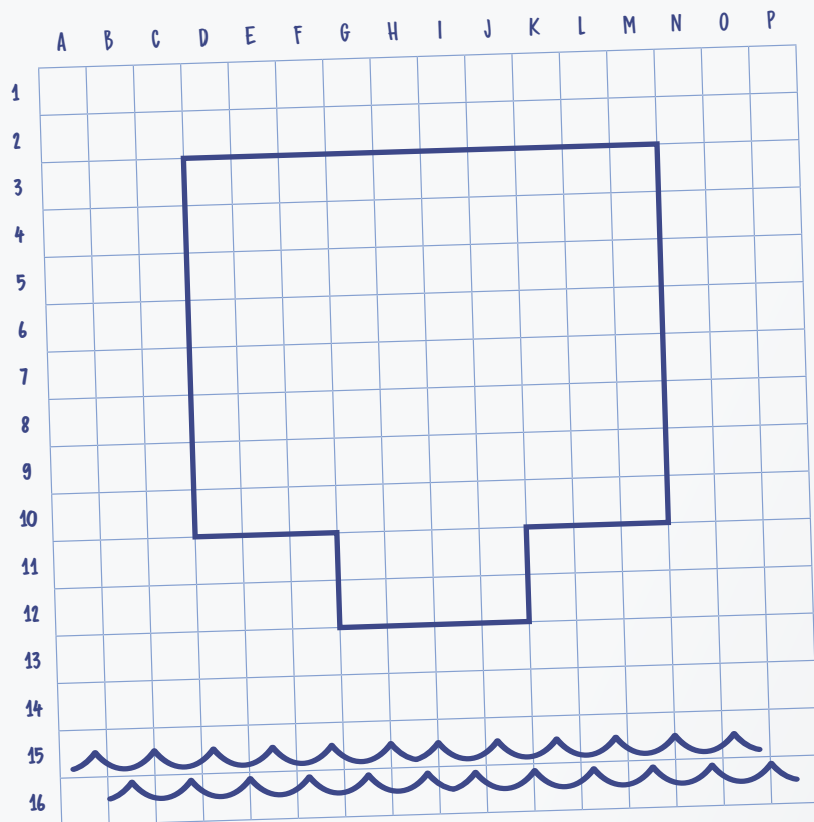
+3

25. The Lake House



After the children have left home, Paul and Paula move to a lovely house by the lake to grow old together. Two guest rooms are a must, so their grandchildren can always come to visit. Also, they would like a big room for family festivities. And how they say in fairytales: They lived happily ever after... The End.

Floor plan



Rooms

I	Living/dining room	1 ?	4 ?	6 ?	31 ? ?
II	Bedroom	12 ?			
III	Guest room I	20 ?	21 ?	23 ?	
IV	Guest room II	13 ?	22 ?		
V	Bathroom	8 ?	9 ?	10 ?	11 ?

Bonus points

The living/dining room has a window with a view of the lake.

+3

The living/dining room is at least 35 squares in size.

+3

Per piece of art 31 displayed.

+2

Per bedroom and guest room that has at least one square adjacent to the bathroom.

+3

An illustration featuring drafting tools on a blue grid background. A yellow sticky note with the text "ENJOY FURNISHING!" is pinned to the grid. A wooden set square is positioned in the upper right corner, with its hypotenuse resting on the sticky note. A pair of silver compasses is located in the lower left corner. A vertical double-headed arrow is positioned to the left of the sticky note, spanning a portion of the grid. Dashed white lines form a crosshair pattern in the upper right and lower right corners of the image.

**ENJOY
FURNISHING!**



1. Auflage 2023
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MISSION BOOK



VERPLANT
& ZUGESTELLT

The drawing pad awaits!

Here you will find all missions with an indication of the difficulty level. We recommend the training scenario as your first interior design mission. After that, three (or more) missions are grouped into chapters and follow a story. The chapters do not build on each other and can be worked on in any order or in no order at all.

If you are particularly interested in furnishing living spaces, the chapter "A Sandbox Love Affair" offers a lot of variety.

Missions

TRAINING SCENARIO: 1 Room, Kitchen, Bathroom

Difficulty Page

SOARING HIGH

1. The Alpine Wellness Hut
2. The Mountain Surgery
3. "Castle Café"

4
6
8
10
12

THE FANTASY FAN

4. The Rehearsal Room in the Old Barn
5. The Game Store in the Old Town
6. Beutler's End

14
16
18
20

CLUB LIFE

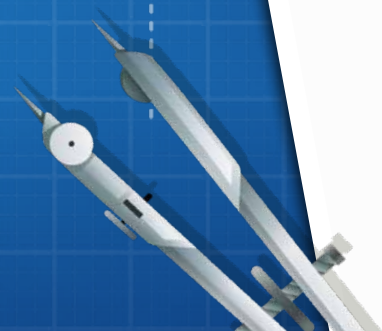
7. The Renovated Clubhouse
8. The Eccentric Small Animal Breeder
9. Tiny Houses

22
24
26
28

A STORY OF SUCCESS

10. Startup Tower
11. The State-of-the-Art Villa
12. Shared Apartment with Good Connections

30
32
34
36



THE OLD FACTORY SITE

13. The Forgotten Railway Wagon
14. The Airy Loft
15. The Cozy Beer Garden

Difficulty Page

38
40
42
44

CALL OF THE SEA

16. The Mysterious Aristocrat
17. The Lonely Watchtower
18. The Dreamy Yacht

46
48
50
52

A SANDBOX LOVE AFFAIR

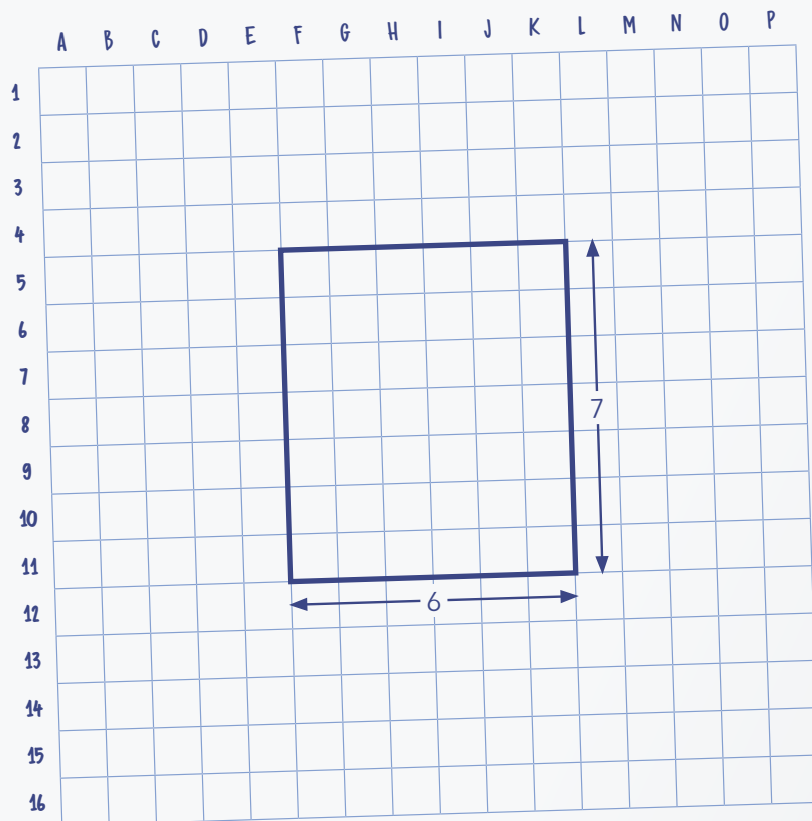
19. The Chaotic Kindergarten
20. The First Shared Apartment
21. Photo Studio "Freespace"
22. The Single-Family House in the Countryside
23. The Enchanted Greenhouse
24. The Angled Attic Apartment
25. The Lake House

54
56
58
60
62
64
66
68

TRAINING SCENARIO: 1 Room, Kitchen, Bathroom

Now that you've learned everything about interior design during your studies, you won't miss the opportunity to furnish your very first apartment yourself! While you may have only a few pieces of furniture, this exercise will surely come in handy. Your future clients will surely not be as undemanding as you...

Floor plan



Rooms

I	Living room	1 ?	15 ?	19 ? ?
II	Kitchen	5 ?	7 ?	
III	Bathroom	8 ?	9 ?	10 ?

Advice

- The open spaces of furniture should ideally overlap if possible. This way you can save valuable space.
- But always keep empty walkways in mind! The open spaces of all pieces of furniture must remain accessible.
- Don't forget the hallway! It must connect all rooms with a continuous pathway.
- A fully furnished room gets its walls – although the room doesn't always have to be rectangular...
- If an entirely unsuitable piece of furniture costs you more points than it earns you, leave it out instead.
- You can play this training scenario multiple times and try out different variations until you feel ready for more challenging tasks.

Bonus points

The bathroom is fully furnished.

8 9 10

+3



Soaring High

The financially troubled town council of St. Pöppeln wants to attract stressed urbanites as well-to-do spa guests. Can you transform the sleepy mountain village into a sought-after relaxation destination?



TOURISM

VISIT
St. Pöppeln!

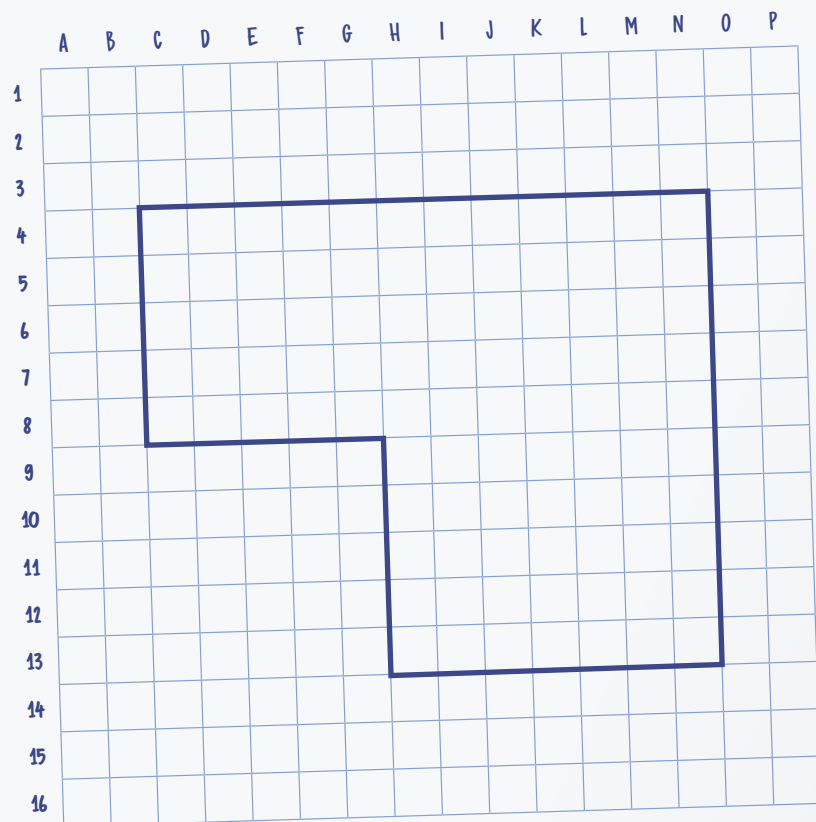
THE QUAINT LITTLE
VILLAGE IN THE ALPS

1. The Alpine Wellness Hut



With the renovation of this spacious mountain hut, the municipal council of St. Pöppeln aims to lay the foundation for an attractive spa town. The hut includes a communal sleeping area and a small communal kitchen. Now, with a new wellness oasis, luxury-loving guests should also be fully satisfied.

