

A PUZZLING CO-OP PARTY FOR 1-5 PLAYERS

MEEPLE PARTY ★



a game by Heather O'Neill

MEEPLE PARTY★



**1-5
PLAYERS**



**45-60
MINUTES**



**13+
RATED TEEN**

9TH LEVEL

Meeple Party is a cooperative game of puzzle-solving strategy, and party throwing hijinks! You and your friends are ROOMMATES throwing a party at your house. All the guests have different personalities - the JERK, the FLIRT, the COOL, the WALLFLOWER, and the PARTY ANIMAL - and each personality has a different effect when they enter a room or join the party.

OBJECTIVE: Take the required number of photos to complete your party before all roommates stress out.

You are the hosts trying to make this the best party ever – and get some photo evidence! As roommates, you will welcome guests to the party and mingle them around the house to satisfy Photo Opportunities while avoiding Disasters to make your party a HUGE success!

But, like a real party, not everything can be controlled. Surprise guests show up! Disasters loom! The Roommates take stress each time there is a PARTY FOUL, from certain surprises, or to get out of a bad situation. If we stress out the party ends and we all lose!!!



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Designed by Heather O'Neill

Illustrated by James Stowe

Additional Design by Chris O'Neill

Graphic Design by Chris O'Neill

Editing by Heather Wilson

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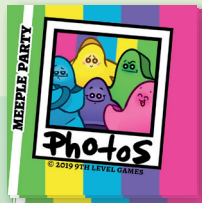


Draw Piles

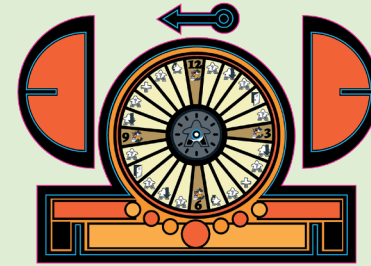
Photos

Surprises

Disasters



Clock Pieces



card type



card name



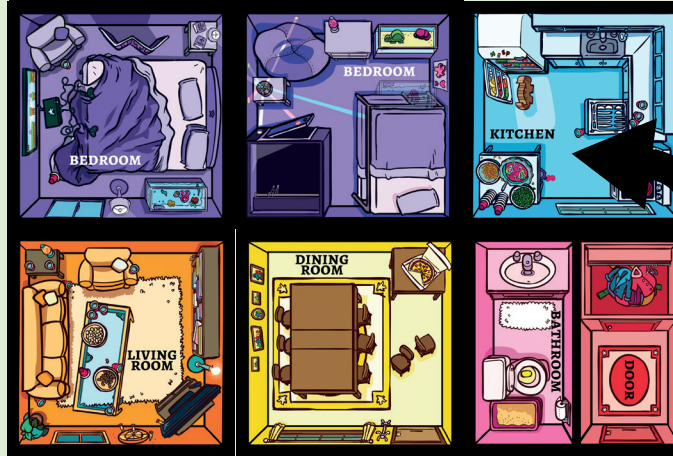
rules text

Communal Disaster

Long Room Tiles



Standard Room Tiles
double sided



Player Board
with optional room on back



Small Room Tiles

Player Board
with optional room on back

Player Disaster



Player Photo

COMPONENTS

- 16 Double-Sided Tiles
 - 5 Standard Room Tiles
 - 2 Long Room Tiles
 - 4 Small Room Tiles
 - 5 Player Boards (Optional Rooms)
- 40 Meeple
 - 5 oversized Roommate Meeple
 - 5 Surprise Meeple (white)
 - 30 Guest Meeple
 - 6 Jerks (green)
 - 6 Cools (blue)
 - 6 Flirts (pink)
 - 6 Wallflowers (yellow)
 - 6 Party Animals (purple)
- 135 cards
 - 68 Photo cards
 - 32 Surprise cards
 - 24 Disaster cards
 - 2 Challenge cards
 - 9 Item Reference cards
- 15 Stress cubes
- 1 Party Clock (4 pieces)
- 1 Guest bag (cloth)
- Optional Components
 - 1 Cat Meeple
 - 1 Dog Meeple
 - 1 Gift Meeple
 - 5 Cake Slice Meeple
 - 1 Reference Sticker Sheet



How to Meeple Party!

Can you successfully make it through your party without all roommates stressing out?

1-Set the Date & Time!

Setup the **PARTY CLOCK**, which is used as the game's score tracker. Choose when the party starts and ends – the longer the party, the more difficult the game. Your party can start at 3, 6, 9, or 12 on the party clock. Your party ends (assuming you do not stress out) at your designated party end time (3, 6, 9, or 12).

CASUAL PARTY (6 Hours) - You need to take 12 Photos to win.

SERIOUS PARTY (9 Hours) - You need to take 18 Photos to win.

