

# ROOMY MEMO





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**Find the game's webpage and the rules in video**

**Encuentra la página web del juego y las reglas en video**

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**Vind de webpagina van het spel en de spelregels in video**

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4+



10min



1 - 4



*«I hope your room is tidy!» Hurry up, there's no time to lose, we need to clean up this mess! With a little memory, luck, and teamwork, we should finish before the parents arrive!*

**Goal of the game:** Put away the 12 items before the parent arrives.

### Setup:

*The first time you play: detach the Item tokens.*



1. Place the 12 Item tokens face down in the center of the table.
2. Arrange the 4 Storage boards around.
3. Place the Hallway board nearby and place the Parent token on the starting square.
4. Put the wheel next to the setup.

## Gameplay:

The last player to have cleaned their room starts, then play proceeds clockwise.

## One round of play:

The player whose turn it is spins the wheel.

If the arrow points to:

• **2 types of item** The player flips over one token from the center of the table.

– If the player flips an item of the same type as one of the two indicated by the arrow: **Well done!** They can place it on the corresponding storage board.



– If the player flips a different type of item than the two indicated by the arrow: **Too bad!** They return the token face down to its original spot.



Use this opportunity to memorize the type of item and its location.

• **The Parent:** *I'm coming! Uh-oh, Mom or Dad is getting closer!*

The Parent token moves forward one square on the hallway board.





- **The Monster:** *The monster makes a mess!* All tokens on the table are shuffled.



- **The Fairy:** *The Tidying fairy comes to the rescue!* The player flips any token from the table face down and places the item in the correct spot.



After that, the turn passes to the next player.

*This is a cooperative game: players can choose together which token to flip. The final decision is made by the player whose turn it is.*



### End of the game:

If all the items are organized before the parent reaches the end of the hallway: You win!

**Congratulations, the room is tidy!**

If the parent reaches the room before everything is organized: You lose! **Try again!**



### Credits:

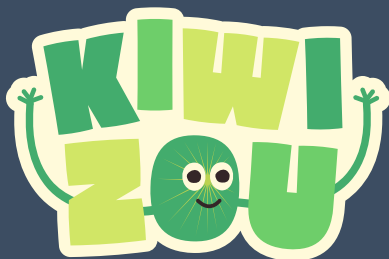
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