Floor plan



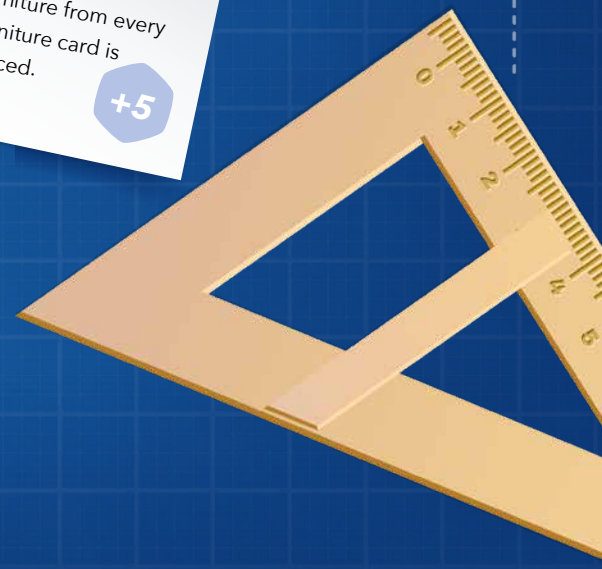
Rooms

I	Kitchen	4 ?	7 ?	10 ??
II	Dormitory	12 ?	13 ???	
III	Wellness oasis	8 ?	9 ?	10 ? 11 ??
		18 ???	21 ??	31 ?

Bonus points

At least 1 piece of furniture from every furniture card is placed.

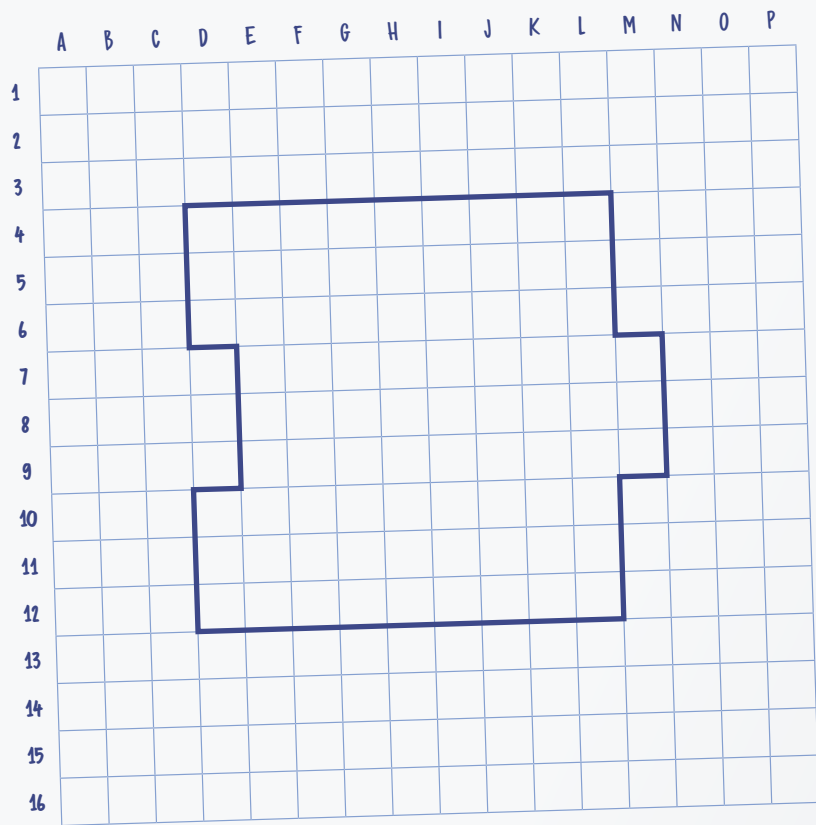
+5



2. The Mountain Surgery

Renowned psychologist Sigismonda Leidt has discovered the ideal place in St. Pöppeln to calm not only the body but also the mind. Therefore, she plans to set up her practice in the romantically situated forest house with a view of the mountain panorama. In addition to her elaborately equipped office and treatment room, she also needs a reception area and a waiting room.

Floor plan



Rooms

I	Home office	16 ?	18 ?	21 ??	24 ?
		31 ?	32 ???	33 ?	
II	Waiting room	1 ??	19 ??		
III	Reception	3 ??	17 ?		

Special rules

Do not place furniture on the carpet.

Bonus points

All the furniture in the home office is available at least once.

+10

The doors of the waiting room and reception are a maximum of 2 squares apart.

+3

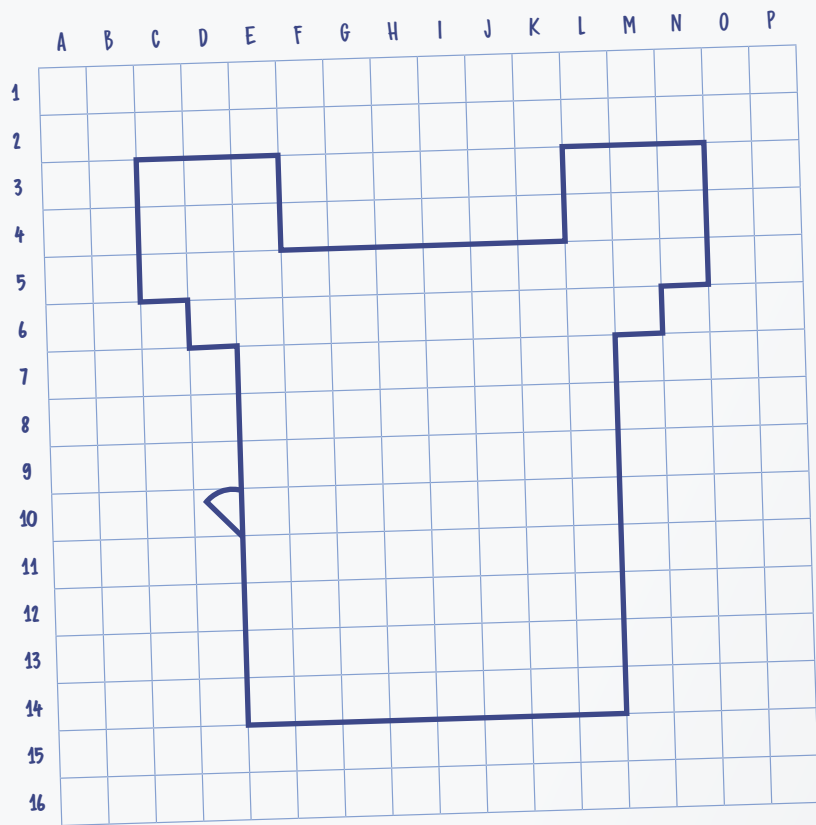
The reception has a north-facing window.

+3

3. "Castle Café"

This small castle with two turrets is set to become the pride of St. Pöppeln once more, as an exclusive "Castle Café"! For this purpose, a kitchen with a small storage area is needed, as well as, of course, a guest restroom and a dining area for at least 16 guests, although most guests tend to come in pairs. To act as sound absorbers and create a pleasant atmosphere, many plants should be distributed throughout the room.

Floor plan



Rooms

I	Kitchen	3	??	7	??
II	Guest restroom	8	??	9	?
III	Dining area	4	??	5	???
		19	??	30	?

Bonus points

The dining area has at least 16 chairs.

+5

At least one toilet 8 and one sink 9 installed.

+5

2 shelves 3 installed.

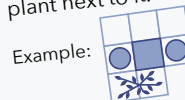
+3

Counter 30 installed.

+5

Per table that has at least one plant next to it.

+1



Special rules

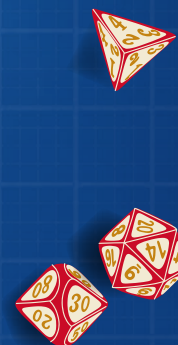
No hallway, all rooms directly connect to the dining area.



The Fantasy Fan

Benni Beutler loves nothing as much as fantasy stories. Whether at his job, pursuing his hobbies or at home - he dreams of adventure, heroism and foreign worlds.

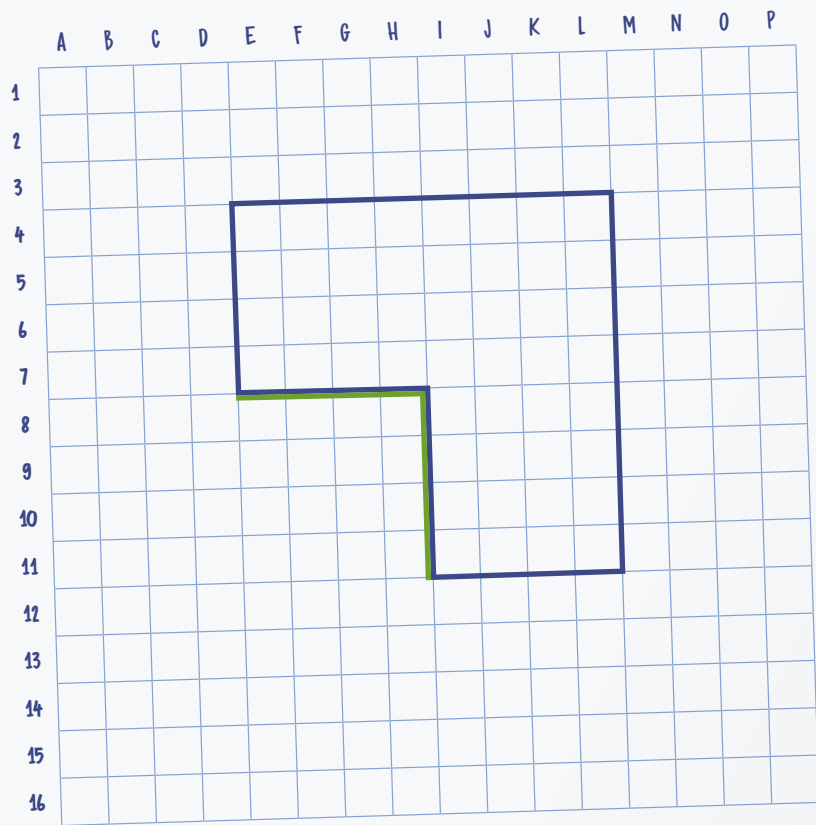
Can you find a way to make his fantasy come true?



4. The Rehearsal Room in the Old Barn

Benni plays in a band and they have got big plans: With their concept album based on the greatest fantasy novel of all time, they aim to secure a record deal and launch their careers as rockstars. Behind the rusty entrance gate of this old shed, the new rehearsal room is set to emerge, where magic will come to life...

Floor plan



Rooms

		7 ?	15 ?	17 ?
I	Rehearsal room	20 ?	21 ?	27 ? ?
		28 ?	29 ?	33 ?

Bonus points

Each musical instrument **11** that is at most 2 squares away from the sound system **18**.

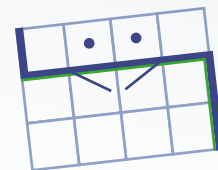
+2

Carpet **33** placed.

