

# Clean Family



Ver.2.1

There's a virus without a cure yet and government issues a lockdown, everyone need to stay inside their home, stay clean and safe. Now the most important thing is that we need to help our family to get what they need such as Maskers, Gloves, Antiseptic, Vitamins and etc.

In this game, you will have to get Items for your family members (your Dad, Mom, Brother and Sister also Grandma and Grandpa); Every one of them have different needs. Every round you will draw symbols in your player sheet and assign them to your family. Player with the most points at the end of the game wins the game.



## Things you need to play



Tips: Try using color markers to make your drawings more awesome

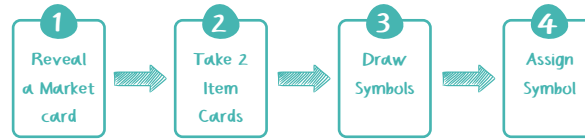
## Preparation

Before starting the game, you need to prepare the game first. Just follow the steps below and then you are good to go.

1. Give each player: a player sheet, a drawing tool and a set of Item cards of their colors (12 cards).
2. Ask each player to choose a seating position, every player should seat on one of the four sides of the table, just like playing in a square table. If you play with less than 4-players, keep the same seating arrangement (leaving the side with no players empty).
3. Now shuffle 17 Market cards and place them face down in the center of the table. Make sure every side of the card is facing to every player.
4. Ask each player to shuffle their Item cards and place them face down on the table in front of them beside the player sheet, this is their **Item pile**.
5. Decide as a group, which side of the player sheet you want to play with (A or B). Keep in mind that all players must use the same side when playing the game. Bonus icons on every side have different positions, and you can play with the Advanced variant on the B side.
6. Decide who will be the head of the family, that player will be in charge to reveal Market cards (it can be anyone). Now, have fun!

## How to play the game

The game lasts for several rounds and ends when you have played all of your Item cards. The game is very simple, follow these steps below and it will be a piece of cake.

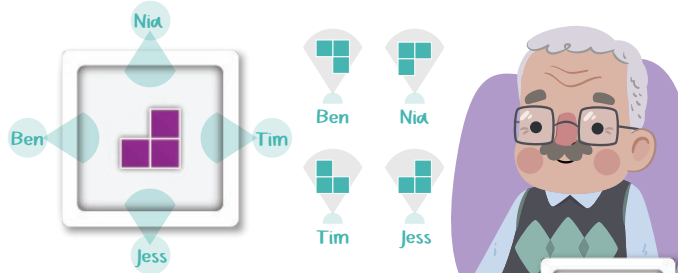


Repeat these steps until the game ends. Check below for more details on every step.

### Reveal a Market card

The Head family player (or anyone) reveals the top card of the **Market pile**. Market cards have square shape, so each side has the same length. Reveal (flip) it without looking (just do it quick) and set it so each side is facing directly to each player. Place it face up on top of **Market pile** for now.

Most Market cards have different shapes on them. When a Market card is revealed, the shape orientation on the card matters to each player; each player views the shape differently from their point-of-view. From the example below, players see the shape as:



Note: If a Market card that shows "single square and FREE" is revealed, skip step no. 2 (Take 2 Item cards), proceed to Drawing symbols. Just draw any symbol in one empty square but no need to assign it to any family member.

### Draw 2 Item cards

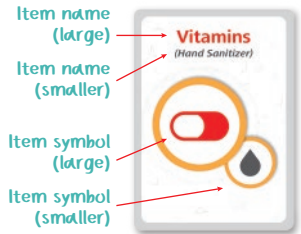
Now you and other players (simultaneously) take 2 cards from their own **Item pile**. Choose one to play and discard the other card face up beside the **Item pile**, this is your **Discard pile**. Then place the played card face up in your other side opposite from your **Item pile**, this is your **Used pile** (not to be confused with your **Discard pile**).



This is how your play area looks like.

Note: If the **Item pile** is empty, take all the cards on the **Discard pile** and shuffle it back to form a new **Item pile**, then take 2 cards. You play cards until you have no cards to play in your **Item** and **Discard pile**.

Most Item cards have 2 Items / symbols (a **large symbols** and a **smaller symbols**). Normally, you may only draw the **large symbol**, unless you use **Alternative** ability to draw the **smaller symbol** instead.



You have 2 **Wild** Item cards on your set. When you choose this card, you may draw any symbol on this round (if there's still an available box on a family member related with that symbol).