EPIC PARTY (12 Hours) - You need to take 24 Photos to win.

In addition to the party start time, difficulty is determined by the number of potential Disasters in play. More Disasters mean more restrictions to watch out for each turn. Each player will need to **AVOID** potential **DISASTERS** on their turn.

Choose your difficulty level:
EASY, STANDARD, or HARD

EASY: Each player takes 2 Photo Opportunities. There is 1 *communal* Disaster.

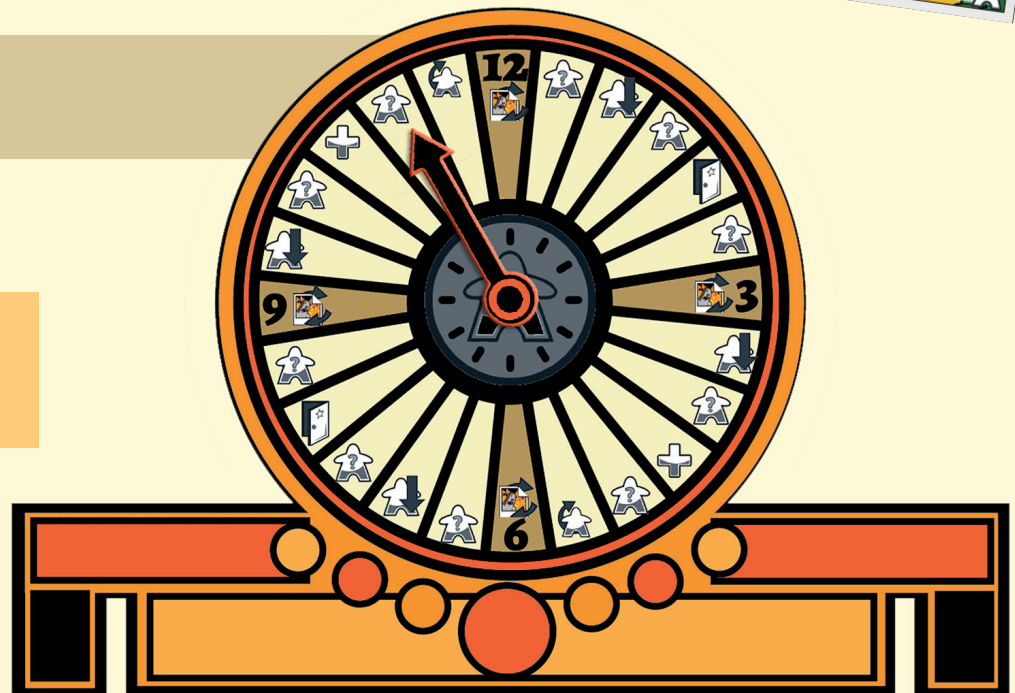
STANDARD: Each player takes 2 Photo Opportunities and 1 Disaster. There is no communal Disaster.

HARD: Each player takes 2 Photo Opportunities and 1 Disaster. There is also 1 *communal* Disaster.



LET'S GET READY TO PARTY! (Standard Game Setup)

- 1 - Set the Date & Time!
- 2 - Decorate for the Party!
- 3 - Get Dressed!
- 4 - Last Minute Prep!



2-Decorate for the Party!

Now, you have to clean up and decorate the house for the party. You do this by building the “house” (board) from the room tiles. When setting up the house, **remember that all movement in the game is orthogonal** (not diagonal).

The house must consist of at least 8 tiles. For an easier party, make sure that each room tile touches 2 other tiles. For a more challenging party, layout the room tiles however you'd like. *All room tiles must share at least one wall with another room tile to allow for orthogonal movement.*

The following rooms are always REQUIRED: Kitchen (blue), Living Room (orange), Dining Room (yellow), Bathroom (pink), Bedroom(s) (purple), Door (red), and Outside (green).

Each roommate must have somewhere to sleep – so you need AT LEAST one pillow per player across all of the Bedroom tiles.

Number of Players	Minimum Tiles Required
1	1 Bedroom, Kitchen, Living Room, Dining Room, Bathroom, a Door, Outside, and 1 other room
2	1 Bedroom, Kitchen, Living Room, Dining Room, Bathroom, a Door, Outside, and 1 other room
3	2 Bedrooms, Kitchen, Living Room, Dining Room, Bathroom, a Door, and an Outside
4	2 Bedrooms, Kitchen, Living Room, Dining Room, Bathroom, a Door, and an Outside
5	3 Bedrooms, Kitchen, Living Room, Dining Room, Bathroom, a Door, and an Outside

3-Get Dressed!

You, the players, are the roommates throwing this party. Each player selects (or randomly chooses) a Roommate – they can be the Flirt (pink), the Jerk (green), the Party Animal (purple), the Wallflower (yellow), or the Cool (blue). Give each player their respective roommate player board and the corresponding large roommate Meeple.