+3

Special rules

- The front door can only be drawn within the area marked in green. It is 2 squares wide. Behind it, both squares must stay empty. Example:



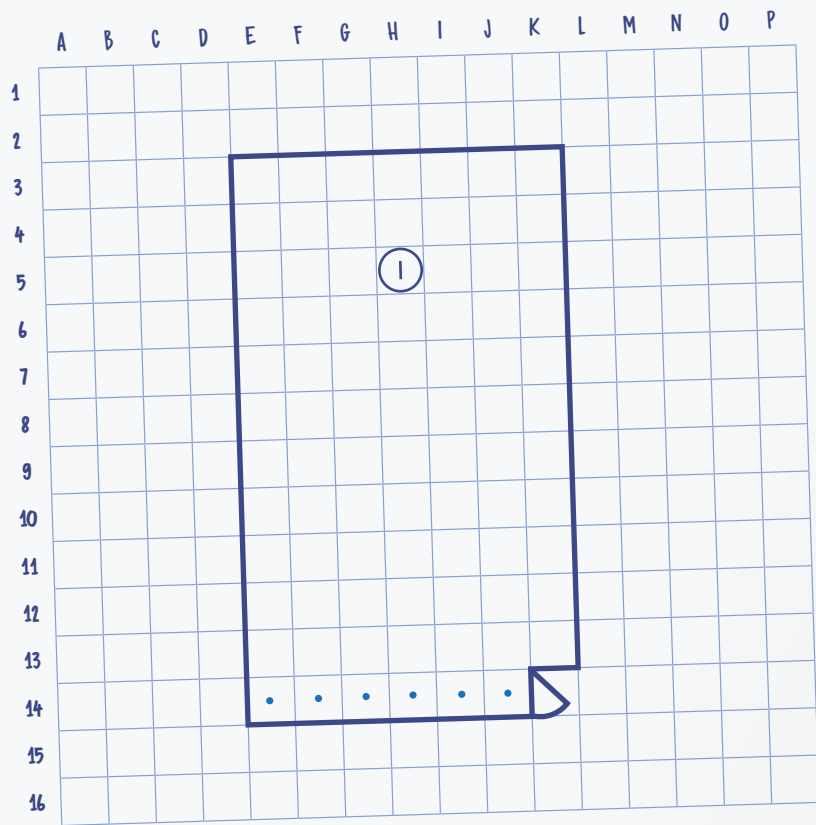
- Do not place furniture on the carpet.

5. The Game Store in the Old Town



While Benni didn't become a rock star, he can now fulfill another wish: His very own board game store! For this, he has rented a retail space with a large shop window in the old town. In the cozy salesroom, in addition to the necessary shelves, there should also be a few tables where customers can try out games.

Floor plan



Rooms

I Salesroom



Bonus points

5 shelves **3** placed.

+5

Covered up the internet connection socket **1** with the counter **30**.

+5

Children's toys **13** installed.

+3

Carpet **33** placed.

+3

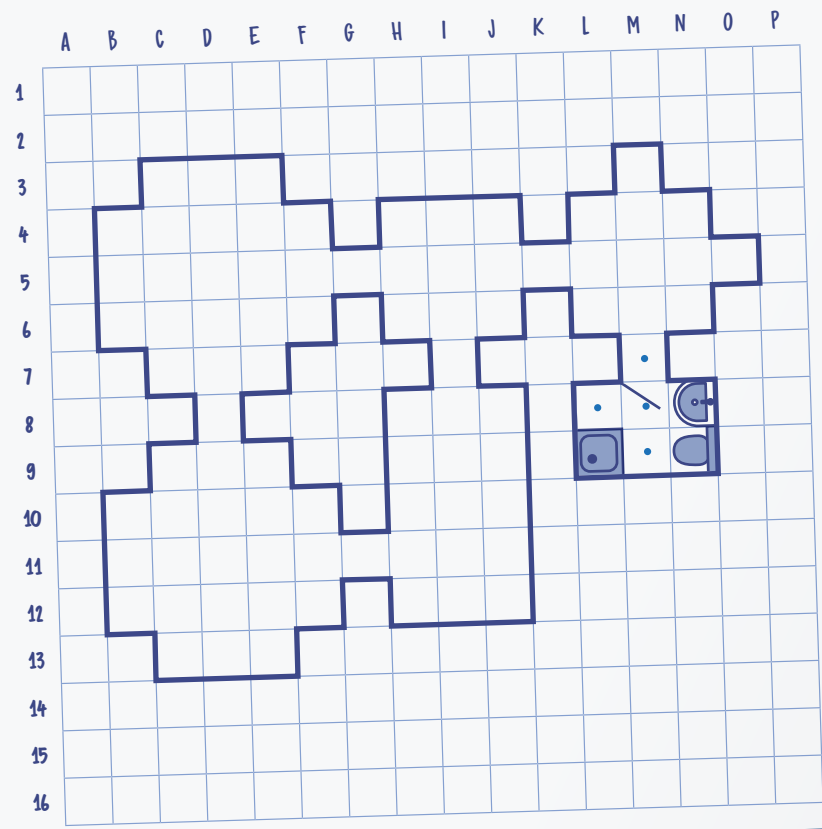
Special rules

- The open spaces to the south next to the front door are the shop window area and must not be covered.
- No hallway.
- The internet connection socket **1** may also be covered by other pieces of furniture or can be a walkable area.
- Do not place furniture on the carpet.

6. Beutler's End

Benni Beutler is about to fulfill his biggest dream and live like in his beloved fantasy world. He shows you the floor plan for his new little house: It's completely underground and has many small rooms, with the rooms all flowing into one another. It should be cozy and practical, but the round rooms don't make it easy for you.

Floor plan



Rooms

	1	4	7	13
I	14	19	21	23
	24	25	27	29
				31

Bonus points

The TVs **19** are at least 6 squares apart. **+5**

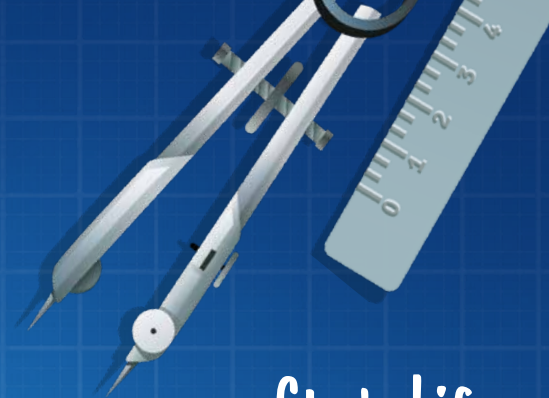
Small kitchen **1** and large table **4** are at most 4 squares apart. **+5**

Small bed **13** and large fridge **14** are at most 4 squares apart. **+5**

Lounge furniture **21** and fireplace **31** are at most 4 squares apart. **+5**

Special rules

No hallway, the bathroom connects directly to the mancave.



Club Life

The Neustadt campsite has seen better days. However, a new generation of club members brings many ideas for meaningful leisure activities.

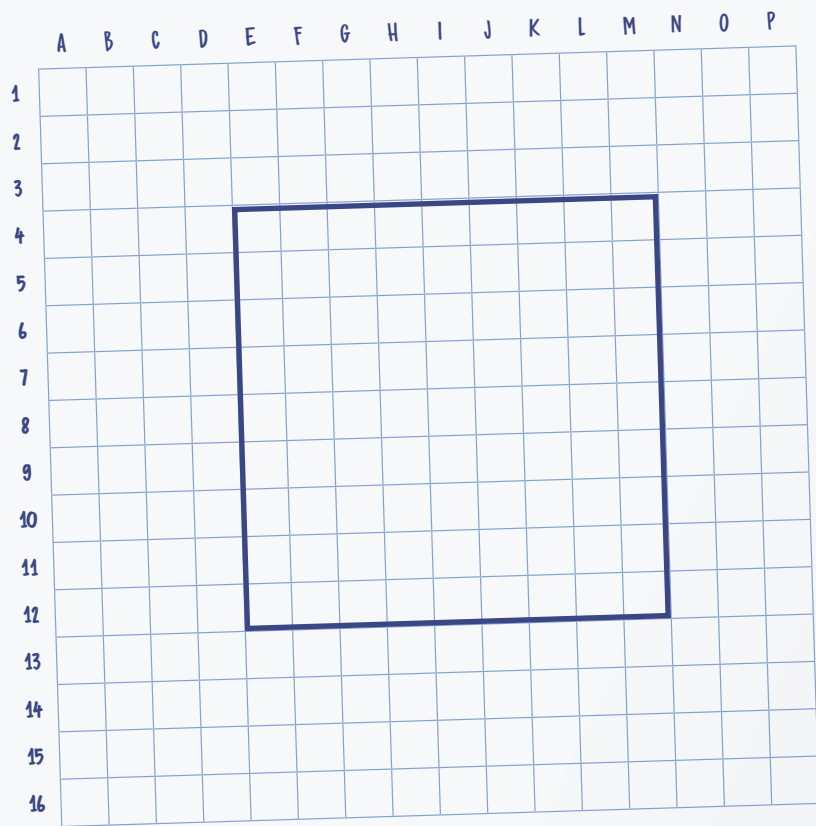
It's time to spruce up the club life!



7. The Renovated Clubhouse

The clubhouse of the "Neustadt Socks e.V." is the heart of the local club life, and almost all camping enthusiasts are members there. Unfortunately there was a fire on the exterior of the building some time ago. The areas damaged by the fire were provisionally repaired with the combined efforts of all members, so the clubhouse can now be used again.

Floor plan



Rooms

I Clubroom



Special rules

Bonus points

Front door to the north.

+3

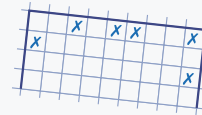
All hobby equipment installed.

+5

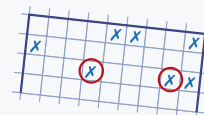
The front door is at most 2 squares away from the counter.

+3

- At the beginning of the game you may draw ten crosses on the floor plan of the person to your left. All crosses must be adjacent to an exterior wall. The crosses represent fire damage and must not be built upon or entered!
- After that, 4 out of 10 crosses can be repaired (=erased) before revealing the first card.
- No hallway.



Like this

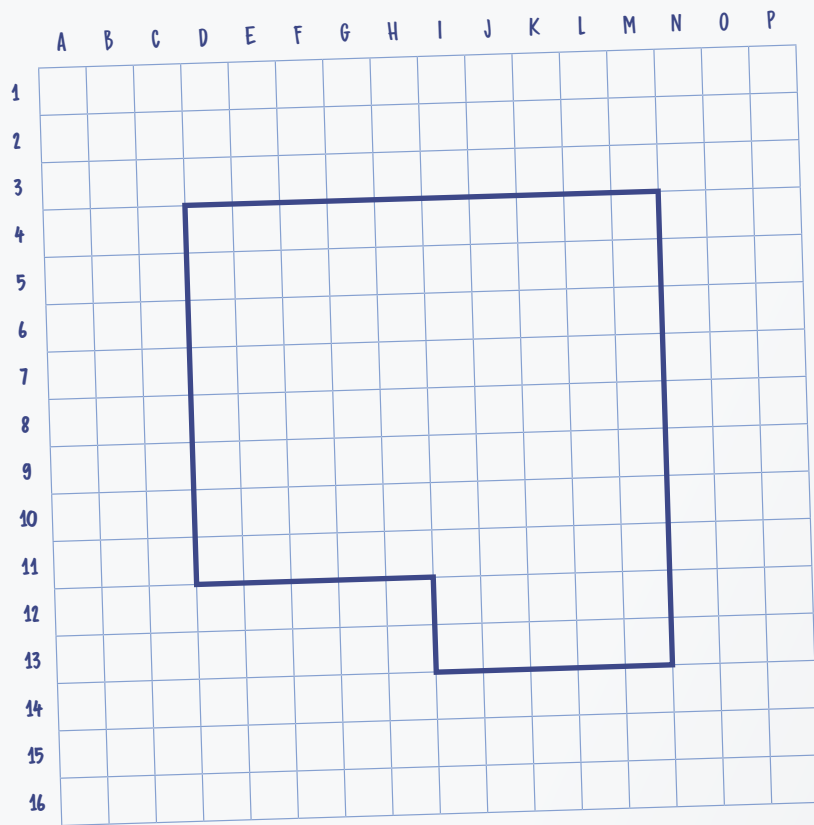


Not like this

8. The Eccentric Small Animal Breeder

Kurt Kleinviech, the chairman of the Neustadt Small Animal Breeders Association, is an influential figure in this area. He offers to participate in the revival of the campsite, provided that his new house receives professional interior design as well. As a true animal lover, Kurt needs enough space to breed his darlings.

