

TOSS IT IN THE TRASH

GAME MATERIALS

50 number cards (5 sets of cards in 5 different colors, each with a value of 1 to 10)



40 wooden pieces of garbage (10 each of milk cartons, tin cans, bottles and apple cores)



6 point-counters (minus points on the front and plus points on the back)



1 garbage bin (you have to put together the garbage bin before your first game, using the 3 sections; see illustration to the right)



1 set of instructions

GAME DESCRIPTION

We all know it: Nobody wants to take out the garbage. So the players pile the garbage up higher and higher. If something falls out, the player whose turn it is has to empty the garbage bin and gets minus points. But if you pile up everything deftly and are able to accommodate the last item, you are rewarded with plus points. The player with the most points wins.

Note: The game idea is purely fictitious – in the development phase of this game, no testing was done with real garbage. Any resemblance to actual situations is purely coincidental 😊. Of course, in real life, all garbage should be carefully separated!

GAME SET-UP

Place the garbage bin in the middle of the table. The bin is pre-filled with pieces depending on the number of players. These pieces are put in the bin in a random arrangement:

Players	Pre-filled items
2	3 each of milk cartons, tin cans, bottles and apple cores
3	2 each of milk cartons, tin cans, bottles and apple cores
4	1 each of milk carton, tin can, bottle and apple core
5	none

Separate the garbage pieces by type and put them next to the garbage bin as a supply. Lay the 6 point-counters with the minus points facing up into a stack next to the supply, sorting them from „-6“ to „-1“ so that the „-1“ is lying on the top of the stack.

Each player chooses a card color and takes the corresponding set of cards. With fewer than 5 players, the remaining set(s) of cards are not needed and are put back into the box. Each player shuffles his cards well and lays them face down in front of him as a draw pile. After that, each player draws the 3 top cards from his draw pile and takes them into his hand.

COURSE OF THE GAME

The game runs for a maximum of 10 rounds. At the beginning of a round, each player selects 1 of his 3 hand cards and lays them face down in front of him. When all players have laid down a card, they simultaneously turn over their card. The player with the lowest number goes first. The number on the card indicates how many garbage pieces the player has to put from the supply into the bin during his turn. After that, the player with the next highest number has his turn, and so on.

If two or more players have played the same number, the player with the card showing the least mice goes before the other(s) with the same number card; after that, the next higher number of mice, and so on.

Putting garbage in the bin

The following rules apply for placing the garbage items into the bin:

-  You can choose any one type of garbage item from what's available. To begin with, you may place only pieces of this type. If you have placed the last piece of this type on your turn, but, according to your card, you have to place more items, you can then choose another type of garbage, etc.
-  You put the pieces of garbage into the bin one after another.
-  In doing so, you may use only one hand.
-  You are allowed to move garbage pieces that have been already placed, but only by using the piece you are now trying to place. You may not take already placed items into your hand and rearrange them.

When all players have put garbage items into the bin, the current round ends. Each player draws another card from his draw pile before the next round starts.

What happens if something falls out?

If even one piece of garbage falls out while you are placing an item, your turn ends immediately. You have to take the topmost point-counter and lay it next to your draw pile with the **minus points** facing up.

Now you have to empty the garbage bin and put the garbage pieces back into the supply. After that, depending on the number of players, the bin is refilled with some items (see table on page 1). Then the round is completed as described above, which means that players who might still have to take their turn put the required garbage pieces into the bin.

What happens when the supply is empty?

In case you put the last item from the supply into the bin without anything falling out, your turn ends immediately and you receive the topmost point-counter. As a reward for this extraordinary achievement, you may lay it next to your draw pile with the **plus points** facing up.

Now you have to empty the garbage bin and put the garbage items back into the supply. After that, depending on the number of players, the bin is refilled with some items (see table on page 1). Then the round is completed as described above, which means that players who might still have to take their turn put the required garbage pieces into the bin.

Note: Of course, you should not make it too easy for the players who follow to place their pieces!

END OF THE GAME

The game ends when one of the two end conditions occurs:

1. All players have played their last card. The 10th round is completed; after that, players do the scoring.
2. A player takes the last point-counter ("-6" or "+6" points). The game ends immediately and then players do the scoring.

SCORING

The players add up the points on their counters. If a player has no counters at all, he has 0 points. The player with the most points wins.

Note: A player can win also with 0 points or a negative point value!

In case of a tie, the players involved share the win.

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