Each player takes their Roommate Meeple and places it in a different room. If there are not 5 players, take the remaining Roommate Meeple and place them randomly in empty rooms. Roommates may NEVER leave the party (you live here after all*).

***Nerd Alert: This ensures there is always at least 1 of each Meeple type at the party.**



4-Last Minute Prep!

Place the 30 guest Meeple into the guest bag (6 of each color – wallflower, flirt, jerk, cool, and party animal). Then place 3 Surprise Meeple (white) into the bag. Take the remaining 2 white Meeple and place them near the clock.

Shuffle the Photo deck and deal 2 Photo Opportunities to each player. These are each player's ACTIVE PHOTO OPPORTUNITIES at the party. Leave the rest of the Photo Opportunities in a pile face down by the board.

Shuffle the Disaster deck. In a STANDARD difficulty game deal 1 Disaster to each player (in EASY games players get zero Disasters). These are each player's POTENTIAL DISASTERS at the party. In an EASY or HARD game deal 1 Disaster to the PARTY that will be shared communally (STANDARD games do not have a communal Disaster). Leave the rest in a pile face down next to the Disaster Board. (For more information about Difficulty see page 4).

Shuffle the Surprise deck and place it face down near the board. Take the Stress Tokens, counting out 3 stress tokens for each player, and place them into a pile within reach of everyone.

When using any optional items or pets follow the additional rules on page 15.

The Starting Player is the player who most recently attended a house party. If there is a tie, it's the last person to throw a party!

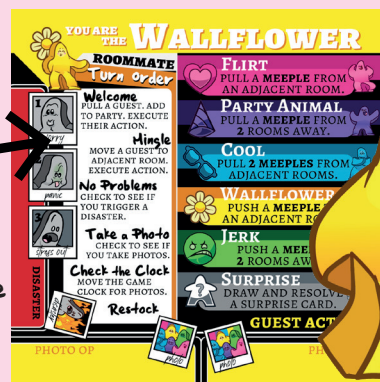
LET'S GET THIS
MEEPLE PARTY
STARTED!



A Roomate's Turn

- 1 Welcome Meeple
- 2 Mingle Meeple
- 3 No Problems
- 4 Take a Photo
- 5 Check the Clock
- 6 Restock

On your ROOMMATE board there is a quick reference for TURN ORDER and the MEEPLE ACTIONS!



STEP 1: WELCOME MEEPLE

Players begin their turn by WELCOMING a Meeple to the party from the Guest Bag. They draw one Meeple randomly. This will either be an invited guest (the pink, purple, blue, green, or yellow Meeple) or a surprise guest (the white Meeple).



When you WELCOME an INVITED GUEST, place that Meeple into any room in the house, unless that room states otherwise (such as the OFFICE tile). Once placed, execute that Meeple's ACTION (see page 9 for MEEPLE ACTIONS).

When you WELCOME a SURPRISE GUEST, don't add the white Meeple to the party. Instead, draw the top card from the Surprise Deck and follow the directions on the card. Unless otherwise noted, place the surprise Meeple back into the bag. The active player will not add a guest to the party this turn.

STEP 2: MINGLE MEEPLE

Players MUST mingle one Meeple. To mingle a Meeple, move a STANDING Meeple to any orthogonally adjacent room (remember there is no diagonal movement in Meeple Party). After you Mingle a Meeple, execute its MEEPLE ACTION (see page 9 for MEEPLE ACTIONS).

Optionally, if a Meeple is laid down, you may spend your Mingle to instead STAND that MEEPLE UP. When a Meeple is STOOD UP it does NOT execute its Guest Action.



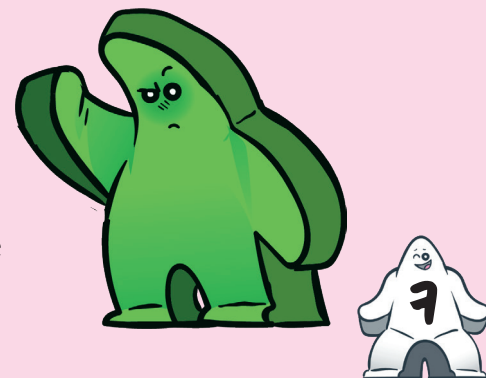
STEP 3: CHECK FOR DISASTERS (No Problems)

As a ROOMMATE you are responsible for avoiding Disasters. If a Disaster happens we call that a PARTY FOUL! Depending on the chosen difficulty level of the game, this means you need to pay attention to your own Disaster and any communal Disasters.

AFTER you have completed the WELCOME and MINGLE steps check that all Disasters (yours and the group's) have been avoided. It's okay if you meet the conditions of another player's Disaster on your turn - it doesn't become a PARTY FOUL until STEP 3 on their turn!

