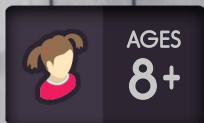


# Upkeep



## Player Guide



# Object of the Game

The object of the game is to clear all leaves from your entire yard. The game ends when any of the following happen:

## Cooperative Mode:

- All players have yards clear of leaves.
- The **Weather Card** draw pile has been exhausted and the final round has been completed.

## Competitive Mode:

- Any player has their yard clear of leaves.
- The **Weather Card** draw pile has been exhausted and the final round has been completed.

# Game Components

- 4 Yard Boards and 16 Recycle Bin tiles.
- 4 sets of player pieces (1 pawn, 10 upgrade, 4 storm & 2 immune)
- 230 Leaf Tokens (70 maple, 40 aspen, 40 fern, 40 oak, 40 pear)

- Game Board & Progress Meeple
- 2 Number dice and 1 location die
- Discard tray and draw bag
- 60 Sunshine Tokens
- 16 Unlock Tokens



6 Unique Storm Cards + 15 Calm Weather



4 Helper Cards



4 Professional Cards

# Learning the Lingo



Yard



Leaf Token



Player Pawn



Storm Marker



Upgrade Marker



Immunity Marker



Unlock Token



Toolbox



Scratch & Recycle Bins



Sunshine Token



Yard Area (Pool)

# Welcome to the Neighborhood

Mastering Upkeep begins with getting to know how to keep your yard looking tidy. Like any good homeowner, you need a good set of tools, some elbow grease and a few helpers. Each yard is divided into 4 areas (out of 5 possible), and each area contains a matching **Toolbox**.



Pool



Lawn



Roof



Deck

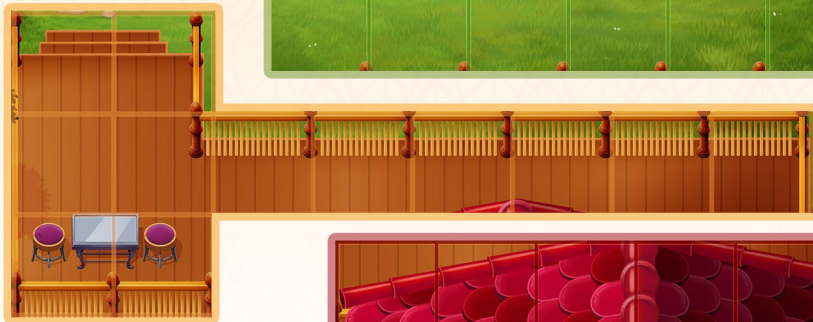
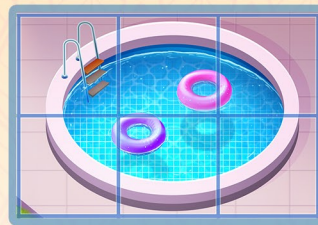


Garden



The **Toolboxes** along the top of your yard serve two purposes. First, they help you keep track of how many moves you can make in each area when you are cleaning. Secondly, they provide a way to keep track of where you are currently cleaning or placing leaves.

This example yard has Roof, Deck, Pool and Lawn areas. The **Toolboxes** along the top match each of those areas. Each area is divided into grids with a color matching the **Toolbox**. Below are the areas with their associated **Toolbox**:



## Before you Start

To begin, place the **Game Board** (A) in the center of the playing area. Shuffle the **Helper** and **Professional** cards (B) and place face down near the board. Place the green Meeple on the **Check Weather** icon (C). Place a single **Calm Weather** card (D) on the board face up. Create the **Weather Draw** pile (see below).



## The Weather Draw Pile

To create the **Weather Draw** pile, use the tables below to determine the number of **Storm** vs **Calm Weather** cards to place in the deck. Shuffle the cards and place on the center board. This is your **Weather Deck**.

Choosing the **Storm** cards randomly and without looking will add a nice uncertainty element to the game.