### Draw symbols

Based on the shape from the Market card and played Item card, you will draw symbols (**large symbols**) on the 7x7 grid located on their player sheet. You draw a symbol on every available square that form the shape on the Market card following the rules below:

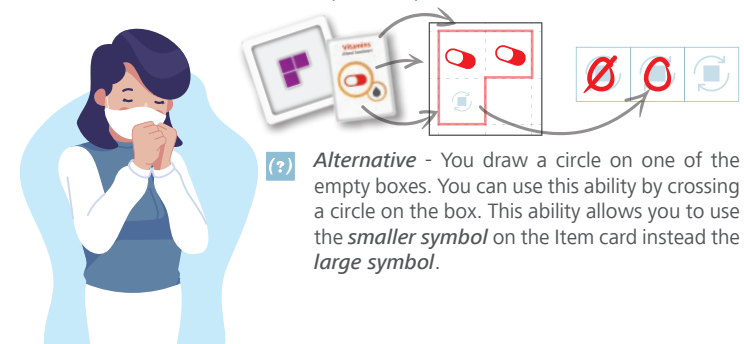


- At least one of the squares you draw must be **orthogonally adjacent** with a square that you have already drawn from previous turns. Only on the first round, you can draw anywhere on your 7x7 grid.
- You may not draw symbols other than the **large symbol** from your played Item card (unless you use **Alternative** ability that allows you to draw the **smaller symbol**).
- You must draw the symbol on an **empty square**, which is a blank square OR a square with a **bonus icon**.
- You must draw the shape inside the 7x7 grid. If there is no space left for you to draw the shape following the rules above, draw only one symbol on a single **empty square** of your choice (following the rules above).

### Bonus Icons & Using Abilities

When you draw a symbol on a square with these icons:

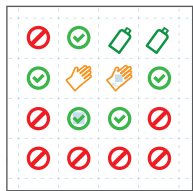
**Rotate** - You draw a circle on one of the empty boxes. You can use this ability by crossing a circle on the box (to remind you that the ability had been used). This ability allows you to draw the shape from the Market card in any orientation just as you're sitting in any of the four positions on the table AND / OR flip the shape.



**Alternative** - You draw a circle on one of the empty boxes. You can use this ability by crossing a circle on the box. This ability allows you to use the **smaller symbol** on the Item card instead the **large symbol**.

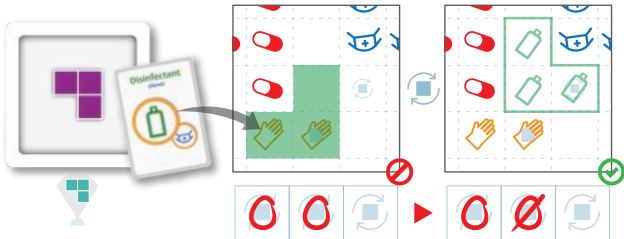
**Free Patch** - You *immediately* cross one *empty square* on your grid, get any bonus icon if there is one. The square will not be counted as an *empty square* when counting penalties at the end of the game.

Below are some examples about drawing symbols.

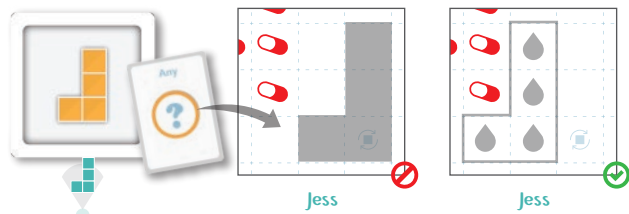


**About Adjacency**

- ✓ Square with this symbol is considered adjacent (*orthogonally*) with previously drawn symbols. It's OK!
- ✗ Square with this symbol is considered not adjacent (*orthogonally*) with previously drawn symbols. Not OK!



- Ben chooses an Item card with Disinfectant (*large*) and draw the 3-squares shape with the orientation from his *seating position*. But seeing there is no available space on his 7x7 grid for the shape, He chooses to use his *Rotate* ability (cross the circle on the ability box) and draws the shape in different orientation from his point-of-view, which fits into empty squares on his grid.
- If He has at least one *Alternative* ability, He may use the ability to choose Masker (*smaller symbol*) instead of Disinfectant (*large symbol*).
- Ben draws at least one symbol on one of the square adjacent (*orthogonally*) to symbols that He had drawn in previous turn, so his drawing is OK.
- He covers a *bonus icon* with one of his drawings; it's a Rotate icon, He immediately draws a circle on one of his empty Rotate ability boxes.