If you can not avoid a Disaster - PARTY FOUL! When a PARTY FOUL occurs EACH ROOMMATE takes a Stress for each Disaster that occurs. (See page 13).

If this results in all ROOMMATES being at 3 STRESS – the game ends!
The roommates have a big fight and everybody leaves the party. If all roommates are not yet STRESSED OUT, continue onto Step 4.



STEP 4: TAKE PHOTOS

Now, check to see if the requirements of any Active Photo Opportunities have been met. If so, you TAKE A PHOTO. When you take a Photo, advance the PARTY CLOCK one space and discard the Photo.

PHOTO BONUS: It is possible to meet the conditions for more than one Photo Opportunity at a time. If you do manage to take 2 Photos in a single turn, move the clock up twice, discard both cards, and then reduce your STRESS by one. If your stress level is zero, nothing happens.



Each player always has 2 Photo opportunities active. After you WELCOME a guest, MINGLE a guest, and make sure that there are no Disasters – then you can check to see if you meet the requirements of a Photo.

Important: Photos are taken AFTER you complete your welcome action, mingle action, and have checked for Disasters. ONLY the ACTIVE PLAYER can take Photos or trigger Disasters.



SURPRISE



ADD THE SURPRISE



WELCOME



ADD A GUEST



LAY ONE DOWN



REFRESH DISASTERS

STEP 5: CHECK the CLOCK

Look at the Clock. Each space on the clock displays an icon. At the end of your turn, check the clock, and perform the PARTY ACTION listed. In the case of advancing the clock more than 1 space/level on a given turn, only the final event occurs. A reminder of these actions are shown on the back of the CLOCK and the back of this rulebook.

Surprise: Draw the next Surprise Card and resolve it.

Add the Surprise: Take a Surprise (White) Meeple and add it to the Guest Bag.

Welcome: Draw and welcome a new Guest Meeple to the party, as usual.

Add a Guest: Draw a guest from the Guest Bag, and add them to the Party at a DOOR - but do not execute their guest action.

Lay One Down: Select any Meeple and lay them down.

Refresh Disasters: Discard all current Disasters and replace them with new Disasters.



STEP 6: Restock

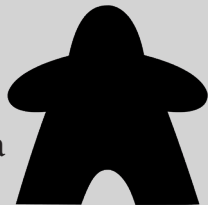
Replace any Disasters that occurred with new potential Disasters. Replace any Photo Opportunities that were taken this turn. The next player clockwise becomes the Active Player. Repeat until the party ends.

NOTE: If the result of a party time clock event triggers a party DISASTER the next player will still have their entire turn to try to avoid that DISASTER becoming a PARTY FOUL. The DISASTER does not immediately take place and roommates do not immediately take stress.



ROOMMATE MEEPLE


The Roommates are larger Meeple. They work like any other Meeple, except that they cannot be removed from the party for any reason. Also, some Photo Opportunities, Disasters, and Surprises *SPECIFICALLY* refer to a ROOMMATE MEEPLE.





GUEST MEEPLE


Each Meeple welcomed to the party is a guest. Most of them will be invited guests but some could be surprises! *If having a symbol on the meeples helps you identify differences better there are stickers included.*


GUEST	MEEPLE ACTION	COLOR	SYMBOL
FLIRT	Pull 1 Meeple from an adjacent room	PINK	HEART
PARTY ANIMAL	Pull 1 Meeple from 2 rooms away	PURPLE	PARTY HAT
COOL	Pull 2 Meeple from adjacent room(s)	BLUE	SUNGLASSES
WALLFLOWER	Push 1 Meeple to an adjacent room	YELLOW	FLOWER
JERK	Push 1 Meeple 2 rooms away	GREEN	ANGRY FACE
SURPRISE	Draw and execute a Surprise Card	WHITE	QUESTION MARK


 **THE FLIRT** Pulls 1 Meeple to them from 1 room away. The Flirt is friendly, chatty, and has a magnetic personality. When the Flirt enters a room, another Meeple from an adjacent room always joins them to see what they have to say.

 **THE PARTY ANIMAL** Pulls 1 Meeple to them from 2 rooms away. The Party Animal is loud and exciting! They can be heard all over the house and draw Meeple from far away to see what's going on.

 **THE COOL** Pulls 2 Meeple to them from 1 room(s) away. The Cool Meeple is way chill. All Meeple like them and naturally a couple Meeple join them in whatever room they enter.

 **THE WALLFLOWER** Pushes 1 Meeple from them to 1 room away. The Wallflower hangs back and keeps to themselves. Conversation isn't their strong suit, so another Meeple leaves to see what's going on in a different, adjacent room.

 **THE JERK** Pushes 1 Meeple from them to 2 rooms away. The Jerk is just too much for some Meeple, and they want to keep their distance.