### Casual Game Mode

DIFFICULTY	STORMS	CALM WEATHER
Easy	4	10
Moderate	5	8
Difficult	6	6

### Normal Game Mode

DIFFICULTY	STORMS	CALM WEATHER
Easy	0 - 2	12 - 14
Moderate	3 - 5	9 - 12
Difficult	5	7 - 8
Extreme	6	6


## Player Setup

Each player will do the following before beginning the game:

Choose a **Yard Board** (A), a **Scratch Bin** (B) and 3 **Recycle Bins** (C). **Recycle Bin** recommendations are as follows:

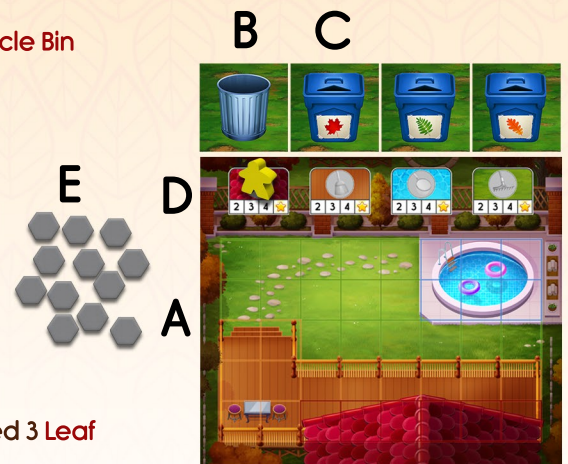
- Player 1   
- Player 2   
- Player 3   
- Player 4   

### Solo Mode:

We recommend  and 2 others of your choice.

### Variations:

Choose 3 bins at random.



Place player pawn (D) on the first **Toolbox**.

Draw 12 **Leaf Tokens** and place face down next to the **Yard Board**.

Pickup 1 token at a time and turn it over. Each area of your yard will need 3 **Leaf Tokens**. Place 1 at a time in your yard until all tokens are used.

# The Game Round

Each round consists of 5 phases. When each phase is complete, advance **Progress Meeple** to track the current phase. For detailed information on each phase, jump to the page indicated below.



## Check Weather (Page 6)

Turn over next **Weather** card and place face up on discard pile. In the event of a **Calm Weather** card, proceed to Roll Dice phase. In the event of a **Storm** card, do the following:

- Set a storm marker on each **Toolbox** indicated on the **Storm** card (skip toolboxes with an immunity marker).
- Follow the instructions on the **Storm** card.



## Roll Dice (Page 7)

Roll number dice. Roll location die if a **Calm Weather** card is active.

- Players set pawn on left-most **Toolbox** if a storm is active.
- Otherwise set pawn on **Toolbox** indicated by Location die.

### Calm Weather:



### Storm:



## Draw / Place Leaves (Page 8)

- Draw **Leaf Tokens** matching numbers on dice.
- Draw additional **Leaf Tokens** if instructed by **Storm** card.
- Tokens are placed in players yard as follows:
  1. Select a random **Leaf token** and turn it over.
  2. Place token in the area indicated by your pawn.
  3. Advance pawn to next **Toolbox**.
    - \* When on right-most **Toolbox**, move to **Toolbox** shown on location die.
    - \* When a **Storm** card is active, move to the left most **Toolbox**.
  4. Repeat steps 1 through 3 until all tokens have been placed.

### Leaf Placement Rules:

- Leaf token must be placed in an open square.
- Token can be stacked if no open squares remain.
- Stacks are limited to 3 tokens.
- Skip area if all squares have 3 tokens and place leaf in next area.



## Redeem / Upgrade (Page 9-11)

During this phase you can redeem full bins to collect **Sunshine Tokens**, and then use those tokens to buy upgrades (see table):



1 Token



3 Tokens



5 Tokens

### Available Upgrades:

- 2 Unlock toolbox (Place unlock token)
- 1 Upgrade toolbox (Advance upgrade marker)
- 2 Hire a Helper (Buy Helper Card)
- 3 Hire a Professional (Buy Professional Card)
- 1 Extra moves (for areas with \* unlocked)

Helpers and Professionals have additional upgrades as indicated by the # on the cards



## Clean Yard (Page 12)

To clean your yard, perform moves (see table below) and then place stacks of **Leaf Tokens** into your bins. Stacks must match the **Recycle Bin** they are placed in (except **Scratch Bin**) and each bin can only hold one pile of leaves at a time. Each player has 1 move at the beginning of the game for each area until additional moves are granted from upgrades. Each clean up round, do the following:

- Place pawn on left-most **Toolbox**.
- Determine number of moves for that area.
- Perform moves (see table to the right).
- Stacks of 3 **Leaf Tokens** (of the same type) can be placed in an matching **Recycle Bin** (or the **Scratch Bin**) without using a move.
- Advance pawn to next **Toolbox** when all moves are complete for current area.
- Repeat until all areas have been cleaned.