- Jess chooses an Item card with a *Wild* symbol and draws the 4-squares shape with the orientation from her *seating position*. She wanted to draw the shape in a way that covers the *bonus icon*, but unfortunately none of the squares is adjacent (*orthogonally*) with her symbols from previous turns. So She couldn't draw the symbols on those squares.

**Assign Symbol**

After drawing symbols, you must assign the symbol to an empty box of a family member. There are 6 family members, 5 of them have 2 different demand Items assigned to each of them. Brother has a *Wild* demand Item (any Item / symbol). Each family member has 3 boxes that you can fill in.

To assign symbol, you must follow the rules for each family member. You can find the complete descriptions for each family member below.

Note: There are limited number of boxes for each family member. When you want to use a family member but cannot fill in the box because all boxes are already filled, you must choose another member with the associated symbol.

**Dad** - demands Hand Sanitizer OR Masker

You may assign *Hand Sanitizer* OR *Masker* symbol to Dad. When you do, draw a cross on the left-most empty box. At the end of the game, gain points equal to the fewest amount of symbols in your grid, multiplied with the value listed on the right-most box with a cross (rounded down).

**Mom** - demands Gloves OR Vitamins

You may assign *Gloves* OR *Vitamins* symbol to Mom. When you do, write a number equal to the amount of squares that form the revealed shape on the left-most empty box. At the end of the game, gain points equal to the value of all the numbers on the boxes added together.

**Sister** - demands Hand Sanitizer OR Vitamins

You may assign *Hand Sanitizer* OR *Vitamins* symbol to Sister. When you do, draw a cross on the left-most empty box. At the end of the game, gain points equal to the amount of most symbols on your grid divided with the value listed on the right-most box with a cross (rounded down).

**Brother** - demands Any

You may assign *Any* symbol to Brother. When you do, write a number on the left-most empty box, equal to the amount of squares on the revealed shape. At the end of the game, gain points listed under the right-most box which has a number that equal to or higher than numbers on the boxes to its left.

**Grandpa** - demands Disinfectant OR Gloves

You may assign *Disinfectant* OR *Gloves* symbol to Grandpa. When you do, draw the revealed shape on the left-most empty box. At the end of the game, gain 8 points for each shape that identical to the other shape on the boxes. If there is no identical shape among the boxes, just gain 8 points.

**Grandma** - demands Disinfectant OR Masker

You may assign *Disinfectant* OR *Masker* symbol to Grandma. When you do, draw a cross on the left-most empty box. At the end of the game, count the left over empty squares on your grid. Multiply the total amount of empty squares with the value listed on the right-most box with a cross. Subtract the result from the total points that you have already accumulated from other family members.

Note: In the rare case that there is no marker on any of the Grandma's boxes, players multiply the total amount of their *empty squares* with 4 points and then subtract the result from the total points that they have collected from other family members. Be warned, your points can go below zero.

**Winning The Game**

Compare your total points with other players, the one with the most points wins the game. If there is more than one player with the most points, tied player with the least empty square breaks the tie. If there is still a tie, all tied players share their victory.