 **THE SURPRISE** Draw a surprise card and follow instructions. The Surprise Meeple could be any Meeple! Draw a surprise card to find out! Is it the neighbors, or the landlord? A party crasher, or your bitter rival? The pizza delivery meeples, or your snooping ex?! When a Surprise Meeple is welcomed (or mingled), immediately draw a surprise card and execute the action. Unless otherwise noted, place the Surprise Meeple back into the bag. When mingling, the Meeple moves to an adjacent room, then you draw and execute a surprise card.

On your player board there is a cheat sheet for all of the GUEST ACTIONS!



ROOMS

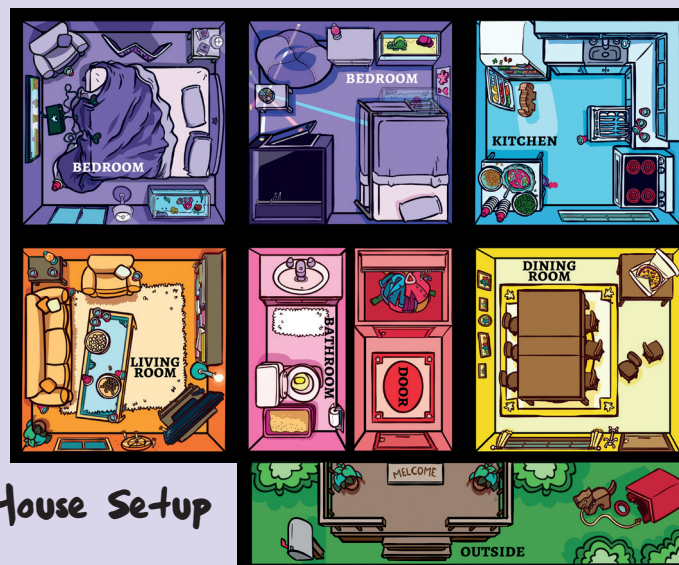
While there are required rooms in every game of Meeple Party, the layout and additional rooms can change and shift.

Be careful to follow the room setup rules on page 5. Diagonal movement is not allowed, so think about movement as you are setting up the board.

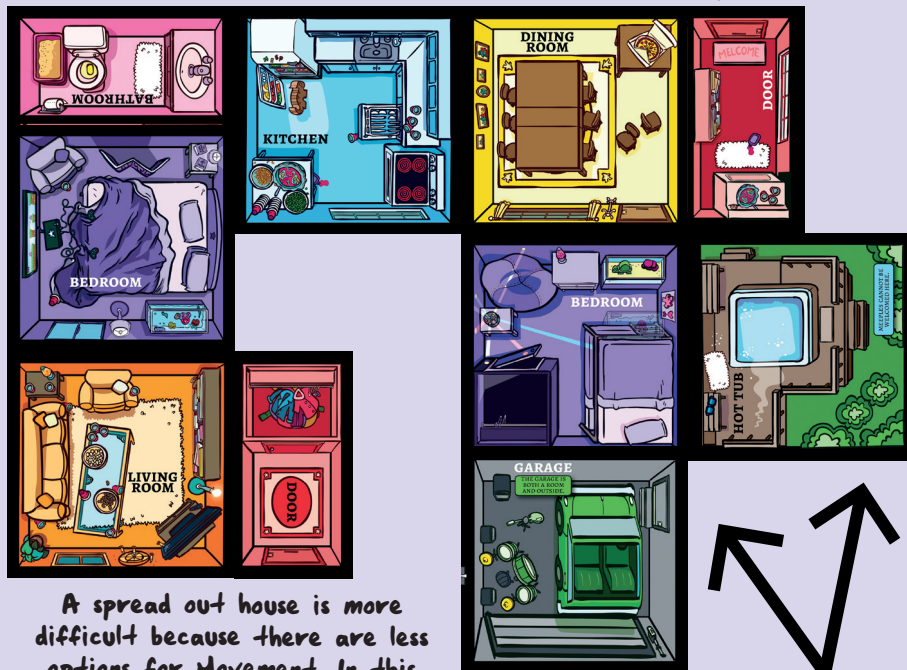
The simplest set up is to place all the rooms together as in the example here. This allows easier movement around the house. The more rooms that touch each other, the easier the game will be.



Easy House Setup



A Much More Difficult House Setup



A spread out house is more difficult because there are less options for Movement. In this example, if you place a **FLIRT** in the **GARAGE** — they can only **PULL** a Meeple from the **Bedroom**. Whereas every room in the easy setup has at least 2 (and usually 3 rooms) they can affect.

Optional Rooms — like the **GARAGE** and the **HOT TUB** above, may have conditional rules. For instance, you cannot **WELCOME** a **MEEPLE** directly into the **Hot Tub**, you have to **Mingle** or use Meeple Powers to get them onto that tile.

