


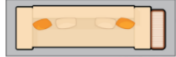
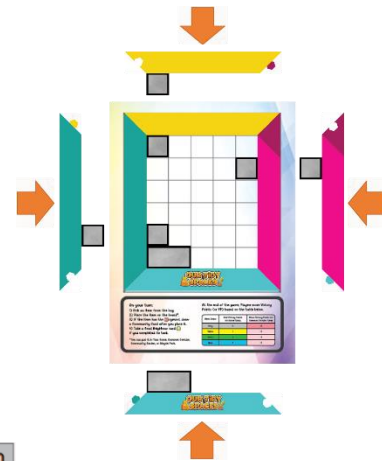



How to Play Our Tidy Spaces

Setting Up the Game

1. Each player picks four different coloured sides of the frame, and connects them on the playmat to form his *Home* (see example on the right).
2. Place the *Common Corridor* board in the middle of the table, then place the *Bicycle Parking*, *Community Garden*, and each player's *Home* boards around it.
3. Hand out the 4 starting *Item* tiles ( ,  ,  and ) to each player, for them to place anywhere in their *Homes*.
4. Hand out 2 *Victory Point* tokens and 10 *Player Indicator* tokens to each player.
 - Note that each player is designated one colour of *Player Indicator* tokens.
5. Place all the remaining *Item* tiles into the *Item* bag.
6. Search for the *Community Gardener* and *Bicycle Parking Good Neighbour Cards*, and place them face up near the *Common Corridor* board.
7. Shuffle the *Community Cards* and remaining *Good Neighbour Cards* separately, and place the two decks face down near the *Common Corridor* board.
8. The youngest player starts first, and the play proceeds clockwise.



Playing the Game

1. Each player starts his turn by drawing 1 *Item* tile from the *Item* bag, and placing the *Item* on his *Home*, the *Common Corridor*, *Bicycle Parking* or *Community Garden* board. Note that:
 - *Items* cannot be placed (a) in another player's *Home*, (b) overlapping existing *Items* on the boards, or (c) beyond any board edges.
 - If the drawn *Item* is a *Bicycle* or *Plant*, it may be placed on the *Bicycle Parking* or *Community Garden* board, respectively.
 - For any *Item* that is placed outside of the player's *Home*, the player needs to place a *Player Indicator* token on it, to show who the *Item* belongs to.
 - After *Items* are placed, players may not move or remove them, unless a card effect allows for it.
2. If the drawn *Item* has the  symbol, the player is to draw 1 *Community Card* and follow the instructions stated on the card.
 - After resolving the *Community Card*, the player is to place the card in the discard pile.
3. The player can take any 1 of the face-up *Good Neighbour Cards* if he fulfils the conditions stated on it. He is to also take the stated amount of *Victory Point* tokens and place them on top of the card.

- Once the player has taken 1 *Good Neighbour Card*, he is to draw another card from the deck and place it face up.
4. The game ends when any 1 of the following 3 conditions are met:
- When the last *Item* tile is drawn and placed anywhere on the boards;
 - After the last *Community Card* is resolved; or
 - When any player is unable to place any more *Item* in his *Home*.
5. The player who accumulates the most *Victory Points* at the end of the game, wins. The total amount of *Victory Points* is the sum of the following:
- The *Victory Points* that are added or deducted based on the amount and type of *Items* remaining on the player's *Home*, the *Bicycle Parking*, *Community Garden* and *Common Corridor* boards (see table below);

Item Colour	Add Victory Points for Home Items.	Minus Victory Points for Common Corridor Items
Grey	0	-2
Yellow	1	-1
Green	2	-1
Blue	3	-1

- Deduction of 2 *Victory Points* for each *Item* the player has on the *Clear Corridor Passage* area; and
- The *Victory Points* the player garnered from completing the *Community Cards* and *Good Neighbour Cards*.