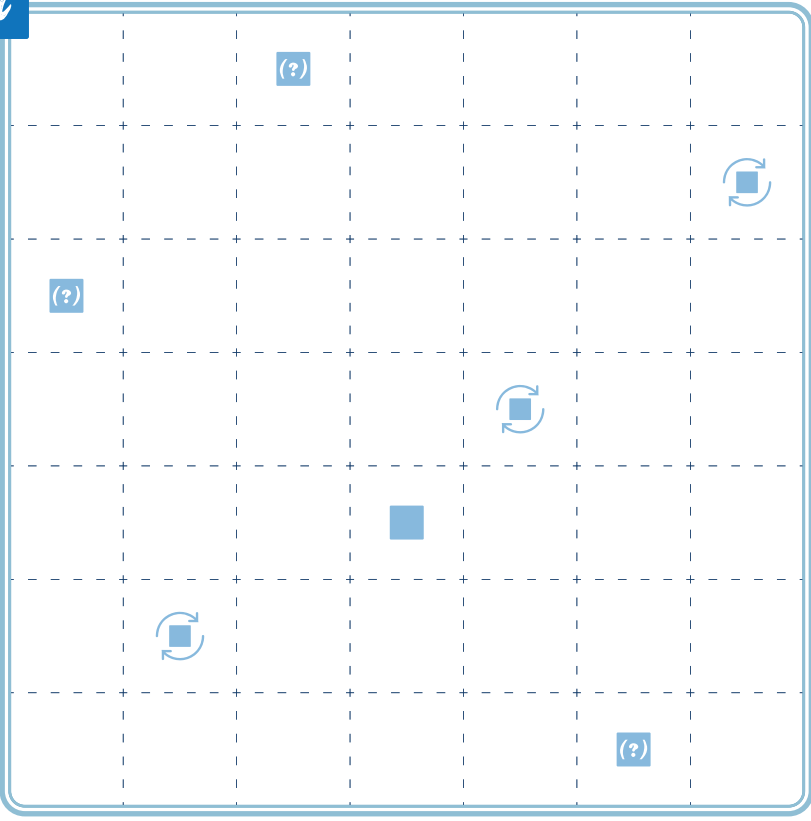
**Advanced Variant**

Use the B-side of your player sheet. The game plays like normal but at the end of the game you gain penalty for uncovered virus squares on their grid. Player with the most uncovered virus squares subtracts 5 pts from the total points that they have collected. The second-most player subtract 3 points and the third-most subtract 1 pt. If there's a tie, all tied players take the same amount of penalty. e.g. Jess and Ben tied with the most uncovered virus squares, both of them subtract 5 pts. Tim has the second-most, He subtract 3 pts from his total points.

Note: Ignore uncovered virus squares when you play the B-side of the player sheet without using *Advanced variant* or playing *solitaire* (Beat your own score).

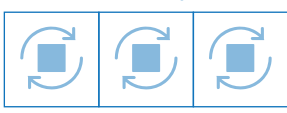
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**Ketchup** games

**Re-orientate**  
Draw shape in any orientation



**Alternative**  
Choose a small symbol



- Free Patch  
Patch a square
- Mask
- Hand Sanitizer
- Gloves
- Vitamins
- Disinfectant
- Wild

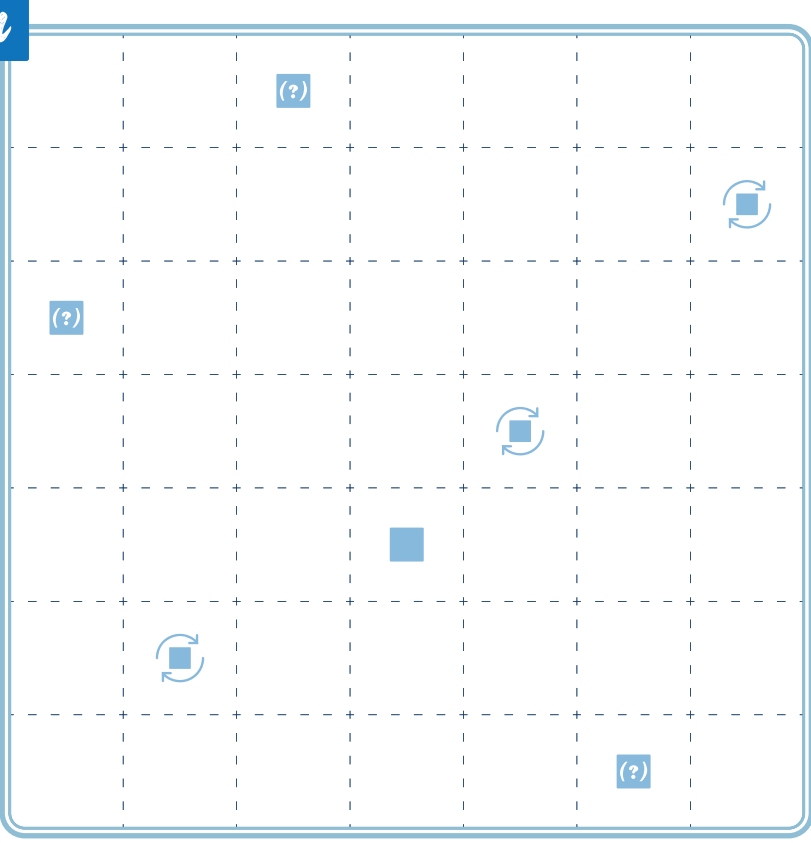
 <b>Dad</b>	$\times 0,5$	$\times 1$	$\times 1,5$	=	
 <b>Mom</b>	+	+		=	
 <b>Sister</b>	$/3$	$/2$	$/1$	=	
 <b>Brother</b>	$\leq$	$\leq$		=	
 <b>Grandpa</b>	=	=		=	
 <b>Grandma</b>	$\times 3$	$\times 2$	$\times 1$	=	

