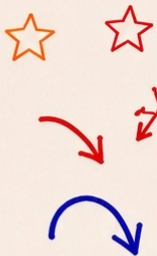


1



Roomies

Chaos happens



Objective of the game

Each player manages a character living in a shared house.

- Cover all 5 basic needs



Food



Sleep



Hygiene



Entertainment



Socializing

- Earn as many points as possible ★



A player who fails to cover any of the 5 needs cannot win.



Components

- Game board with rooms
- Room items
- 4 character figures
- Character cards



- 40 tokens worth 1 point ★
- 20 tokens worth 2 points ★★
- 12 steps tokens per player 👣
- Problem tokens 😡
- Chaos Happens cards ?

3

Game Board and Items



Game board ★



Kitchen



Living room



Bedroom



Bathroom

- Rooms are arranged in a 2x2 grid.
- You can move only to an adjacent room.
- Movement is not allowed diagonally.



Setup

- Each player chooses a character.
- Each player takes 11 step tokens. 👣
- Each player takes 1 Chaos Happens card.
- Place the starting problem tokens.



Needs



Food



Sleep



Hygiene



Fun



Social



All players start the game outside the house. On their first turn, a player enters the house through any room of their choice.

The first entry into a room counts as normal movement and costs 1 step token. 👣



A need can be fulfilled only once per game. Need points are awarded only once — for the first action that fulfills that need. Repeating the same type of action does not give points, even if the item shown has ★ points.



4

Rooms and Actions



Living room (🎮 / 🛋️ / 💬)

- Watch TV — 1 / 2 🧠 ⭐
- Take a Nap — 1 / 2 🧠 ⭐
- Play Video Games — 2 / 2 (Lena: 3) 🧠 ⭐
- Sing Your Heart Out — 1 / 2 (Igor: 3) 🧠 ⭐
- Get Moving — 2 / 2 (Max: 3) 🧠 ⭐
- Hang Out — 1 / 2 🧠 ⭐

[x1]

Items marked [x1] are removed from the game board after their first use and can no longer be used by any players.



Bedroom (🛏️ / 🎸)

- Take a Nap — 2 / 4 🧠 ⭐
- Play Guitar — 1 / 2 (Igor: 3) 🧠 ⭐



Bathroom (🚿 / 🛁)

- Rinse Off — 1 / 1 🧠 ⭐
- Relax in Bath — 2 / 3 🧠 ⭐
- Bathroom Break — 2 / 3 🧠 ⭐

- ! Rooms are arranged in a 2x2 grid.
- ! You can move only to an adjacent room.
- ! Movement is not allowed diagonally.



You cannot start using the bathtub if another player is in the bathroom. You can finish your current action as usual.



You cannot cross through the toilet — this movement is considered completed as soon as you enter.

Kitchen (🍴)

- Grab a Snack — 1 / 2 🧠 ⭐ [x1]
- Feast on Pizza — 2 / 3 🧠 ⭐ [x1]
- Blend Smoothie — 1 / 2 🧠 ⭐ [x1]
- Grab a Treat — 1 / 1 🧠 ⭐ (Lena: 3) [x1]
- Grab Coffee — 1 / 1 🧠 ⭐ (Max: 3) ∞
- Cook a Meal — 2 / 3 🧠 ⭐ (Anya: 4) ∞

Place the starting problem tokens:

- Puddle — placed in the bathroom so that it is simultaneously in the bathtub and on the floor.
- Clothes — placed on the bed.
- Dishes — placed in the kitchen if the kitchen is in use.



Problem tokens are placed on specific items or in zones where they block them.



2

Characters



Max — athlete.
Loves activities, exercise and training.



Lena — gamer.
Prefers entertainment, gadgets and tasty snacks.



Igor — musician.
Loves guitar, music and karaoke.



Anya — housekeeper.
Keeps things tidy and cooks great.



Unique character needs



Each character has their own unique needs, for fulfilling which they can earn bonus points. ⭐



Max (athlete)

- Grab Coffee: +2 ⭐
- Get Moving: +1 ⭐



Lena (gamer)

- Grab a Treat: +2 ⭐
- Play Video Games: +1 ⭐



Igor (musician)

- Sing Your Heart Out: +1 ⭐
- Play Guitar: +1 ⭐



Anya (housekeeper)

- Cook a Meal: +2 ⭐
- Clean a Mess: +1 ⭐
only for the first cleanup of any problem during the game



A character bonus is applied only once per game and only if that action fulfills the corresponding need for the first time.



5

Steps, Actions and Chaos Happens Cards



Player's Turn

On their turn, a player can spend up to 2  steps.

- Movement
- Drawing a card from the deck
- Performing an action
- Waiting
- Drawing a card

(steps  are not spent)



Skipping a turn and Holding Position

- A player must spend at least 1  step to take their turn.
You cannot completely skip your turn.
- A player may stay in place without performing an action — this counts as spending 1  step.



Two-Action Option

- A two-action option can be performed in one turn or split across two turns.
- Once an action has started, the item is considered busy and cannot be used by other players.
- You cannot cancel or move an action once it has started.
A player must finish it on their next turn.



Chaos Happens Cards



Drawing Cards

- At the start of the game, each player receives 1 card.
- Drawing a new card costs 1  step.
- You can draw a card only on your turn.
- A player cannot hold more than 2 cards at the same time.



Cards can be used:

- on yourself
- on another player
- on all players



When you can play cards

- You can play cards only on your turn.
- No more than 1 card per turn.
- You can play a card at any time during your turn for free.

6

Additional Clarifications and End of the Game



Chaos Happens Cards



Restrictions

- If a card blocks an item or a room, its effect applies only to new actions.
- Players who have already started an action may continue it.



Changing Steps

- Bonus  actions apply only during the current turn.
- The number of  cannot be less than 0.
- A player cannot lose more than 1  per round due to card effects.

After using a card, discard it.

If the Chaos Happens deck runs out — shuffle the discard pile and create a new deck.

If a card's text contradicts the standard rules — the card takes priority.



Hang Out

Hang Out — a shared item that cannot be busy. Several players can be at the table.

A player can sit at the table without performing an action (1  step).

As long as 2 or more players are at the table — they are having a conversation.

★ Each player gets 2 points (only once per game).

★ The table can be joined without restrictions.



Problems

- Puddle — blocks the bathroom and toilet
- Clothes — blocks the bed
- Dishes — blocks nothing



Clean a Mess: +1

unique for Anya

(only for the first cleanup of any problem during the game)



After a problem is cleaned up, its token is removed from the game board and taken out of the game.



End of the Game

- All players have completed all 5 needs
- or all players have spent all their  steps



Victory

The player with the most points among those who completed all their needs wins. ★



Key Idea of the Game

Plan your route, manage your time and use chaos to your advantage.

After all, life in the apartment doesn't follow a plan.