Moving Between Rooms

There are no specific entrances or exits on room tiles. Tiles may be placed in any orientation. Whenever a Meeple is being moved to an adjacent room that means any adjacent tile/room to the current tile/room. If a Meeple is to be moved 2 rooms away that means two tiles away from their current tile/room.

In the Easy House Setup (pictured above) if a Meeple was in the Living Room moving to an adjacent room would mean that Meeple could move to either the Bathroom or Bedroom. Similarly, if a Meeple was in the Living Room and was moving 2 rooms away that would mean the Meeple could move to the other Bedroom, the Front Door, or the Outside.

Meeple do not need to take the shortest route. *In the above example, if you were PUSHING a Meeple 2 rooms away (using a Jerk) from the OUTSIDE, you could move Bathroom to Living Room, Bathroom to Bedroom, Bathroom to Door, Door to Bathroom, Door to Bedroom, Door to Dining Room, or Dining Room to Kitchen.*

PHOTOS

Each player always has 2 active **Photo Opportunities**. To complete a Photo Opportunity, the conditions must be met during STEP 4 (Take a Photo). If so, the roommate **TAKES A PHOTO** and the party clock advances. It is possible to take Photos for both Photo Opportunities if both conditions have been met.

You are **NEVER** able to take your Photo on another player's turn even if the conditions have been met.

HAVE THE BEST TIME (PHOTO BONUS): If a roommate takes both of their Photos on the same turn not only do they move the party clock forward by two they also relieve 1 STRESS!



AT LEAST  and **EXACTLY** 

Photos have a condition shown with an icon above the Photo Condition (see above).

AT LEAST (+) means other Meeple can be in the room(s) in addition to the required Meeple, in other words you need to have **AT LEAST** the requirement.

EXACTLY (=) means that **ONLY** the required Meeple can be in the room(s).

This Photo can be taken in any room – but there can only be a Wallflower, a Flirt, and a Cool in that room.



DISASTERS AND PARTY FOULS!

Depending on your difficulty level each player may have a **DISASTER** in front of them. **This Disaster only needs to be avoided during that player's turn.** There may also be a **GROUP DISASTER** that is communal and must be avoided on **EVERY PLAYER'S TURN!**

During Step 3 players must **CHECK DISASTERS**. When a **DISASTER** cannot be avoided, it turns into a **PARTY FOUL**. Each roommate takes a stress. If all roommates have not yet stressed out, play continues. Replace the Disaster card with a new one from the deck.

Disasters are also refreshed when the party reaches a time on the party clock showing **REFRESH DISASTER (3, 6, 9, 12)**. This indicates that the current Disasters have been avoided but new ones have popped up.



SURPRISES

Surprises can happen at any time at this party!

WELCOME

When welcoming a new guest to the party there is a chance that a SURPRISE GUEST (a white meeple) will be chosen. In that case, instead of adding a Meeple to the party, a Surprise Card is drawn. Immediately follow the instructions on the card. *Unless otherwise stated, the Surprise Meeple is put back into the Guest Bag.*

MINGLE

When you mingle a SUPRISE MEEPLE, it draws a SURPRISE CARD.



PARTY CLOCK

Surprises also happen when the party clock reaches certain times. When the party reaches a level on the Party Clock that has a Draw a Surprise Card symbol; draw a surprise card and perform the action.

SURPRISE EFFECTS

The effects of a surprise could cause the party to experience a PARTY FOUL! Luckily, the active roommate will have their entire turn to try to take care of the Disaster before it turns into a PARTY FOUL. If the Surprise that caused the Disaster is from the Party Clock, and is between player turns, the next player will have their ENTIRE turn to try to take care of the DISASTER before it becomes a PARTY FOUL and causes STRESS. Some surprises move Meeple around the house. The surprise will specify which room or which types of Meeple are effected. Some Surprises can remove Meeple from the party. When a Meeple is removed from the party, they are added back to the guest bag.

IMPORTANT: Roommate Meeple CANNOT EVER be removed from the party. This may force a Meeple you do not want removed to be removed. You also may NOT remove any laid down Meeple.

Other surprises may add Meeple to the party. You may need to draw a specified number of Meeple from the Guest Bag and add them to the party at a DOOR. NOTE: The guest effect of these added Meeple does NOT happen. If a Surprise Meeple is drawn it is added to the party just like any other guest Meeple.

LAYING DOWN MEEPLE

Surprises can cause Meeple to lay down. When you lay down a Meeple place them on their side. While Meeple are laid down they are not able to be moved. This means they are not able to be pushed or pulled as part of a Welcome or Mingle Action.



Surprises are always completed before you take any other action - so if the Fire Fighter shows up you REMOVE 3 MEEPLE from the Kitchen immediately.

However, these Meeple DO count as the Meeple type they are in the room they are in. For example if there are 2 laid down party animals in the kitchen, and you needed to get 2 party animals in the Kitchen, you would still meet the condition of the Photo.