**Clean Family**



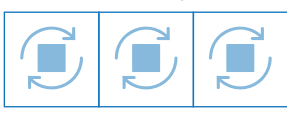
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 <b>Sister</b>	$/3$	$/2$	$/1$	=	
 <b>Brother</b>	$\leq$	$\leq$		=	
 <b>Grandpa</b>	=	=		=	
 <b>Grandma</b>	$\times 3$	$\times 2$	$\times 1$	=	

**Clean Family**



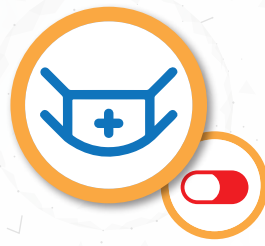
**Disinfectant**  
*(Mask)*



**Disinfectant**  
*(Vitamins)*



**Mask**  
*(Vitamins)*



**Mask**  
*(Gloves)*



**Gloves**  
*(Disinfectant)*



**Gloves**  
*(Hand Sanitizer)*



**Vitamins**  
*(Hand Sanitizer)*



**Vitamins**  
*(Gloves)*



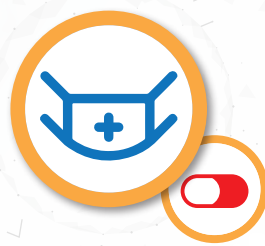
**Disinfectant**  
*(Mask)*



**Disinfectant**  
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**Mask**  
*(Vitamins)*



**Mask**  
*(Gloves)*



**Gloves**  
*(Disinfectant)*



**Gloves**  
*(Hand Sanitizer)*



**Vitamins**  
*(Hand Sanitizer)*



**Vitamins**  
*(Gloves)*





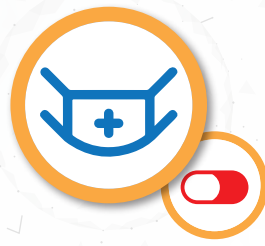
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*(Mask)*



**Disinfectant**  
*(Vitamins)*



**Mask**  
*(Vitamins)*



**Mask**  
*(Gloves)*



**Gloves**  
*(Disinfectant)*



**Gloves**  
*(Hand Sanitizer)*



**Vitamins**  
*(Hand Sanitizer)*



**Vitamins**  
*(Gloves)*



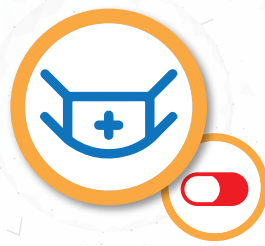
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*(Mask)*