### Valid Moves:

- Move token to adjacent spot
- Stack token on adjacent token
- Swap token with adjacent token
- Unstack token into adjacent spot
- Stack 3 tokens on center token



# Check the Weather

There are 7 unique cards that may appear during the **Check Weather** phase:



Place 2 **Leaf Tokens** in each area before rolling the dice.

**Immunity Effect:**

Do not draw or place leaves in immune areas.

**Impacted Areas:**



No moves can be made on the garden this round.

**Immunity Effect:**

Garden can be cleaned.

**Impacted Areas:**



Draw double the number of Leaf tokens indicated on the dice.

**Immunity Effect:**

Place all leaf tokens, but skip immune areas.

**Impacted Areas:**



Divide available moves by half and round down. (Example: 3 moves = 1 move)

**Immunity Effect:**

Immune areas keep all available moves.

**Impacted Areas:**



No moves can be made on the pool this round.

**Immunity Effect:**

Pool can be cleaned.

**Impacted Areas:**



When Calm Weather is active, there are no adverse effects on the neighborhood.



No moves or pickups can be made in any area.

**Immunity Effect:**

Immune areas can be cleaned.

**Impacted Areas:**



**Hint:**

Helper cards will always provide an immunity for at least 1 area. They are a good way to protect the biggest and busiest part of your yard.



## Rolling the Dice

When performing the **Rolling Dice** stage, you will always roll both number dice. Each number die has numbers from 3 to 6, thus allowing 6 to 12 leaves to fall each round. Some **Storm** or **Professional** cards may change that number for one or more players.

The location die is only rolled when no **Storm** card is active. The location die determines where leaves will fall in a yard during the **Place Leaves** stage.



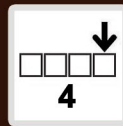
Lawn



Pool or Garden



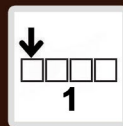
Roof



Last Toolbox (Right most)



Deck



First toolbox (Left most)



### When a Storm Card is active

The following is done when a **Storm** card is face up on the **Weather** discard pile:

- Each player places their pawn on the left most **Toolbox**.
- Add the number dice together. Draw that many **Leaf Tokens** from the draw bag.
- Draw additional **Leaf Tokens** if instructed by the **Storm** card.

### When a Calm Weather Card is active

The following is done when a **Calm Weather** card is face up on the **Weather** discard pile:

- Each player places their pawn on the **Toolbox** indicated on the location die.
- Add the number dice together. Draw that many **Leaf Tokens** from the draw bag.



# Placing Leaf Tokens

Each round, this stage represents the falling of leaves into your yard. Each yard has a unique order to the **Toolboxes** to allow the placement of leaves to be random. After drawing the number of **Leaf Tokens** indicated by the number dice and/or the **Storm** card, do the following to place your leaves:

1. Select a random **Leaf Token** from your pile and turn it over.
2. Place token in the area indicated by your pawn (see tips for placing tokens below).
3. Advance pawn to next **Toolbox**.
  - \* When pawn is on the right-most **Toolbox**, move pawn to **Toolbox** indicated by location die.
  - \* When a **Storm** card is active, move the pawn to the left most **Toolbox**.
4. Repeat steps 1 through 3 until all tokens have been placed.

## When placing a Leaf token, the following placement rules apply:

- **Leaf Token** must be placed in area matching the **Toolbox** with the players pawn.
- **Leaf Token** must be placed in an open square if available in current area.
- Token can be stacked on any type of token if no open squares remain.
- Stacks are limited to 3 tokens.
- If all squares contain 3 tokens, skip area and place token in next area.

## Tips for placing Leaf tokens:

- Try to place **Leaf Tokens** near other tokens of the same type.
- Try to keep open space between tokens of different types for future placements.
- When possible, place tokens near edges of an area to allow easy movement to other areas.

