

WORLD OF WASTE

Welcome to the WORLD OF WASTE! You are the proud owner of a recycling station where you receive all kinds of Waste. It's dirty and hard work, but also quite lucrative. Unfortunately, some rough competitors have emerged on the waste market, and now you must sell the waste in the right combinations and quantities to become the winner of WASTE.

And the winner is...

The game consists of three rounds and the player who has sorted his or her waste the best and earned the most money (points) after the third round is the winner of WASTE. Each round consists of six steps:

1. Select a boss

Find out who most recently took out waste at home. Reward that player with the boss card, which is represented with the "boss card", placed in front of the player.

Boss card



Alternatively, the boss may be given to the player who has played the game the least times. In round two and three, the boss card is given to the player who has earned the fewest points, as described later.

2. Distribute the Waste

Now waste is distributed! The boss distributes waste (cards) to all players. Mix all the cards thoroughly and then give out to each player:

2 players: 7 cards each

3 players: 7 cards each

4 players: 6 cards each.

Each player now selects only one card from his or her (waste) pile, which is placed face down in front of the player. Then pass on the rest of the pile to the player on his or her left side. At the same time you receive a new pile from the right. Each player again selects only one card from the received pile, which they must keep, and then passes on the pile on the left. Continue until all cards are handed out, so all players have 7/6 cards. A player must never pass already selected cards on, but they may always have a look at them.

Some players may be faster than others to choose cards, so be aware not to mix the piles together when they are forwarded.

3. The marketplace

The players now pick up the cards in front of them. Now it's time for an auction of extra waste, which are bonus piles, consisting of three random cards each. Place 1, 2 or 3 bonus piles, depending on whether you are 2, 3 or 4 players (one bonus pile less than there are players) in the center of the table. In each bonus pile, place two cards face up (visible) and one card face down (non-visible). Cause when you buy Waste, you never really know what you get.



4. Auction

Now, each player secretly selects a number of cards they have on hand that they are willing to sacrifice to get a bonus pile. You must only sacrifice cards you have in your hand from the given round. When all players are ready, count "3, 2, 1, WASTE" and on WASTE, all players show how many cards they will pay for a bonus pile.

The player who has auctioned the most cards chooses bonus pile first.

Put the auctioned cards into an incineration pile and these cards are now out of the game. The player now has the first choice of bonus pile and can pick up one of the bonus piles. If you are more than two players, the player with second most auctioned cards must select the next bonus pile, etc.

If you did not get a bonus pile, you will not lose your auctioned cards, which return to your hand. Everyone should be aware that you have to pay at least one card to get a bonus pile, since nothing in life is free.

If two or more players have auctioned the same number of cards, it is the boss who wins the auction. That's the advantage of being the boss! If neither of them is boss, count the total auction value as shown on the cards next to the symbol of an auction hammer in the upper right corner.



As shown on the cards, "Plastics" and "Hazardous waste" have no auction value, while all other cards have an auction value of 1 to 4 and "Recyclers" have 5 in auction value. This auction value is added together, and the highest amount wins the auction.

In the very unfortunate and rare situation where the number of cards auctioned is the same, neither of the players is the boss and the auction value is the same, it is the player who is closest to the left of the current boss who gets the first choice for the bonus pile. Remember to pay at least one card to get a bonus pile. Excess bonus piles is out of the game and put into the **incineration pile**.

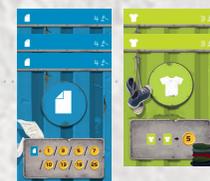
5. Recyclers

Now you must play any Waste Collectors. They are described further down. You MUST play all Waste Collector cards even if you draw a new Waste collectors card.



6. Sort the waste

The waste should now be sorted at your recycling station. Put all your waste on the table in front of you and organize it in the different types of waste. You place your points on the cards together so that you can see who has the most points. Each type of waste gives different points and is explained further down.



The cards in front of the player in their recycling station remain there the rest of the game. The cards can not be removed at any time. (Unless you use a recycler as described later).

In the second and third round, the boss is assigned as consolation to the player who has the fewest points. If there are two or more players who have the fewest points, the boss goes to the lowest-ranked player AND is the closest to the left of the current boss.



The winner of WASTE

Start again from stage one unless you have played the third and last round. The winner of WASTE is the player with the most points! If two or more players have the same number of points, the winner is the player with the highest total auction value on all his or her cards at their recycling station.

Summary of the cards:

Recyclers

Recyclers are played after the auction round and before sorting. A Recycler offers two options:

1. Draw three new cards from the waste pile and lay them down on the table in front of you in your recycling station. The Recycler is then thrown in the incineration pile and is out of the game.

2. Use the Recycler to remove one of your cards that you have in your hand or is on the table in front of you in your recycling station. This card goes to the incineration pile together with the Recycler and both cards are out of the game. This is the only time where a card from your recycling station can be removed.

You must choose either to draw three cards or remove one card. **You can not do both.**



Food waste

Food waste is worth 1 point at the end of the game.

Compost

Compost does not add any points at the end of the game in itself. But if Compost is paired with food waste, food waste is worth three times more. If there are three food waste on the Compost it is worth a total of 9 points. There must be no more than 3 food waste on one Compost, and each food waste is only allocated to one Compost.

For example, eight food waste and two Composts is total 20 points (3x3 + 3x3 + 1 + 1 = 20).

Electronics

There are two types of electronics - small and large. They are the same type of waste, but Large Electronics has twice as much value as Small Electronics. When Electronics are counted together, Small Electronics applies as one electronics, where Large Electronics applies as two electronics.

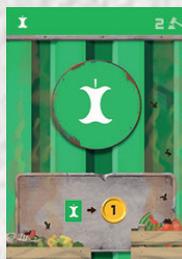


<- For example, Two Small Electronics and Three Large Electronics provide a total of eight electronics.

The player with the most Electronics combined at the end of the game earns 10 points.
The player with the second most electronics

combined earns 5 points.

If there are two or more players with the most Electronics, the 10 points are cut in half and each player earns 5 points - even if there are three or four players to share these points. In that case, there is no points for the second most. If there are two or more players who share the second most, they will not get points.



Textiles

A Textile card is not worth any points, but two Textiles is worth 5 points.

For example, five Textiles cards are worth 10 points

Metal

One and two Metal is worth no points, but three Metal is worth 10 points.

For example, eight metal cards are worth 20 points.

Paper

One Paper is worth 1 point. Two Paper is worth 3 points, etc. Eight Paper is worth 25 points, which is maximum.

For example, ten papers is worth 28 points - eight papers are 25 points and two papers are 3 points = 28 points.

Hazardous Waste

Hazardous waste would most likely be avoided as each card gives -2 points. However, one can specialize and collect five hazardous waste, worth 12 points.

For example, seven hazardous waste is worth 8 points (12 + -2 + -2 = 8).

Plastic

The company that collects Plastic only sign a contract with the player who has the most. Everyone else can not get rid of the plastic and that sucks. The player with the most plastic at the end of the game earns 12 points.

Those with less plastic than the player with the most gets (minus) -10 points!

If more players share the most Plastics the 12 points are cut in half and each player gets 6 points - even if there are three or four players to share the points. Minus points are not shared between players and each player gets -10 points! Players without Plastics earn 0 points.

Enjoy!

Credits

Graphic Design: Niklas Høok

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