Floor plan



Rooms

I	Animal room	15 ?	22 ?	24 ? ? ?	33 ?
II	Bedroom	13 ? ?	14 ?		
III	Bathroom	8 ? ?	9 ?	11 ?	
IV	Living/dining room	2 ?	4 ?	7 ?	19 ? 27 ?

Special rules

- For card 14 (Pet Supplies), the three furniture markers must only be placed on the same piece of furniture.
- Do not place furniture on the carpet.

Bonus points

Pet Supplies 14 have been installed 3 times. +5

Per room with rectangular floor plan. +3

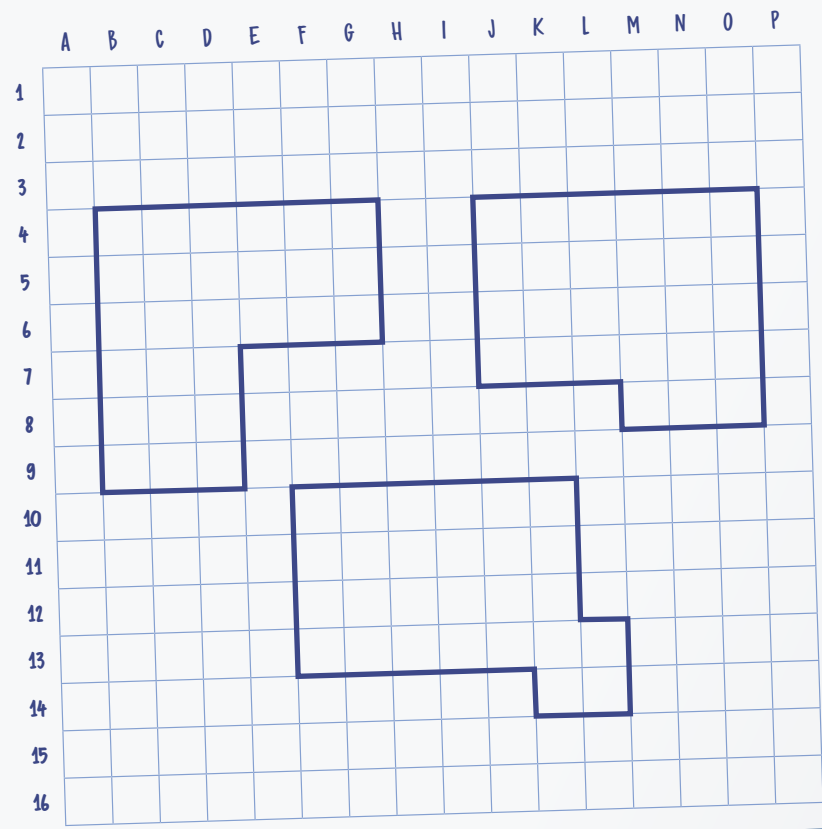
Living/dining room with a south-facing view. +3

Carpet 33 placed. +4

9. Tiny Houses

The club life in Neustadt is flourishing like never before. Now some so-called Tiny Houses are to be set up in order to be able to live young and trendy on the campsite. Each of the mini-houses has a different floor plan, but they all have the same footprint. For economic reasons, all three houses should have the same furnishings.

Floor plan



Rooms

I	3 Living/dining rooms	5 ?	7 ?	11 ?	19 ? ?
		20 ?	21 ?	29 ?	
II	3 bathrooms	8 ?	9 ?	10 ?	

Special rules

- No hallway, the bathroom directly connects to the living/dining room.
- Every selected piece of furniture may be installed one time into each house. All houses are being furnished at the same time! (Don't finish one house and then start the second one etc.)

Bonus points

All front doors point in the same direction.

+5

The three houses are identically furnished.

+5

The bathroom in none of the houses adjoins to the small kitchen 1.

+5



A Story of Success

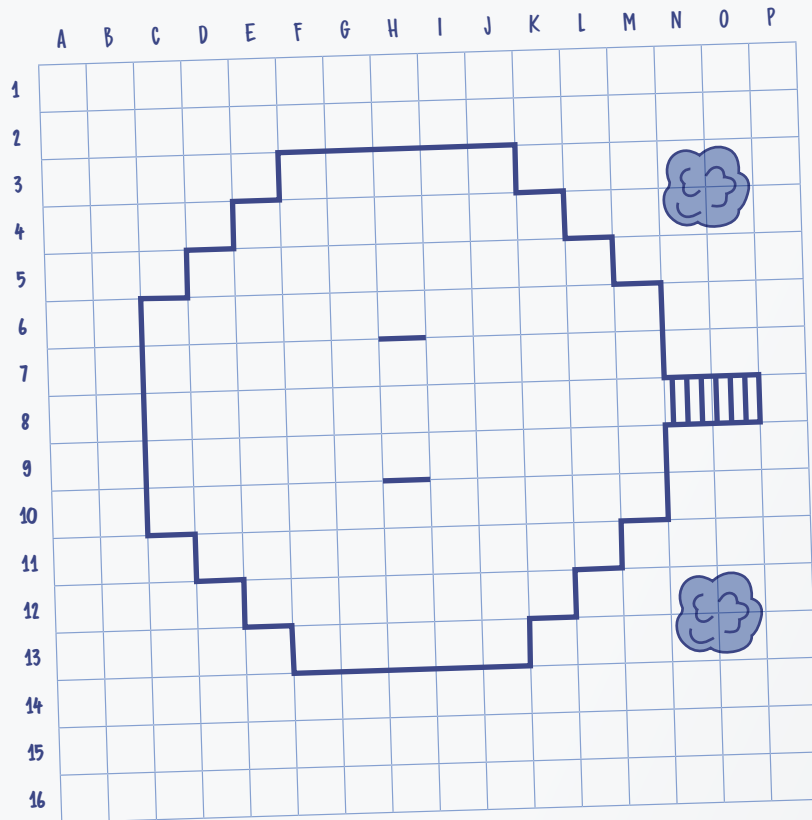
Alex Xander is a young genius who is already making headlines with a newly founded tech startup. Clearly, new premises are needed! Join Alex during her meteoric rise in realizing new working concepts.



10. Startup Tower

The old water tower in Neustadt is set to become the headquarters of the startup. Access is via a staircase in the east, and two load-bearing walls must also be taken into account. For the team, Alex wants an open workspace, as well as a representative office for herself. Of course, a trendy sports device for team building should not be missing.

Floor plan



Rooms

I	CEO's office	2	16		
II	Bathroom	8	9		
III	Conference room	4	7	19	19
IV	Office space	17	24	26	

Special rules

No hallway, all rooms connect to the office space.

Bonus points

The office space has a west-facing window.

+5

There are at least 5 small desks in the office space.

+5

The CEO's office has a window facing a tree.

+3

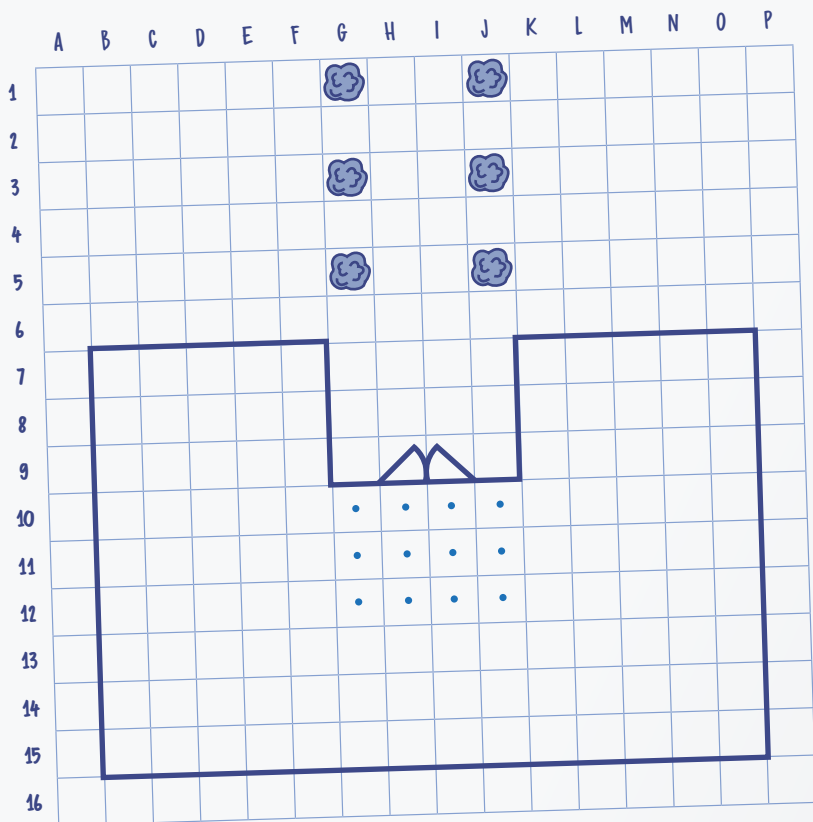
Sports device installed.

+3

11. The State-of-the-Art Villa

In the frenzy of success, Alex wants to build a small villa with a wellness area and a large living/dining area. To also keep an eye on work from home, Alex wants to be able to see the company from the home office. As a contrast to the round tower, a square room structure is the only option for the villa, of course.

Floor plan



Rooms

I	Home office	15	17		
II	Bathroom	8	9	11	19
III	Kitchen	6	14		
III	Living/dining area	1	4	20	26

Bonus points

The home office has a north-facing window.

+3

Per room with a square footprint.

+5

Per room with a rectangular (but not square) footprint.

+3

Wellness area 11 installed.

+3

2 pieces of art 32 displayed.

