

PREMISE

You and your roommate have just moved into a cozy new apartment, excited to start your lives in the city. But living together means more than just splitting rent – you'll have to share chores, respect each other's space, and figure out how to coexist without driving each other crazy! Whether it's dishes piling up in the sink, shoes left in the hallway, or loud music at 2 AM, everyday annoyances can quickly escalate into full-on Roommate Beef if you're not careful.

Work together to keep the apartment clean and avoid those small irritations turning into major conflicts. If things get out of hand, you'll be evicted and have to find another roommate.

Can you find the balance between personal space and shared responsibilities, or will the beef get the best of you? Test your teamwork, patience, and communication in Roommate Beef!

OBJECTIVE

Survive 5 rounds without the sanity tracker reaching 0 tokens.

SETUP

1. Place 3 cube tokens on the **Sanity Tracker**.
2. Each player selects a character and places their token in their **own room** on the apartment board.
3. Shuffle and prepare the following decks:
 - **Tool Cards**
 - **Personality Cards**
 - **Event Cards**
4. Set cleanliness points on the max point value for all cleaning locations in each room (shared living spaces and personal rooms).

HOW TO PLAY

Turn Structure:

Each player has **3 action points** per round. You must alternate turns, taking one action at a time. Choose one player to start. They will continue to start for all rounds.

Actions:

To spend 1 action point:

- **Move your player to a room:** You must be in the room with the cleaning location to interact with it. You can move between your room and shared spaces, but **you cannot enter your roommate's room. Moving does not count as an action.**
- **Clean at any location:** In the room you're in, you can clean any cleaning location (either in your own room or in shared spaces).

Cleanliness:

Each location has **Cleanliness Points**. These decrease at the start of *every* round.

- At the start of each round, subtract **1 cleanliness point** from every cleaning location in all rooms.
- At the end of each round, if any location reaches **0 cleanliness points**, it becomes dirty and loses 1

Sanity Token from the **Sanity Tracker**. Place this token on the appliance location.

- To restore **Sanity Tokens**, you must clean the dirty location to its maximum cleanliness level.

Cleaning Rules:

- Cleaning any location with **no tools** restores **1 cleanliness point**.
- Cleaning a location with **tools** restores a number of points based on the tool used.
- Cleaning the same location as your roommate within the same round adds an additional cleanliness point.

Rounds and Conditions:

Each round introduces **Personality Cards** (affecting each player individually) and **Event Cards** (affecting both players).

Round	Draw
1	1 Personality Card
2	1 Personality Card, 1 Event Card
3	1 Personality Card, 1 Event Card
4	1 Personality Card, 2 Event Cards
5	2 Event Cards. At the end of the round, draw 1 more Event Card.

Personality Cards:

At the beginning of rounds 1-4, both players will draw a personality card and place it face up on the table for everyone to see. These cards take effect immediately and remain active throughout the game, giving you more insight into each other's personalities as the rounds progress. Personality cards can either help you deal with events or cause more mess to accumulate in future rounds. If a condition on the personality card is not met at the end of the round, place a sanity token on the affected location. For example, if your desk must stay above 2 and it reaches lower, place a sanity token on the desk.

Event Cards:

At the start of each round, draw the number of event cards indicated. These cards take effect immediately after personality cards are drawn and cleanliness points are adjusted. At the end of the round, resolve the global events, then flip the cards over.

If the condition on an event or personality card is not met by the end of the round, place a sanity token on the corresponding location. For example, if your desk's cleanliness must remain above 2 and it drops below that, place a sanity token on the desk.

Tool Cards:

At the start of each round (except the first round), draw **3 Tool Cards**. These tools help you clean appliances more effectively.

- Tools are divided into the following categories:
 - Detergent: Laundry
 - Tabletops: Desk, Dining Table
 - Tubs: Stove, Fridge, Shower, Sink
 - Floor
- You can take a tool on your turn **without using an action point**.
- Once you take a tool card, you **cannot put it back** or give it to your roommate.
- Tools can be used multiple times during a single round.
- At the end of each round, **discard all tool cards**

Start of Round:

1. Draw personality cards
2. Draw event card(s)
3. Subtract 1 point from all cleaning locations
4. Subtract/Add cleanliness points from personality and event cards
5. Draw 3 tool cards

End of Round:

1. Place sanity tokens on all locations with 0 cleanliness points
2. Discard all active event cards
3. Discard all tool cards

WINNING / LOSING

- **Lose:** If the Sanity Tracker reaches 0, the players lose, and "Roommate Beef" explodes into full-blown conflict.
- **Win:** Successfully keep the apartment clean and sanity intact through all rounds by managing appliance cleanliness and resolving personality and global events!