**Example 1:**

You will place 9 Leaf tokens in total and begin with the Lawn

In this example, your pawn will rotate through Lawn, Roof and Deck until all your Leaf tokens have been placed. When done, you should have placed this many tokens in each area:

○		3	
3		3	

**Example 2:**

You will place 9 Leaf tokens in total and begin with the Deck (4th area)

In this example, your pawn will remain on the Deck until all your Leaf tokens have been placed. When done, you should have placed this many tokens in each area:

○		○	
○		9	

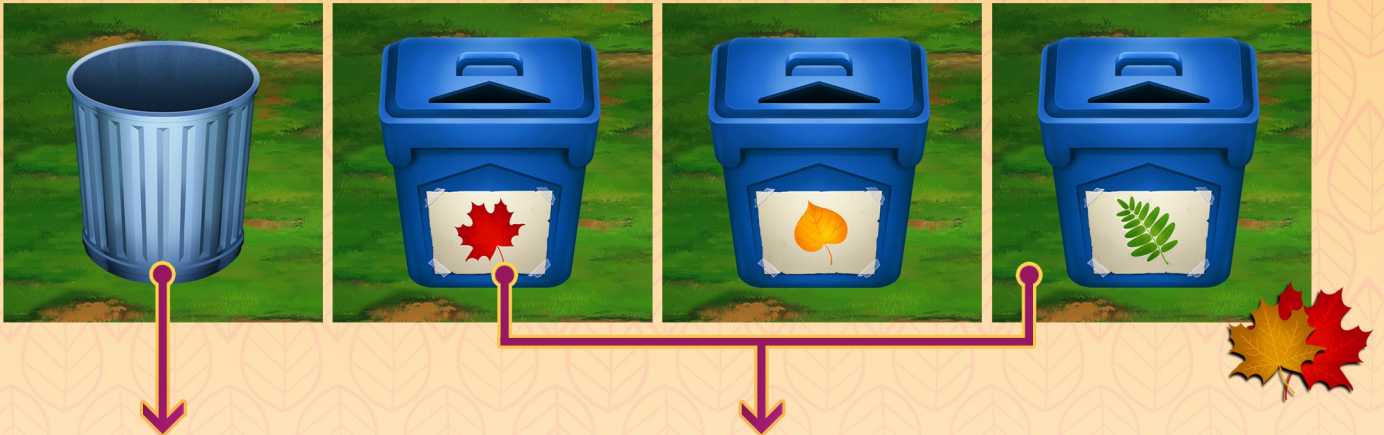




# Redeeming bins

Each player will have a set of bins. Each bin board includes 3 **Recycle Bins** (each with 3 unique leaf types) and 1 **Scratch Bin**.

Each player should have a slightly different set of **Recycle Bins**, but the **Scratch Bin** will work the same for all players.



## Scratch Bin

When a pile of **Leaf Tokens** is in your **Scratch Bin**, you can do the following with it during the **Redeem/Upgrade** phase only:

- Discard
- Place in another players **Scratch Bin**
- Move into an empty (matching) **Recycle Bin**
- Trade with another player from their **Scratch Bin**

## Recycle Bins

Any full **Recycle Bin** can be redeemed for **Sunshine Tokens**. More tokens are awarded as more bins are redeemed at the same time:



Example 1:



The maple and fern bins are full, so the player can redeem them both for 3 tokens or wait until the next round.

Example 2:



All bins are full and Scratch bin has an extra pile of maple. The player can redeem the 3 bins for 5 tokens, and then move the maple to the Recycle Bin and redeem it for an additional token.



# Upgrading

When you have 1 or more **Sunshine Tokens**, you can use those tokens to unlock tools, upgrade tools, hire help or upgrade existing help.

## Toolboxes

When you begin, you can make a single move in each area of your yard.

For more moves in any given area, you must unlock the **Toolbox** for that area by purchasing an **Unlock Token** for 2 **Sunshine Tokens**.

Example:

Lawn = 3 moves Deck = 1 move Roof = 2 moves	 2  4 	 2 3 4 	 3 4 
---	--	--	--

Simply place the **Unlock Token** on the appropriate **Toolbox** and an **Upgrade Marker** on the 2 as shown here for the Roof.

Once a **Toolbox** is unlocked, you can advance the **Upgrade Marker** 1 square for 1 **Sunshine Token**.

When a **Toolbox** is fully upgraded (★), you still have 4 moves, but now **Extra Moves** are unlocked for that area.

Upgrade Example



Unlock Example



## Hiring a Helper

Each player can hire a single **Helper** at any time for 2 **Sunshine Tokens**. If more than 1 player wants to hire a **Helper** at the same time, players roll a die to see who goes first. Then the player does the following:

- Draw the top 2 **Helper** cards.
- Select 1 of the cards and place face up next to your yard.
- Shuffle the remaining card back into the pile.