+3

Special rules

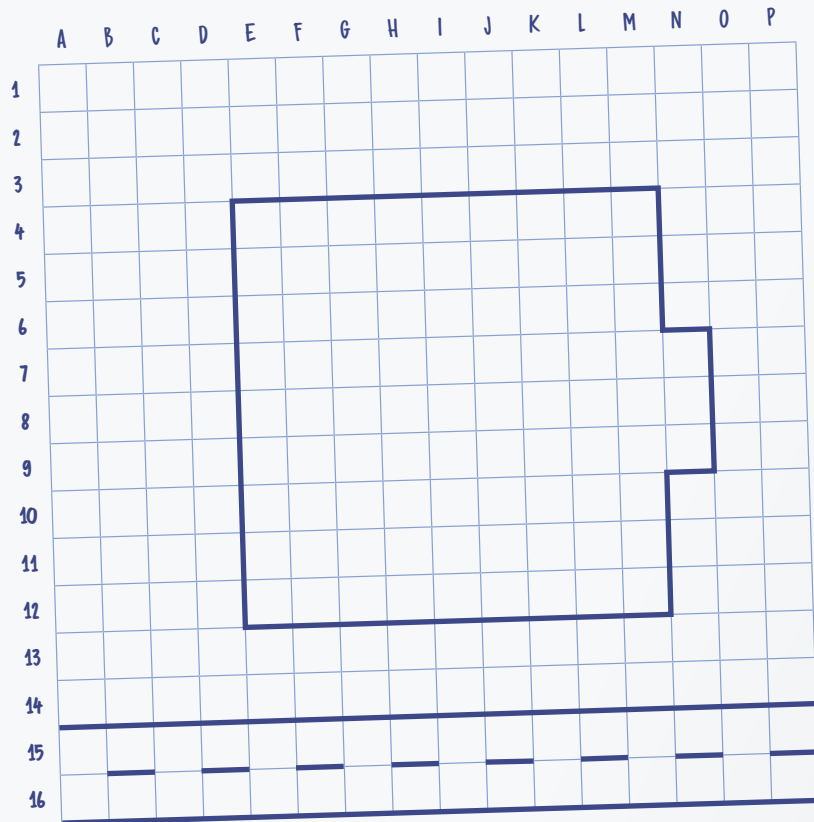
The hallway must contain the specified open space but can also be expanded beyond it.

12. Shared Apartment with Good Connections



For young people, remote work and collegial exchange are becoming increasingly important. Therefore, Alex wants to set up a shared apartment for the young talents: two singles and a couple. A fair room allocation is a must. To the south, there is a busy street where no one wants to sleep. After all, the development of new brilliant ideas requires peace and quiet!

Floor plan



Rooms

I	Room 1	13 ?	23 ?
II	Room 2	3 ?	13 ? 17 ?
III	Room 3	11 ?	15 ?
IV	Bathroom	8 ?	9 ? 10 ?
V	Living/dining room	1 ?	4 ? 7 ? 19 ?

Bonus points

Rooms 1 and Room 2 are the same size (they have the same number of squares but don't need to have the same layout).

+3

Room 3 is bigger than rooms 1 and 2.

+3

Per room with rectangular floor plan.

+3

Rooms 1, 2 and 3 are completely furnished.

+8

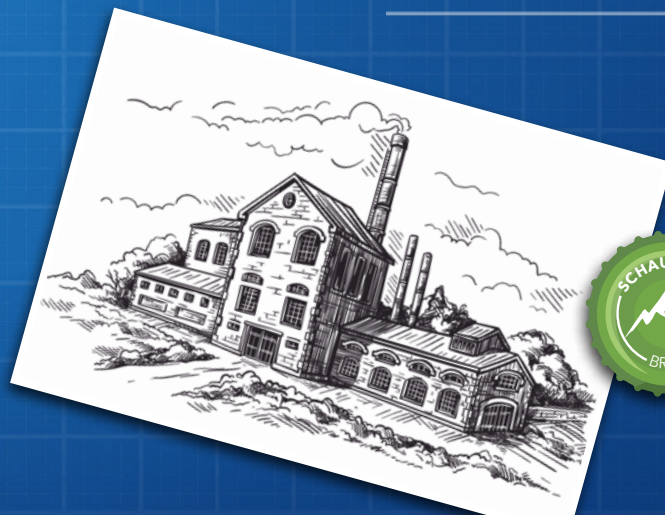
Rooms 1, 2 and 3 do not border the southern wall of the house.

+5



The old Factory Site

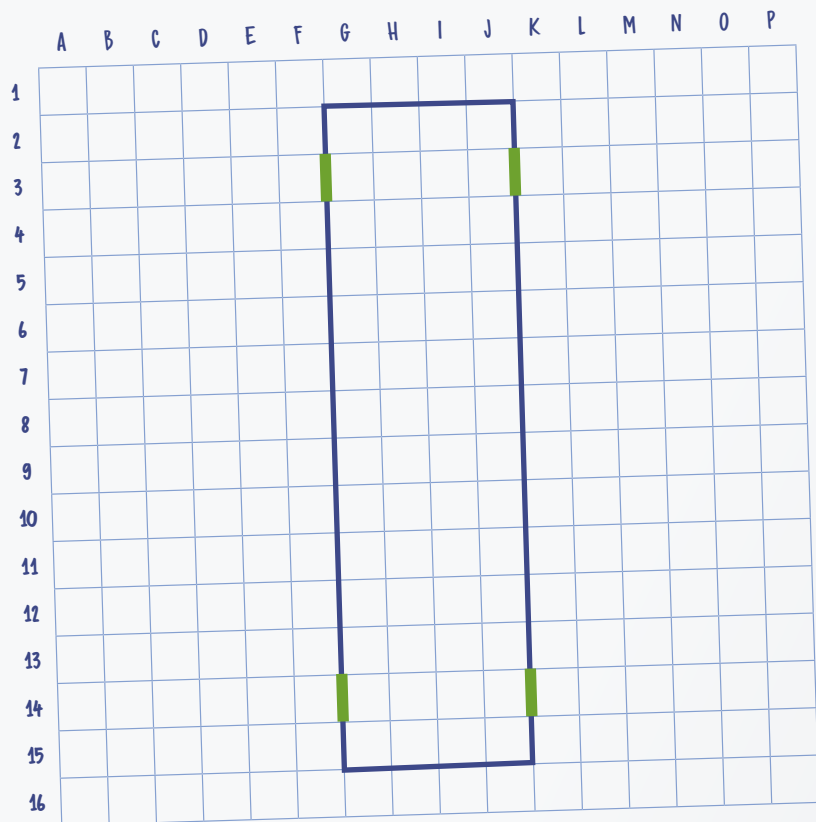
Sandra Schaumberger has inherited the remnants of the bankrupt family brewery. However, the enterprising entrepreneur already has a plan... She needs your help to transform the old industrial complex into a trendy scene district!



13. The Forgotten Railway Wagon

Sandra has found a decommissioned railway wagon on the factory premises. Instead of seeing old junk, she spots a business opportunity: A modern holiday home on rails with the added bonus of sought-after industrial chic! And when there are no guests, she can live in the wagon herself while the rest of the factory is being renovated.

Floor plan



Rooms

I Bathroom

8 ? 9 ? 10 ?

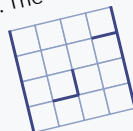
II Living/dining room

3 ? 5 ? 7 ? 13 ?
15 ? 16 ? 19 ? 20 ?
27 ? 31 ?

Special rules

- At the beginning of the game, you may draw three walls on the floor plan of the person to your right. The walls are allowed to touch.

Example:



- The front door can be placed at any time on one of the four areas marked in green.

Bonus points

The small kitchenette 1 and the little table 5 are at most 2 squares apart.

+3

The large desk 16 and the bed 13 are at most 3 squares apart.

+3

The large desk 16 is positioned along the eastern exterior wall.

+2

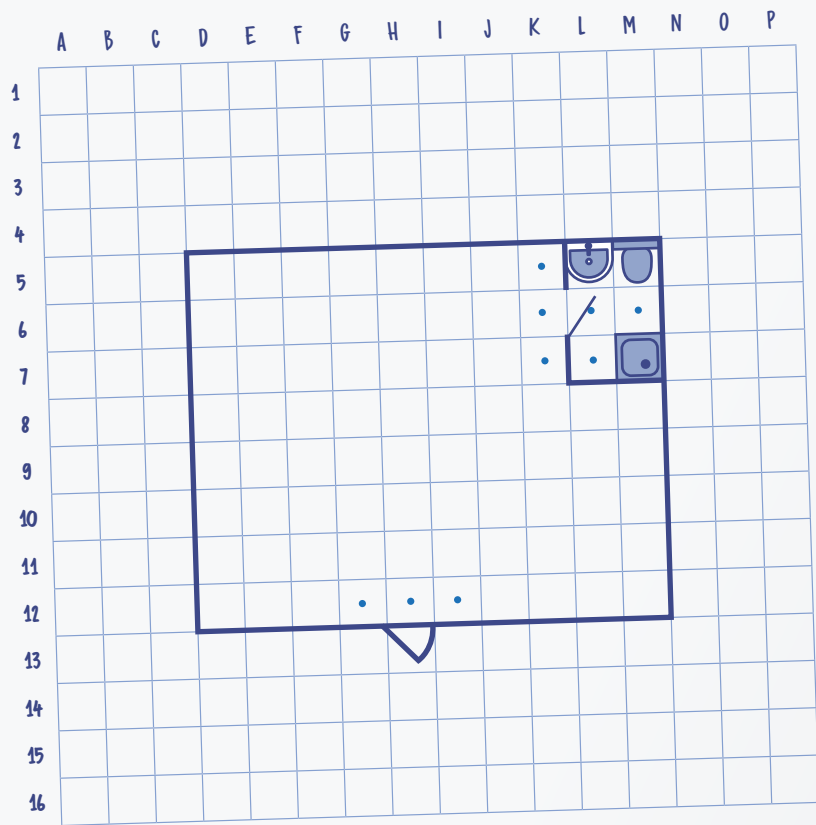
Bathroom with a rectangular layout.

+3

14. The Airy Loft

Exclusive loft apartments are set to be created in the main building of the old brewery. The sanitary facilities are already installed, and Sandra envisions an open-space concept for the remaining furnishings. Somewhat disruptive are three large load-bearing columns scattered irregularly throughout the space. They once supported the heavy brewing vats and cannot be removed.

Floor plan




Rooms



I Living/dining room





Special rules

- At the beginning of the game, you may draw three columns measuring 1x1 squares on the floor plan of the person to your right. The columns may be placed at any location, but you may not draw over any of the free spaces or furniture already drawn here. The drawn columns may not be built over. 
- No hallway, the bathroom connects directly to the living/dining room

Bonus points

Big kitchen  and big table  are at most 4 squares apart.

+5

Pet accessories  and a small sofa  are at most 4 squares apart.

+5

3 pieces of art  displayed.

+5

Fireplace  installed.

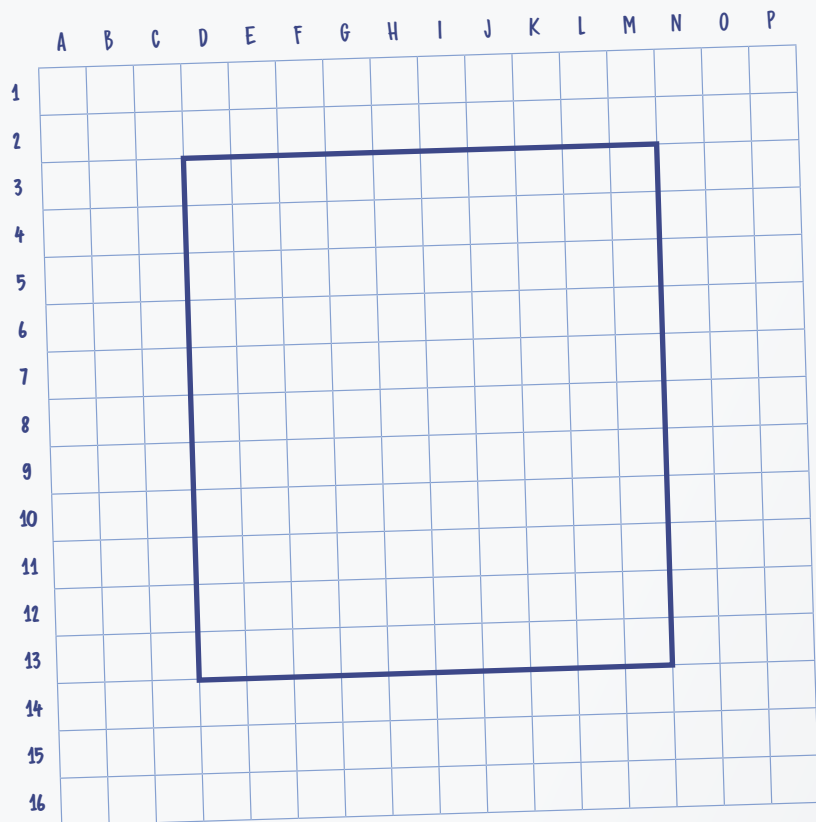
+3

15. The Cozy Beer Garden



Sandra is satisfied with the transformation of the old factory. And what could better honor the memory of the family brewery than a traditional beer garden? Beneath the two beautiful old trees in the outdoor area, guests should be able to sit and also dance to live music. Separate small houses for the kitchen and restroom are also planned.