**Disinfectant**  
*(Vitamins)*



**Mask**  
*(Vitamins)*



**Mask**  
*(Gloves)*



**Gloves**  
*(Disinfectant)*



**Gloves**  
*(Hand Sanitizer)*



**Vitamins**  
*(Hand Sanitizer)*



**Vitamins**  
*(Gloves)*





**Hand Sanitizer**  
*(Mask)*



**Hand Sanitizer**  
*(Disinfectant)*



**Any**



**Any**



**Hand Sanitizer**  
*(Mask)*



**Hand Sanitizer**  
*(Disinfectant)*



**Any**



**Any**



**Hand Sanitizer**  
*(Mask)*



**Hand Sanitizer**  
*(Disinfectant)*



**Any**



**Any**



**Hand Sanitizer**  
*(Mask)*



**Hand Sanitizer**  
*(Disinfectant)*



**Any**



**Any**

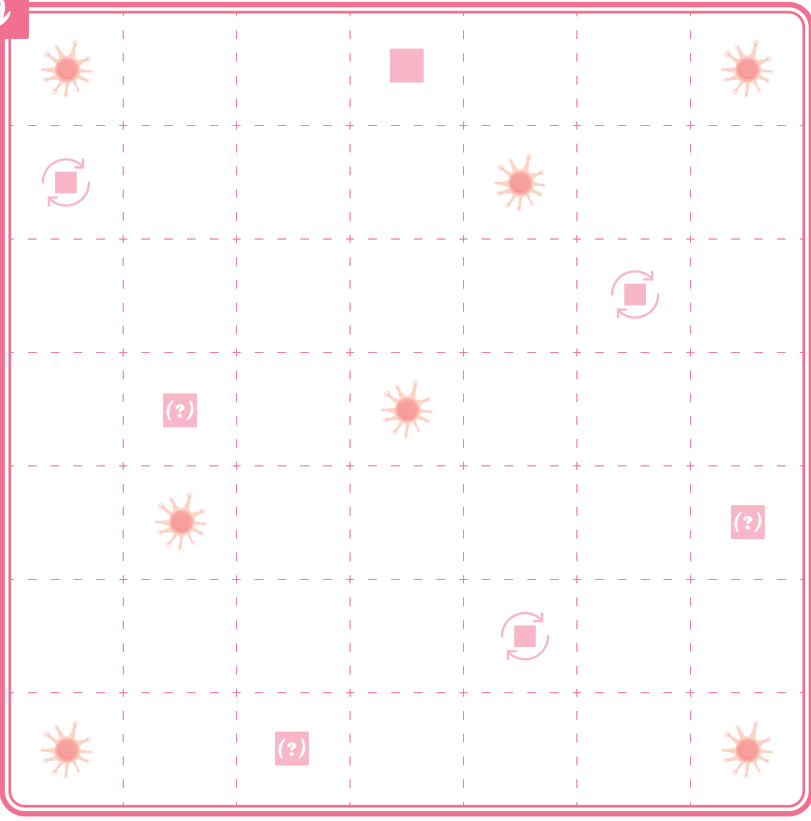




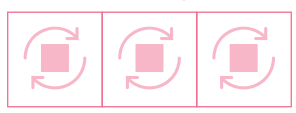


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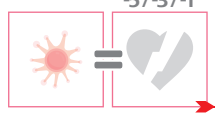
Re-orientate  
Draw *shape* in any orientation



Alternative  
Choose a *small* symbol



Uncovered  
Viruses



- Hand Sanitizer  Gloves  Vitamins  Disinfectant  Wild

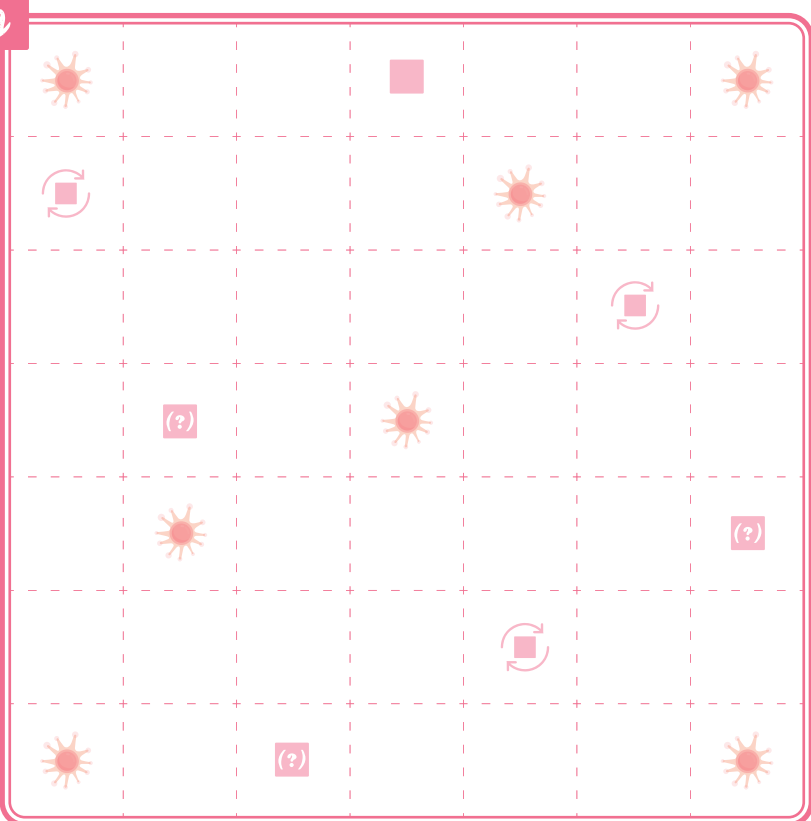
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 <b>Grandpa</b>	=	=		=	
 <b>Grandma</b>	$\times$	$\times$	$\times$	=	

# Clean Family



b

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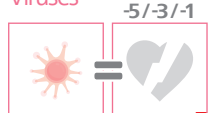
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 <b>Grandma</b>	$\times$	$\times$	$\times$	=	

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