The first bonus is immediately unlocked. All other bonuses must be unlocked by paying the indicated number of **Sunshine Tokens** and placing an **Upgrade Marker** on the bonus. Bonuses must be unlocked in the order they appear on the card. If you do not want either of the 2 drawn cards, you can shuffle them both back into the deck and spend another 2 tokens to try again.

## Omio, Mia, Tukito and George



Each of these helpers makes an area of your yard immune. This helps block certain storm effects for that area.



# Upgrading

## Hiring a Professional

Each player can hire a single **Professional** for 3 **Sunshine Tokens** at any time. If more than 1 player wants to hire a **Professional** at the same time, they roll the dice to see who goes first. The player then:

- Draws the top 2 **Professional** cards.
- Selects 1 of the cards and places it face up next to their yard.
- Shuffles the remaining card back into the pile.

The first bonus is immediately unlocked. All other bonuses must be unlocked by paying the indicated number of **Sunshine Tokens** and placing an **Upgrade Marker** on the bonus. Bonuses must be unlocked in the order they appear on the card.

**KIERA**

✓ Move one leaf anywhere once per clean up

Once per clean up you can place one stack of 2, 3 or 4 leaves in any bin **3**

6 Discard scratch bin an unlimited number of times during clean up

Normally you need a pile of 3 leaves of the same type to fill a Recycle bin. This bonus allows you to place a single pile of 2, 3 or 4 leaves in a single bin once each clean up round.

Discards are unlimited. You can empty the Scratch bin as many times as needed during the clean up round.

**WENDY**

✓ Collect 1 token when discarding scratch bin

Choose 1 area each round during clean up and double your moves **2**

3 Select any helper card and place upgrade markers on all bonuses

Only applies during Redeem/Upgrade phase. Does not apply when a Special move is made to empty Scratch bin.

Choose any remaining Helper and place it face up next to your yard. Place upgrade tokens on all bonuses. If Helper unlocks a Special Helper, choose 1 and place next to your yard.

**ESME**

✓ Add or Subtract 2 from the dice roll before drawing leaves

Leap over any number of piles for a single move (land on same leaf or open spot) **2**

4 Scratch bin can hold up to two separate piles of leaves

For a single Leaf token, you can jump over any number of other Leaf tokens in a straight line. You must land on an open spot or a Leaf token of the same type.

Scratch bin acts like 2 Scratch bins. All normal rules apply.

**TRISTAN**

✓ Discard a single leaf token once per clean up

Make one extra move for each area of your yard each clean up round **3**

6 Set pawn on any toolbox before placing leaves (Ignore location die or storm)

Once each clean up round, choose a single Leaf token and discard it. This can occur anytime during that round.

During the dice roll stage, ignore the dice roll and place your pawn on any of the 4 toolboxes. This includes when a Storm is active.

**LUCAS**

✓ Skip a single area when placing leaves (Can be different each round)

Swap any two leaves up to twice per clean up round **3**

5 Redeem bins one at a time for 1 token each during clean up

With this bonus you will still place the same number of Leaf tokens, you simply place them in the other areas.

Swapped leaves can be any 2 leaves from anywhere in the yard. The leaves trade places without using a move.

You can redeem a single bin for 1 token as many times as you have a full bin during the clean up round.

**SAVANA**

✓ Choose an area to be immune each round. (Can be different each round)

Receive one extra token when redeeming bins (i.e. 4 tokens instead of 3 for 2 stacks) **3**

4 Once per clean up 1 bin can hold a mixed stack (top leaf determines bin)

During dice roll stage you choose which area is immune to Storms. In the event of a Hail or Wind storm, do not place the extra leaves on that area.

With this bonus you will still place the same number of Leaf tokens, you simply place them in the other areas.

Mixed piles are any combination of Leaf tokens. When placed in a Recycle bin, the top Leaf token must match the bin. A mixed pile can still be redeemed based on the bin it is in.



# Cleaning Your Yard

Leaves are removed from your yard when you create a stack of 3 leaves of the same type. You can immediately move that into a matching bin if you are cleaning the area where the stack is currently located.

All bins can hold a single stack of leaves.

The **Scratch Bin** can hold one stack of any type of leaves.

Each player can make a single move in any area with an unlocked **Toolbox**. For additional moves, **Unlock Tokens** or **Upgrade Markers** can be bought with **Sunshine Tokens**. Some **Helper** and **Professionals** may also give additional moves.

Do the following each time you clean your yard:

## 1. Set your pawn

Your yard is always cleaned in the order of your **Toolboxes**. To keep track of where you are working, set your pawn on the left most area when you begin, and advance your pawn each time you complete an area.



