

CLEAN ENOUGH

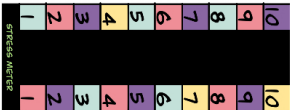
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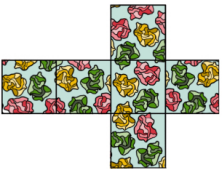
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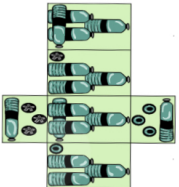
1 Stess Meter



15 Paper Pieces



15 Water Bottle Pieces



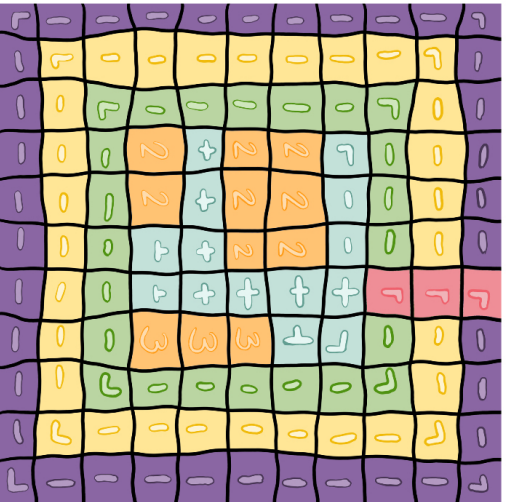
15 Clothes Pieces



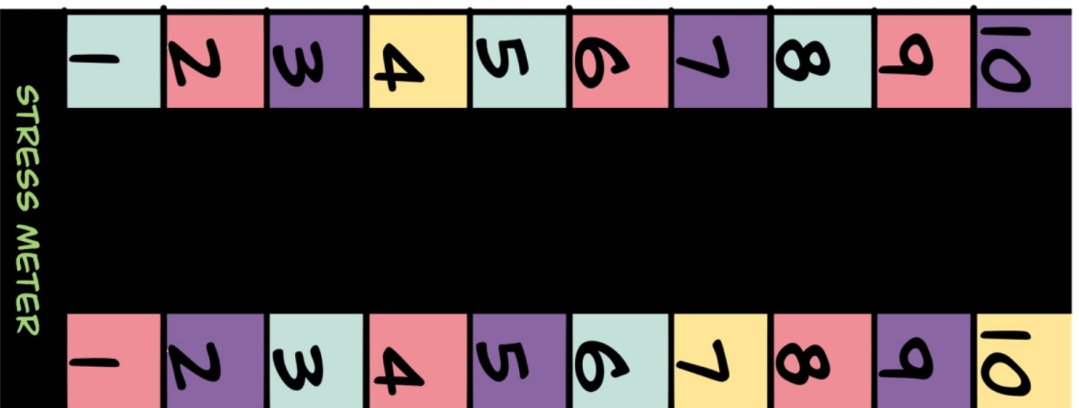
1 Dice



1 Game Board



For the thoughts when the stress meter goes up and they get an extra movement added to their turn (stress level 1 = +1 added to the movement roll, stress level 9 = +9 added to their movement roll)



For the thoughts when the stress meter goes down and you get an extra movement added to your turn (stress level 1 = +10 added to the movement roll, stress level 9 = +1 added to their movement roll, if you get to a stress level 10 you can not move anything until you get it down)

Water Bottles

Goal:

Cover the top and bottom of the desk & 2 closet shelf

Power:

Has a card that cuts the humans movement amount in half (costs one stress level *stress level goes down*)

Turns:

1. Place all 15 tiles on the board

2. Make sure all your movements are going counterclockwise (door is the starting point)

3. Roll a die; the odd numbers are the outer path; the even numbers are the inner path

4. Move all your pieces on that path the number you had just rolled:
(1,3,5 = outer path)
(2,4,6 = inner path)

**** IF YOU RUN OUT OF PIECES IN THE INNER OR OUTER NEGATE RULES # 2 & 3 AND MOVE ALL THE PIECES LEFT ON THE BOARD THE NUMBER YOU HAD JUST ROLLED****