Floor plan



Rooms

I Toilet house

8 ?

9 ?

II Kitchen house

7 ? ?

III Garden

4 ? ? ?

5 ? ? ?

21 ? ?

23 ?

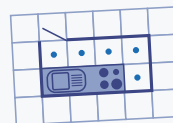
27 ?

Special rules

- At the beginning of the game, you may draw two trees measuring 2x2 squares on the floor plan of the person to your right.
- No hallway, the little houses connect directly to the garden.
- You may draw a small kitchen house of any size at any location.



Example:



- You may draw a small toilet house of any size at any location.
- You may draw 4 entrance doors at any time.

Bonus points

There are at least 15 seats in the garden.

+5

The beer garden has accessible front doors in every direction.

+3

The musical instrument 17 is adjacent to a tree.

+3

The toilet house does not border the kitchen house.

+2

Per tree where at least 6 of its 12 adjacent squares have not been built upon. (Squares outside the property boundary are considered not built upon.)

+2



The Call of the Sea

On the coast of Bluewater Bay it is stormy and desolate. On one side stands an old manor house, on the other, a lighthouse.

You've come here for an unusual assignment, but what you find is a truly unique story.

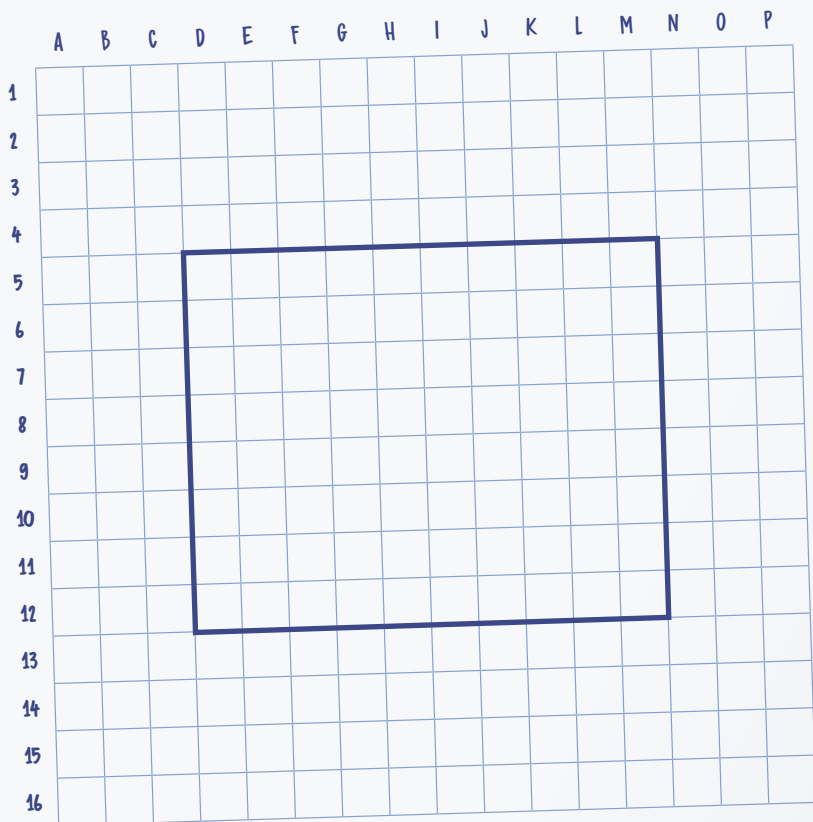


16. The Mysterious Aristocrat



Sir Arthur is a solitary art collector. He wants to showcase his artworks to the fullest and is willing to sacrifice comfort for it. As a lover of castles and palaces, he also wants to have a secret room in his house. The access should be authentic - through a mirror that can be slid to the side.

Floor plan

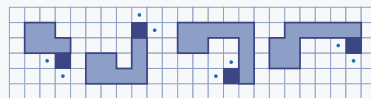


Rooms

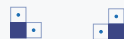
I	Bedroom	13 ?	17 ?	20 ? ?
II	Bathroom	8 ?	9 ?	10 ?
III	Living/dining room	1 ?	4 ?	15 ?
		31 ?	32 ? ? ? ?	

Special rules

- The secret room has dimensions of 2x2. It must adjoin a secret passage with a width of 1 and any length, but at least a length of 1. The secret passage may make a maximum of one 90-degree turn. The following variants would be allowed, for example:



- The secret passage must lead into a room or the hallway. At the end of the secret passage, there is a large mirrored cabinet with the marked empty spaces. In this case, you may decide whether the mirrored cabinet can be slid to the right or left.



- Neither the secret room nor the secret passage may touch an exterior wall or contain furniture.
- The secret room, secret passage, and mirrored cabinet can each be drawn at any time, even at first only partially.

Bonus points

Per square being part of the secret room or secret passage.

+2

Per piece of art displayed.

32

+2

Fireplace installed.

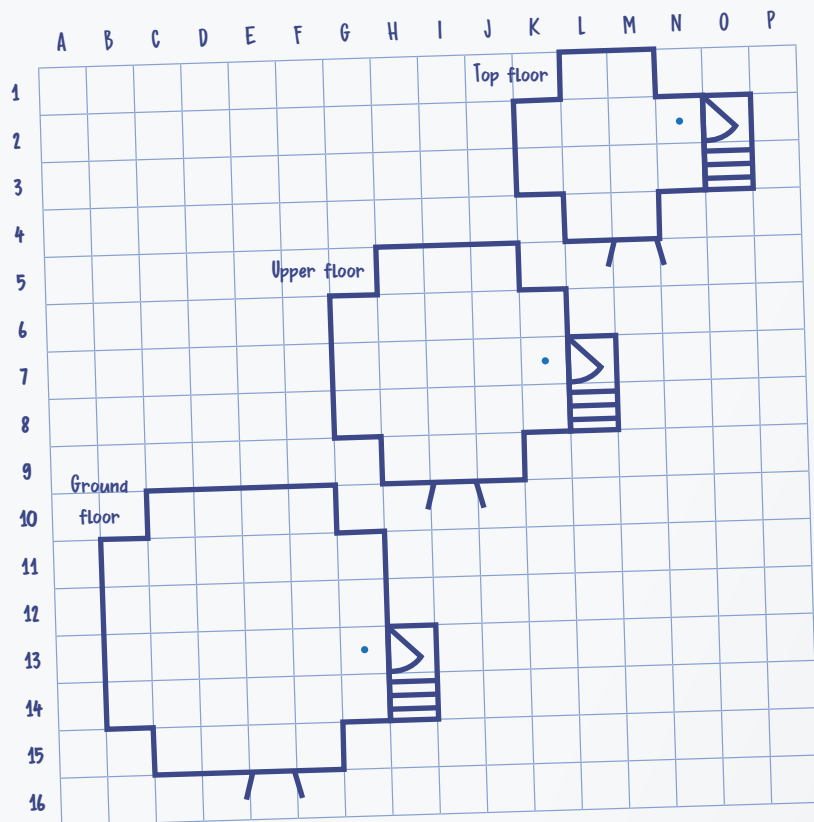
34

+3

17. The Lonely Watchtower

In this slanted lighthouse, there are three levels connected by an exterior staircase. Joris, the lighthouse keeper, doesn't want separate rooms and prefers a cozy atmosphere. Additionally, on each level, he needs to be able to receive the weather report. During your work, you strike up a conversation about the manor house visible from the windows.

Floor plan



Rooms

I Bathroom

8

?

9

?

10

?

II Living/dining area

2

?

3

?

5

?

7

?

13

?

15

?

19

??

21

?

25

?

29

???

31

?

Special rules

- No hallway, the bathroom connects directly to the living/dining area.
- All floors are being treated as if they were one connected room.

Bonus points

There is a television **29** on each floor.

+5

The small kitchen **1** and small table **5** are on the same floor.

+5

The small bed **13** and small wardrobe **15** are on the same floor.

+5

The small sofa **1** and fireplace **31** are on the same floor.

+5

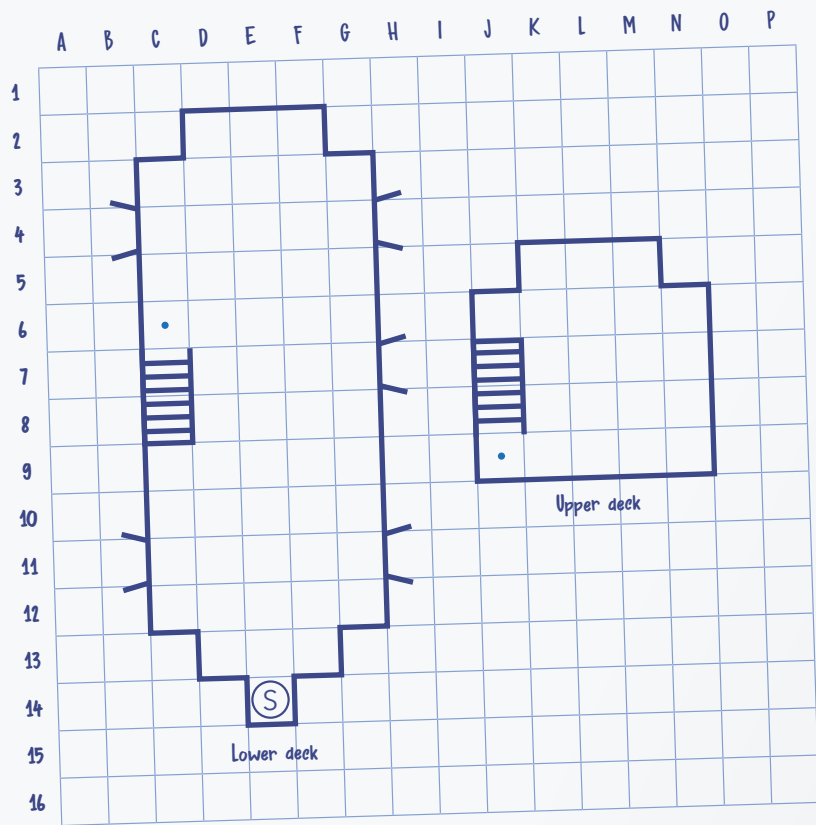
For each open space in front of a specified window.

+2

18. The Dreamy Yacht

You have introduced the solitary bachelors Sir Arthur and Joris to each other. Impulsively, the two of them have purchased a small yacht, which is now to be outfitted for a journey to the Mediterranean. During this process, one of the broken windows must be boarded up. They also prefer the berth to be located at the bow of the ship.