## 2. Determine moves for area

Before you start cleaning an area, determine how many moves you will get for that area. By default you will always have a single move. When you buy an **Unlock Token** for a **Toolbox**, you will then have 2 moves for that area. Each additional Upgrade will increase your moves (as indicated by the marker on the **Toolbox**).

### Example 1:



(Available Moves for each area)

In this example, when working in the Roof area, there are 3 available moves because the **Toolbox** has been unlocked and then upgraded once.

All the remaining areas have a single move because they have not been unlocked or upgraded.

### Example 2:

In this example, when working in the Roof or Pool areas, there are 2 available moves in each because both **Toolboxes** have been unlocked.



(Available Moves for each area)



# Cleaning Your Yard

## 3. Make your moves

When cleaning your yard, there are a number of basic moves available to help you create stacks of 3 leaves:

### Move, Stack, Unstack or Swap



- \* Tokens must be adjacent (up, down, left or right).
- \* Tokens cannot be placed on piles of 3 or more.
- \* A pile can be moved or stacked if result is 3 tokens or less

### Pattern stacking

If you have **Leaf Tokens** in the following patterns and they are in a single area, they will stack together on the center token as a single move:



L shape can be any direction as long as all tokens are the same Leaf type and in the same area.

This includes both horizontal and vertical directions as long as all **Leaf Tokens** are the same type and in the same area.

### Leaf Stacks

When a complete stack of leaves is located in your yard while you are cleaning, it can be moved into an appropriate bin without using any moves. The following conditions apply:

- \* Stack can only be placed in a bin matching the leaf type or the **Scratch Bin**.
- \* You must be cleaning the area of the yard where the stack is located.
- \* The bin must be empty.

## 4. Extra Moves

When you have fully upgraded a **Toolbox\***, you can use **Sunshine Tokens** during the clean up phase to perform extra moves. This only applies to the area that is fully upgraded when you are cleaning that area. See example on the right for details.

## 5. Advance your pawn

When you have completed your moves, advance your pawn to the next **Toolbox**. When you have completed the last area, the clean up round is done for you. Wait until all other players have completed their clean up round before advancing to the next stage.

### Extra Moves:

With a toolbox fully upgraded\* you can spend Sunshine Tokens to do the following extra moves (1 token each):

- Empty bin
- Discard Leaf token
- Extra move



\* Example of a fully upgraded toolbox

## Variations

### Solo Mode

This mode works exactly the same as the normal mode. The **Weather** deck controls the length of the game, and the challenge is to clear your yard before you run out of weather cards.

### Casual Mode (aka Family Mode)

This mode allows for a simpler game for young players or anyone who enjoys a less complicated game. The changes in this mode are as follows:

- Only a single number die is used. The location die is not used.
- When placing leaves, place the pawn on the left most **Toolbox**.
- Bins hold 4 **Leaf Tokens** instead of 3.
- When cleaning, simply pickup one **Leaf Token** at a time and place it directly into a matching bin for a single move.
- **Helper** and **Professional** cards are not used.
- **Recycle Bins** can only be redeemed when they reach a stack of 4 leaves.
- The **Scratch Bin** can be used to trade any number of leaves with leaves from other Player **Scratch Bin**.
- Game difficulty is managed by the **Weather** deck. Choose # of **Calm Weather** & **Storm** cards from the table.
- All other rules are the same as the normal mode.

DIFFICULTY	STORMS	CALM WEATHER
Easy	4	10
Moderate	5	8
Difficult	6	6

## Scoring the Game

When playing competitive mode, if more than 1 player has a clear yard in the same round, or if the **Weather** cards draw pile is empty without someone clearing a yard, score as below:

### Bonus Points:

- 50 Each leaf type not in yard (Example: No maple Leaf tokens remain in yard = 50 points)
- 25 Each area clear of leaves (Example: No leaves remain on Deck and Roof = 2 x 25 points)
- 25 Each fully upgraded **Professional** or **Toolbox**
- 10 Each empty bin (Including **Scratch Bin**)
- 10 Each fully upgraded **Helper**
- 5 Each unused **Sunshine Token**

### Penalty Points:

- 25 No empty bins (including **Scratch Bin**)
- 10 Each unlocked **Toolbox**
- 5 Each square in the yard with 1 or more **Leaf Tokens** remaining



# Upkeep



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<https://www.gametimeagain.com>