

CLEAN UP YOUR ROOM



Family
Friendly



30 Minutes



3-5
Players

The goal is simple:

Clean Up Your Room! Score the most points while trying to get all of the objects off your room floor.

Young players:

If playing with young children, ignore any text that affects score on the object and furniture cards. You can also remove any objects with negative scoring.

Setup:

Give each player a set of furniture (Dresser, Bed, Closet, and Desk) to place on the table in front of them. Space in front of each player is her room floor. Put aside any remaining Furniture Cards. Distribute 10 Object Cards (purple border), randomly, face up in each player's room floor. Place remaining Object Cards in the middle of the table to form an Object Deck. Shuffle the orange-bordered Event Cards and place them in the middle of the table to form an Event Deck.



← Player's Room Floor →



On your turn:


You have two actions on your turn. You may do any of the following, and you may choose to do the same action twice:


- Put away an object
- Steal an object from a sibling's room floor
- Throw an object from your room floor on to a sibling's room floor
- Draw an Event Card from the Event Deck and follow its instructions

Put away an Object: You may put away an object from the floor of your room under one of your pieces of furniture. Be sure to leave the top row of your card showing so that all players can see your score.

Card Explanation:

Animals: These objects are marked with a  symbol and can be put away in furniture. If there is no space in a cage in that furniture at the beginning of your next turn, the animal escapes back to your room floor. Cages are non-animal objects with the  symbol and a capacity symbol.

Event Card: When you play a card with the orange card symbol,  draw and play an event card. This does not count as one of your two turn actions.


Capacity: Any number in a box, , indicates how many objects may be put away in that card. These are found on some objects such as backpack and cages as well as on furniture. Objects put away inside other objects, such as animals in cages, do not count against the capacity of furniture. Objects with capacity need to be put away in furniture before being able to contain other objects.

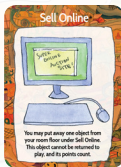
Score: Score is indicated on the top right corner of Object Cards. There are some Object Cards with negative score as well as some that can be positive or negative. Read the card text to determine how to score these cards. Anything that has a negative score is considered trash.

Card Text: Many cards have additional information at the bottom of the card. This text can affect the scoring of the card or how it may be played.



This Closet has a pair of pants and a carrier put away in it. The carrier has a chameleon inside it, but that animal does not count against the total capacity of the dresser.

Event Cards: The orange-bordered Event Cards can have positive or negative effects. When playing an object card with the Event Card icon,  draw and play an Event Card. This does not count as one of your two turn actions. If an Event Card destroys or moves an object that contains other objects, those are destroyed or moved as well. If the container is just damaged, the objects fall out into the furniture. If furniture does not have enough capacity, any overflow, chosen by the furniture's owner, returns to the room floor.



Furniture Cards: Furniture capacity is shown in the upper left corner of the card.

Each of the four green-bordered furniture cards has a specific effect.

-Animals may not be placed in the Dresser.

-Gain one point if no animals or cages are in Closet at the end of the game.

-If there is only trash under the Bed, each piece of trash scores one point. Otherwise all objects under the Bed score no points.

-Cages placed on the Desk get an extra point if there is an animal in the cage.



End of Game:

The game ends when either the Event Deck is exhausted or any player's room floor is empty at the end of her turn.

Scoring:

Scores are shown in the upper right corner of Object Cards.

Add the scores of all put away objects. Subtract the number of objects remaining on your room floor.



In this example, all put away objects score 7 pts. The Used Floss counts positive since only trash is under the bed. There are two furniture bonuses for an occupied cage on the Desk and no animals or cages in the Closet. One bonus point is scored for putting socks and shoes away in the same furniture. An additional point is scored for Defenestration, and one is subtracted for having Train Set remaining on the room floor. This results in a total score of 10 points.

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