To stand a Meeple back up, a roommate can use their Mingle Action to stand up any one laid down Meeple. The guest action of the Meeple does not happen when they stand up.

DEALING WITH STRESS

Your goal is to successfully reach the end of the party without all roommates stressing out. Stressing out means that all roommates have hit their maximum stress level of three (3). If all roommates stress out (they have 3 stress) the PARTY ENDS IMMEDIATELY!



WAYS TO GET STRESSED

PARTY FOULS

Each time a PARTY FOUL happens ALL ROOMMATES take 1 stress. This is the most common way to take stress.

SURPRISES

About 25% of the surprises will cause roommates to take stress. The surprises may affect one, all, or some of the roommates.

HELP A ROOMMATE OUT

Roommates can take stress to get out of a bad situation. On their turn, prior to the CHECK FOR DISASTERS step (Step 3), a roommate may choose to take a stress to refresh any one potential Disaster or Photo at the party. This means they could refresh their own, someone else's, or a communal Disaster. Be careful not to do this too often since Surprises and Disasters could strike at any moment!!!

By taking a Stress for the team you could be saving EVERYONE from taking a stress. However, the new Disaster could still wind up becoming a Party Foul.

WAYS TO RELIEVE STRESS

Have the Best Time!

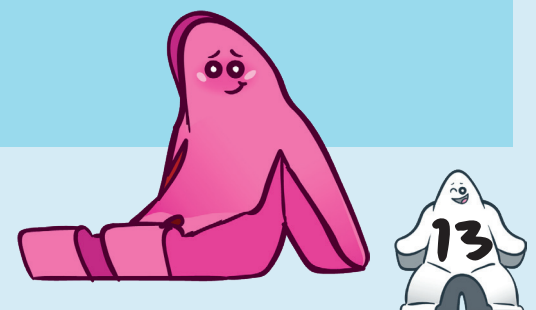
If you can manage to take both of your photos on the same turn, relieve a stress!

Special Rooms (Example: Hot Tub)

Some special rooms have a calming effect and if a roommate Meeple ends their turn in that room they may reduce their stress by 1.

Special Items (Example: Cake)

For more gameplay variety you may choose to play with items. Some items can affect stress.



THE END OF THE NIGHT (ENDING THE GAME)

The party can end in one of 2 ways – you party to the end of the night or you stress out and kick everyone out of your house! If the roommates reach the end of the party (meaning the specified number of Photos have been taken) you've had a successful party and you all WIN! If all roommates stress out by reaching three (3) stress, the party ends immediately and you all LOSE!

HOW AWESOME WAS THE PARTY? (SCORING)

You survived party, but how good was it? Highest STRESS taken by any player:

3 - GREAT, this party may have had ups & down but no one noticed. Nice!

2 - AWESOME, this party was absolutely awesome in every way. Good Job!

1 - LEGENDARY, this party will go down in history. Way to go!

0 - TOTAL PERFECTION, everyone agrees A++! BEST PARTY EVER!!!



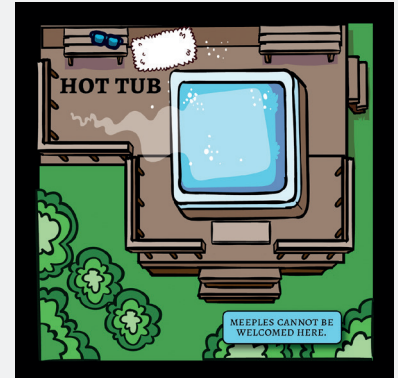
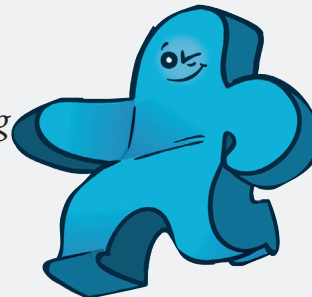
CHALLENGES (OPTIONAL)

Do you want to keep partying? Do you want to try a quick challenge by yourself? Then you are in luck! Take one of these challenges to really show your ability at MEEPLE PARTYING!

CHALLENGE #1 - HOT TUB PARTY

Play as a stand-alone challenge. Set up the house as you normally would and place all roommates in separate indoor rooms. Make sure that you have the HOT TUB tile in play. Deal one Disaster to each player. If playing on HARD also deal 1 communal Disaster. Take turns as normal. However, instead of working towards Photos, try to get as many people into the the Hot Tub as possible before stressing out. Remember you cannot WELCOME a Meeple onto the HOT TUB tile.

Before you start this challenge REMOVE the following DISASTERS: Noise Violation, Overcrowding, Jealous Rage, Heated debate, Peer Pressure, Dirty Tricks, Scandal, and Fight Club.



HOT TUB SCORE MACHINE!