5. Once you get into the room and your moves are up you can no longer touch your water bottle pieces

6. If/when you run out of your own pieces you will roll the dice and move the trash taken out by the human back into the room

7>Your goal is to focus on the water bottle pieces and moving them back onto the desk and into a closet shelf

**** For every 6 trash pieces brought back into the room the stress meter will raise by 1 level ****

Laundry

Goal:

Cover the top and bottom of the bed and a closet shelf

Power:

Has a card that allows all thoughts will move together on your turn (costs one stress level *stress level goes down*)

Turns:

1. Place all 15 tiles on the board
2. Make sure all your movements are going counterclockwise (door is the starting point)
3. Roll a die; the odd numbers are the outer path; the even numbers are the inner path
4. Move all your pieces on that path the number you had just rolled:
(1,3,5 = outer path)
(2,4,6 = inner path)

**** IF YOU RUN OUT OF PIECES IN THE INNER OR OUTER NEGATE RULES # 2 & 3 AND MOVE ALL THE PIECES LEFT ON THE BOARD THE NUMBER YOU HAD JUST ROLLED****

5. Once you get into the room and your moves are up you can no longer touch your laundry pile pieces
6. If/when you run out of your own pieces you will roll the dice and move the trash taken out by the human back into the room

Your goal is to focus on the laundry pile pieces and moving them back onto and under the bed and into a closet shelf

**** For every 5 trash pieces brought back into the room the stress meter can't be moved down for 2 rounds****

Crumpled Papers

Goal:

Cover the floors and window with trash

Power:

Has a card that lets one thought of crumpled paper choosing to move all of their pieces [outside the room] the number of spaces they roll on their turn (costs one stress level *stress level goes down*)

Turns:

1. Place all 15 tiles on the board
2. Make sure all your movements are going counterclockwise (door is the starting point)
3. Roll a die; the odd numbers are the outer path; the even numbers are the inner path
4. Move all your pieces on that path the number you had just rolled;
(1,3,5 = outer path)
(2,4,6 = inner path)

**** IF YOU RUN OUT OF PIECES IN THE INNER OR OUTER NEGATE RULES # 2 & 3 AND MOVE ALL THE PIECES LEFT ON THE BOARD THE NUMBER YOU HAD JUST ROLLED****

5. Once you get into the room and your moves are up you can no longer touch your paper pile pieces
6. If/when you run out of your own pieces you will roll the die and move the trash taken out by the human back into the room

Your goal is to focus on the paper pile pieces and move them back onto and in from (2 stacked up) the window.

**** For every 6 trash pieces brought back into the room is +1 movement for all the thoughts left ****

Human

Goal:

Take all the trash out of the room and keep the stress level below 5

Power:

1. You can “rearrange” furniture and reset all the trash on or under that furniture (adds a stress level)
2. You can throw away one piece of trash in exchange for movement that round *takes away a stress level* (Thoughts can bring back this trash in exchange for a stress level and movement)
3. If you are at at stress level 10 you can bring it down to a 9 by using your turn to move 3 pieces of trash into your room

Turns:

1. Start on the right side of the door and move counterclockwise around the board by rolling a die until you return to the room
2. Make sure all your movements are going clockwise (door is the starting point)
3. As you go around the board you can push any thought trash pieces you collide with
4. Once you get back to the room you will stay in the room the rest of the game
5. Now when you roll the dice that’s the amount of spaces you can move the trash around the room.
6. Your goal is to push the trash into the doorway and force the thoughts to go around the board again
7. Use your power to throw away trash away when you get a chance
8. You can move the amount you roll in any way (if you get a 6 and it takes 3 to reset a Thought trash piece then you can move another piece for 3 moves as well)

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