Floor plan



Rooms

I	Berth	13	15	
II	Galley	5	7	
III	Bathroom	8	9	10
IV	Lounge	1	4	14

Special rules

- At the beginning of the game, you may cross out one of your left-hand neighbor's five windows. It does not count as a window anymore. No additional windows may be drawn.
- No hallway, all rooms connect directly to the lounge.
- All rooms must be under deck.
- Furniture from the lounge (and only that furniture) can also be installed on the upper deck as if it were a continuous square.
- The front door is located on the upper deck and can be installed at any available open space there.
- It can be built over.

Bonus points

Per room with at least one window.

+5

S is located in the berth.

+5

A large wardrobe and a large table are installed on the upper deck.

+5



A Sandbox Love Affair

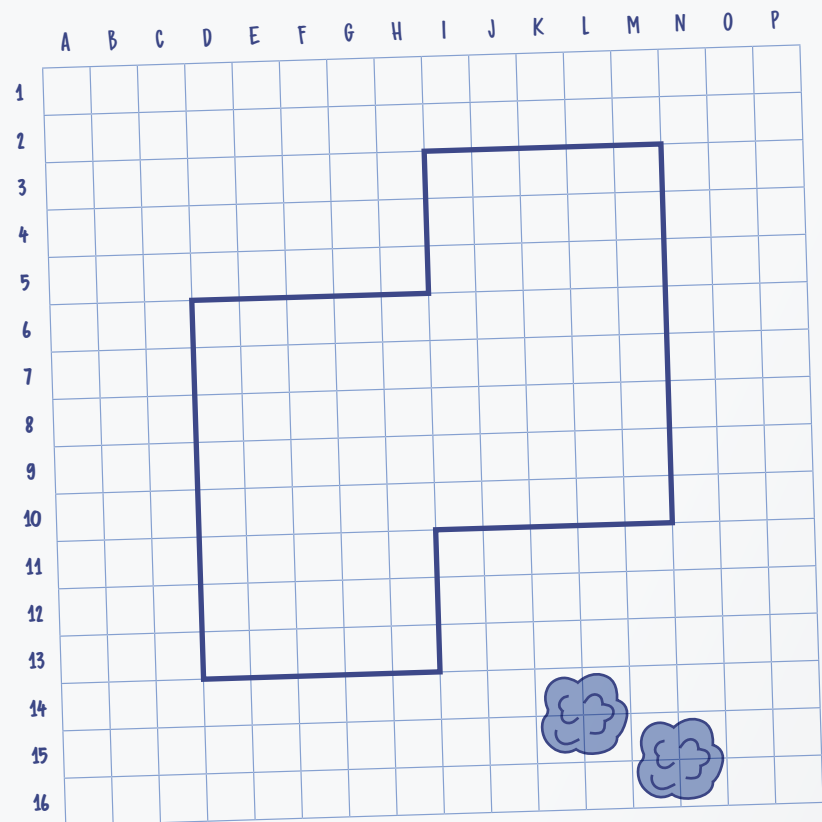
Over the course of a lifetime, we inhabit quite different residences. Let's follow the young couple Paul and Paula on their journey together! Can you create the rooms in which an entire life story unfolds?



19. The Chaotic Kindergarten

When Paul and Paula first meet, they are both still in kindergarten. At that time, they mostly tease each other and probably have no idea that one day they will become a couple. We will see them again later when fate has brought them together. For now, they mostly need a lot of space to play and eat.

Floor plan



Rooms

I	Kitchen	4	?	6	?				
II	Group room	2	?	5	?	15	?		
		21	?	22	?	23	?	33	?

Special rules

- For card 13 (Children's Toy), a furniture marker must be placed on each piece of furniture.
- Do not place furniture on the carpet.

Bonus points

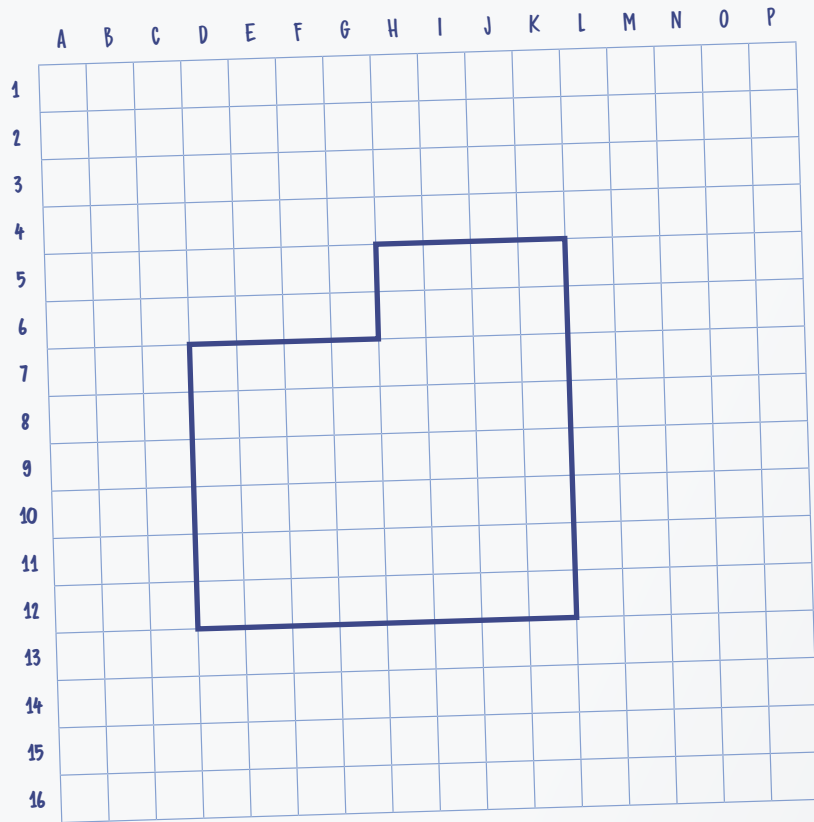
- The kitchen has a window with a view of a tree. +5
- Both variants of children's toy 13 installed. +5
- Carpet 33 placed. +5
- Every piece of furniture in the group room is installed at least 1 time. +5

20. Photo Studio "Freespace"



As a teenager, Paul undergoes training to become a photographer and gets the opportunity to redecorate the studio. He needs furniture for various scenes and a large open space where he can unleash his creativity. He doesn't yet suspect that one day Paula will be standing at the door, taking photos for her application as a gardener. What a fateful reunion it will be!

Floor plan



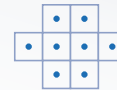
Rooms

I Photo studio



Special rules

- At the beginning of the game, you may draw the following free spaces at any location on your right-hand neighbor's floor plan:
- No hallway.



Bonus points

One exterior wall is adjacent to at least 3 squares with continuous open space.

+3

For each interior corner of the exterior wall with open space.

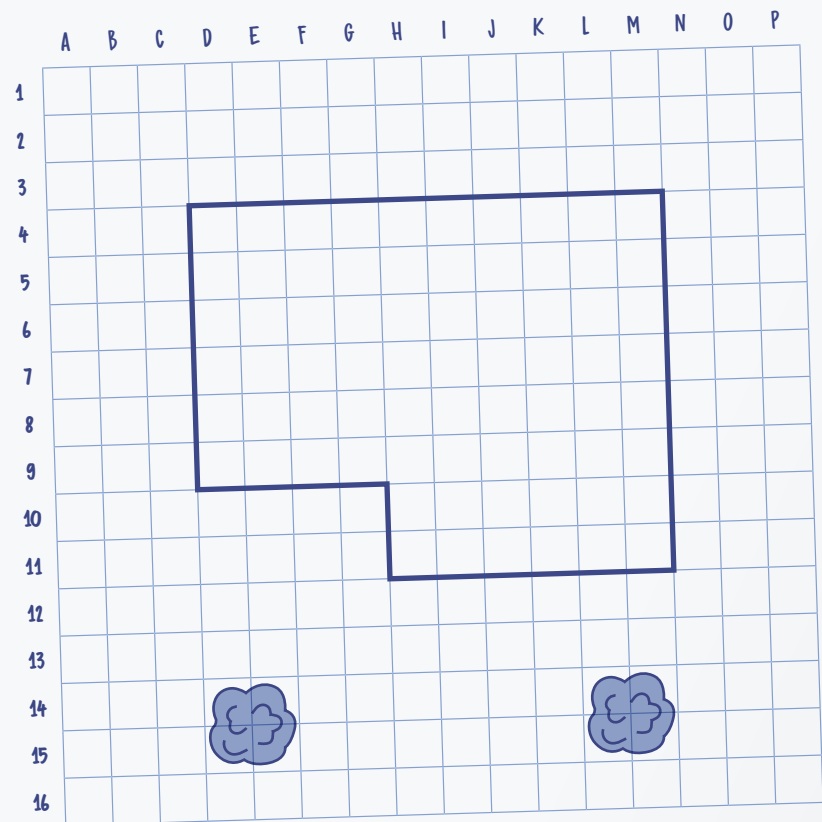
+3



21. The First Shared Apartment

The time has come: Paul and Paula move into their first shared apartment. Paul enjoys cooking in his free time, which is why they really want to have a large kitchen. For that, they are also willing to forgo having a large dining room. Since both of them are very nature-oriented, it would be nice if they could have a good view of the trees to the south.

Floor plan



Rooms

I	Kitchen	6 ?	12 ?
II	Living room	1 ?	3 ? 19 ??
III	Dining room	5 ?	19 ??
IV	Bathroom	8 ?	9 ? 10 ?
V	Bedroom	12 ?	14 ?

Bonus points

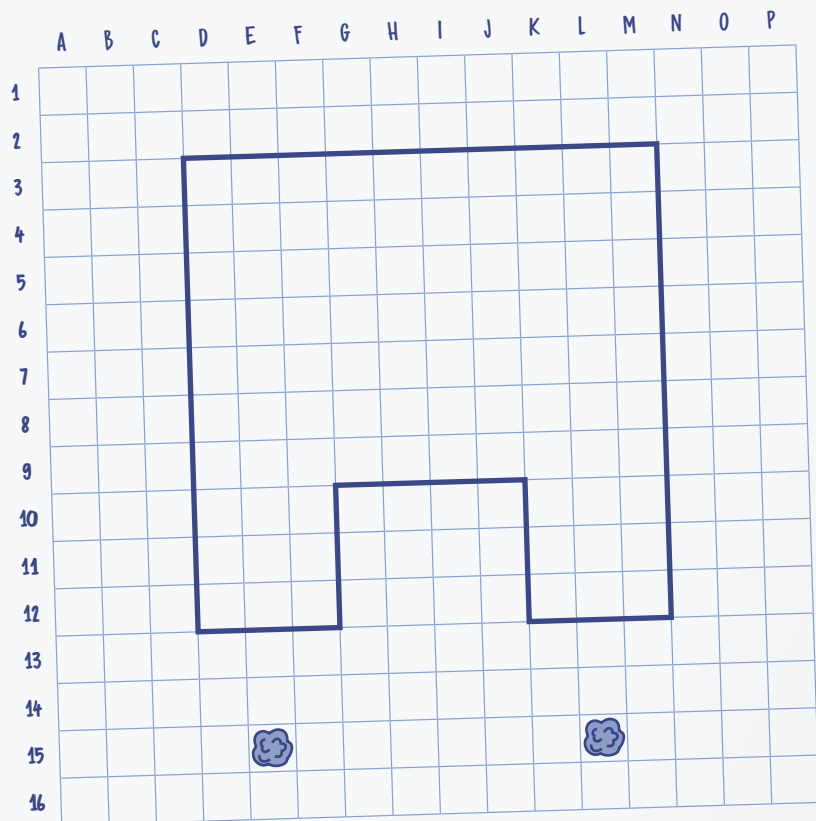
- The dining room has a window with a view of a tree. **+5**
- The bedroom has a window with a view of a tree. **+5**
- The kitchen is at least 15 squares in size. **+5**
- In the living room, there are plants on at least 4 squares. **+2**
- The bathroom is fully furnished **8 9 10**. **+5**

22. The Single-Family House in the Countryside



In the meantime, Paul and Paula's family has grown: First came Bert, and now Berta is on the way! The young parents have saved up for their own house, which now needs to be furnished. Of course, both children should have equally sized rooms. And just like in their first apartment, Paul and Paula would like to have a view of a tree.