Count the Number of MEEPLE in the Hot Tub before stressing out.

0-5 There was a Hot Tub?

6-14 Relaxing Spa Day!

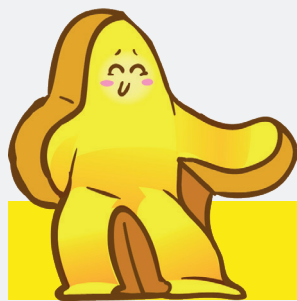
15-24 That Hot Tub was HOT!

25-30 Most Awesome Hot Tub!

30+ HOT TUB of the GODS!

CHALLENGE #2 - THE AFTER PARTY

Play this challenge after you have successfully completed any Meeple Party! Keep your STRESS. Return any laid down meeple to the bag. Remove any Surprise Meeple at the party (do not add back to bag).



Play until one of the following happens: All players stress out, the Disaster Deck runs out, or there are no more meeple in the bag (except Surprises). See how late you can party before stressing out and winding things down for good.

PARTY UPGRADES (OPTIONAL)

ITEMS

One item can be added to any game of Meeple Party for more variety.

CAKE

Put out **Slices of Cake** equal to number of roommates into one room at the start of the game. At any time on their turn, a roommate may choose to eat a slice of cake when their roommate Meeple is in that room to relieve 1 stress. Remove the slice from the board when eaten. A player may only eat 1 piece of cake per turn. They may choose to eat an additional piece of cake on a later turn but they should make sure the other roommates are OK with it! Sharing is caring!

GIFTS

One gift is placed into one room at the start of the game. Gift Cards equal to the number of roommates are drawn, shuffled, and placed face down by the party clock. On their turn, a roommate may open a gift when their roommate meeple is in that room. The player draws and takes a gift card. A Roommate can use a Gift Card at any time.

PETS

Many of our roommates are pets and it's the same way for meeple! One pet can be added to any game of Meeple Party for more variety.

CAT

Place the CAT meeple into the KITCHEN at the start of the game. During the mingle phase a roommate may mingle the CAT. If they do the CAT acts as any one guest type (flirt, jerk, party animal, wallflower, or cool). The active player must choose what type the cat represents and must perform the corresponding guest action.



DOG

Place the DOG meeple outside at the start of the game. During the mingle phase a roommate may mingle the DOG. If they do the DOG moves to ANY room with a roommate, then pulls a meeple to them from an adjacent room.



Important Note: PETS do not count as GUESTS or ROOMMATES for PHOTO OPPORTUNITIES or DISASTERS. The cat does not count as the specified guest type - it just takes the action.



MEEPLE PARTY

PHOTO ICONS



PHOTO



DISASTER



SURPRISE



EXACTLY

Your PHOTO must contain ONLY what is listed in the PHOTO DESCRIPTION.



AT LEAST

Your PHOTO can contain more Meeple than shown, as long as the condition is met.

MEEPLE ACTIONS



FLIRT

PULL A MEEPLE FROM AN ADJACENT ROOM.



PARTY ANIMAL

PULL A MEEPLE FROM TWO (2) ROOMS AWAY.



COOL

PULL 2 MEEPLE FROM ADJACENT ROOM(S).



WALLFLOWER

PUSH A MEEPLE TO AN ADJACENT ROOM.



JERK

PUSH A MEEPLE TWO (2) ROOMS AWAY.



SURPRISE

DRAW AND RESOLVE A SURPRISE CARD.

ON YOUR TURN

Welcome

PULL A GUEST FROM THE BAG. ADD TO PARTY. EXECUTE THEIR ACTION.

Mingle

MOVE A GUEST TO AN ADJACENT ROOM. EXECUTE THEIR ACTION.

No Problems

CHECK TO SEE IF YOU TRIGGER A DISASTER.

Take a Photo

CHECK TO SEE IF YOU TAKE ANY PHOTOS.

Check the Clock

MOVE THE GAME CLOCK FOR EACH PHOTO TAKEN.

Restock

DISCARD TAKEN PHOTOS AND DISASTERS, DRAW REPLACEMENTS.

CLOCK ICONS



SURPRISE

DRAW AND EXECUTE A SURPRISE CARD.



ADD THE SURPRISE

ADD AN ADDITIONAL WHITE MEEPLE TO THE GUEST BAG.



WELCOME

DRAW A GUEST AND WELCOME THEM TO THE PARTY.



ADD A GUEST

DRAW A GUEST, AND ADD THEM TO A DOOR WITHOUT EXECUTING ANY ACTIONS.



LAY ONE DOWN

CHOOSE AND LAY DOWN ANY ONE MEEPLE THAT IS NOT ALREADY LYING DOWN.



REFRESH DISASTERS

DISCARD ALL OF THE ACTIVE DISASTERS AND REPLACE THEM WITH NEW DISASTERS.