Floor plan



Rooms

I	Children's bedroom 1	13	?	22	?				
II	Children's bedroom 2	13	?	17	?	23	?		
III	Bedroom	12	?	15	?				
IV	Bathroom	8	?	9	?	10	?		
V	Living/dining room	4	?	6	?	20	?	24	?

Bonus points

Children's bedroom 1 and 2 have the same size.

+5

The bedroom has a window with a view of a tree.

+5

Baby equipment and children's toy installed.

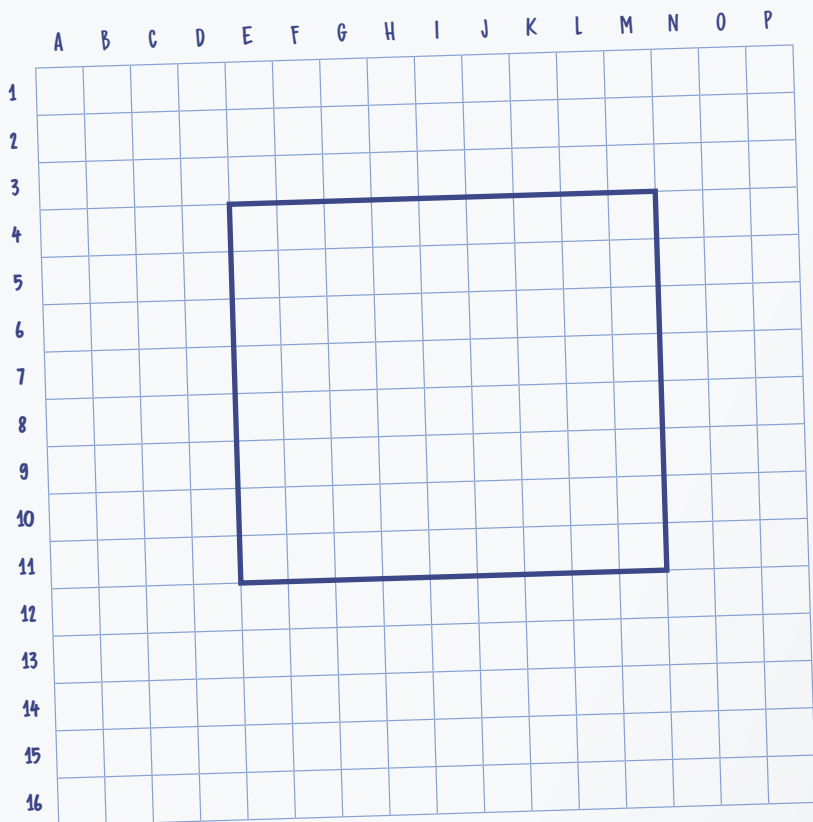
+5

23. The Enchanted Greenhouse



While looking out at trees from the window is nice, Paula yearns for more space to indulge her green thumb. In this greenhouse, Paula now wants to pursue her passion for gardening in her leisure time. Additionally, she needs some space for her children and pets to feel comfortable there as well.

Floor plan

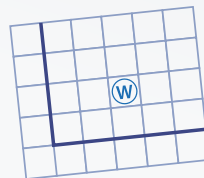


Rooms



Special rules

- At the beginning of the game, you may draw six water connections (W) at any position on your right-hand neighbor's floor plan. These are not walkable and can only be built over by plants (18 or 19).
- The cards 13 (Children's Toy) and 14 (Pet Accessory) must be installed first. Whoever starts the game chooses one of them, the next person chooses the second one. Then the remaining cards follow.
- No hallway.



Bonus points

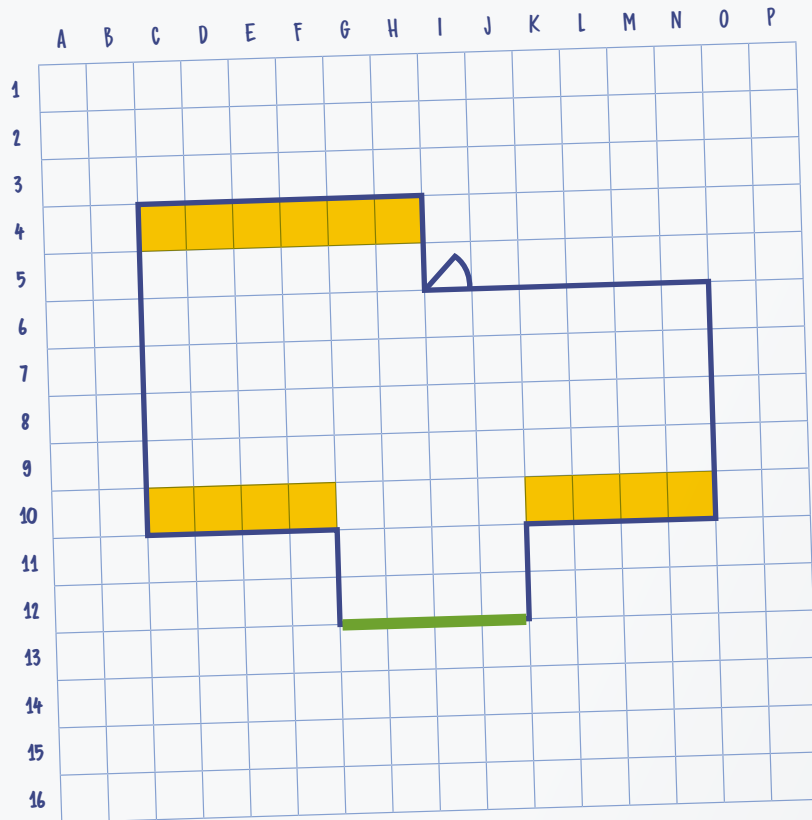
Per water connection (W) that is built over by a plant (18 or 19).

+3

24. The Angled Attie Apartment

Another big day is on the horizon for Paul and Paula: Bert, the oldest child of the two, is moving into his own place! This attic apartment has a small balcony facing south. The sloping ceilings are a challenge: They are so low that while furniture can be accommodated, walking upright is not possible.

Floor plan

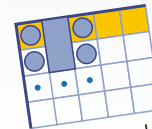


Rooms

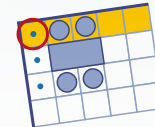
I	Balcony	5 ?	19 ?	21 ?
II	Kitchen	7 ?	15 ?	
III	Living/ dining room	2 ?	4 ?	15 ? 20 ?
		29 ?	31 ?	32 ? ?
IV	Bathroom	8 ?	9 ?	10 ?
V	Bedroom	3 ?	12 ?	

Special rules

- No hallway, all rooms connect directly to the living/dining room.
- The balcony must be adjacent to the living/dining room (marked in green).
- Due to the sloping ceilings, on the squares marked in yellow, only furniture, not open spaces, may be drawn.



Permitted



Not permitted

Bonus points

A small table **5** is placed by the balcony railing (marked in green).

+2

Fireplace **31** installed.

+5

2 pieces of art **32** displayed.

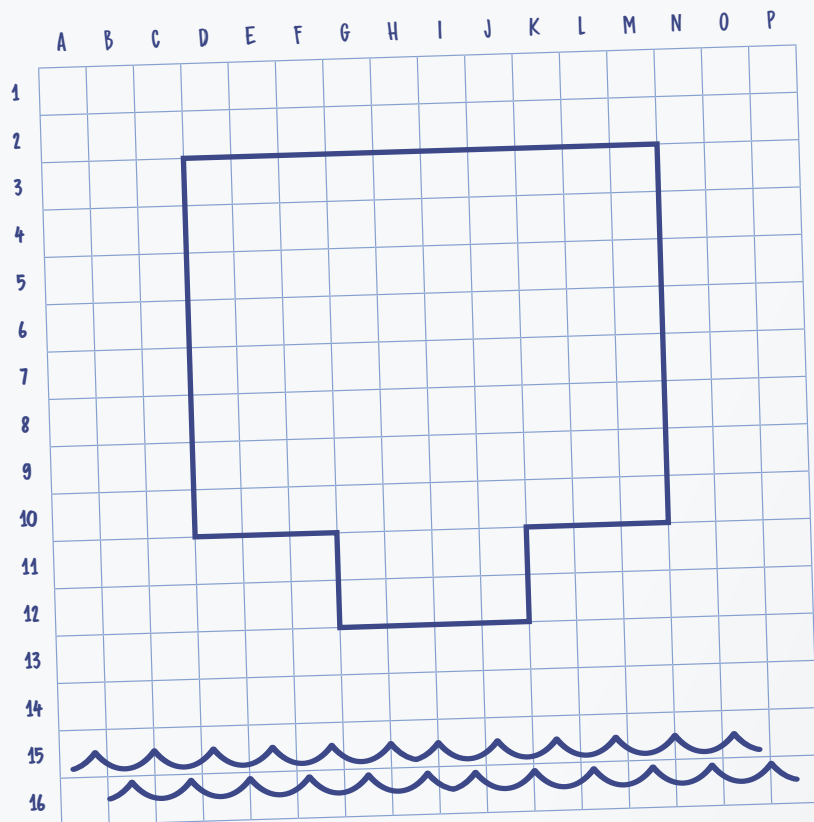
+3

25. The Lake House



After the children have left home, Paul and Paula move to a lovely house by the lake to grow old together. Two guest rooms are a must, so their grandchildren can always come to visit. Also, they would like a big room for family festivities. And how they say in fairytales: They lived happily ever after... The End.

Floor plan



Rooms

I	Living/dining room	1 ?	4 ?	6 ?	31 ? ?
II	Bedroom	12 ?			
III	Guest room I	20 ?	21 ?	23 ?	
IV	Guest room II	13 ?	22 ?		
V	Bathroom	8 ?	9 ?	10 ?	11 ?

Bonus points

The living/dining room has a window with a view of the lake.

+3

The living/dining room is at least 35 squares in size.

+3

Per piece of art **31** displayed.

+2

Per bedroom and guest room that has at least one square adjacent to the bathroom.

+3

An illustration featuring drafting tools on a blue grid background. A yellow sticky note with the text "ENJOY FURNISHING!" is pinned to the grid. A large wooden set square is positioned in the upper right corner, with its hypotenuse resting on the sticky note. A pair of silver compasses is located in the lower left corner. A vertical double-headed arrow is positioned to the left of the sticky note, spanning a portion of the grid. Dashed white lines form a crosshair pattern in the upper right and lower right corners of the image.

**ENJOY
FURNISHING!**



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