

# Rubbish

Designed by Danielle Reynolds

2-6 Players | ages 8+ | 20-30 minutes






## Overview

Dumpster dive by collecting, flipping and moving tiles to earn points for garbage. Just watch out for junk yard dogs!

## Set Up

### Components

- 140 Tiles
- 4 Shovel Cards
- 1 Dog House Card
- 6 Reference Sheets
- 16 Bonus Cards

Bike	Tin Man	Freegan	DVD Player	Radio
				
5 Points	7 Points	4 Points	3 Points	3 Points

### Set Up

1. Throw all the tiles into a single **garbage pile**. Then toss, flip and move the tiles around until they are sufficiently messy with some tiles face up and some face down. **Make sure the dogs are all face down.**
2. Hand each player a **reference sheet**.
3. Lay out **5 goal cards** face up so everyone can see them and **4 shovel cards** around the **garbage pile**.



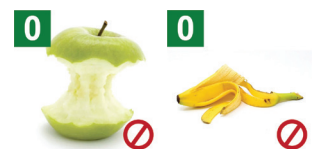
### How to Play

1. You get up to **3 actions per turn**. You can repeat the same action.

- **Actions**
  - **Pick up a tile**
    - The tile can be face up or face down.
    - The tile must not have anything on top of it in order to pick it up.
  - **Slide a face-down tile**
    - You may slide a **face-down** tile as long as you do not flip it over. You will drag it with one finger putting pressure on a part of the tile and drag away from the garbage pile.
  - **Flip a buried face-down card**
    - If a face-down card is buried **face-down**, you may flip it using a shovel card and the entire pile of tiles on top of it over.
    - You **do not** take the tile you flipped.
    - Leave the tiles where ever they landed unless they fall off the table. Return those to the table.
- If you get a tile with **garbage (apple/banana peel)** on it your turn is over.
- If you reveal a **Junk Yard Dog tile** your turn is over and anything you grabbed on your turn gets taken to the doghouse. Also, quickly mess up the garbage pile with your hands to move around the tiles into new locations. If any dogs are revealed flip them face down and continue with the game.
- Using **specialty tiles** do not count towards your **3 actions per turn**.

2. If you collect all the tiles displayed on a **goal card** add the additional points to your score at the end of the game. The same tile can be used to score multiple goal cards.

## Turn Over



## Game Over

























































### End of Game

The game ends once **3 Junk Yard Dogs** have been pulled from the **garbage pile**.

## Winning

The player with the most points at the end of the game is the winner. Count all the points from the **bonus cards** and **tiles** to determine your score.

## Bonus Cards

<b>Bike</b>   x1  x2 <b>5 Points</b>	<b>Tin Man</b>   x5 <b>7 Points</b>	<b>Freegan</b>     <b>4 Points</b>	<b>DVD Player</b>     <b>3 Points</b>	<b>Radio</b>     <b>3 Points</b>	<b>Recycled Wheel Table</b>     <b>7 Points</b>	<b>Pinocchio</b>   x1  x2 <b>5 Points</b>	<b>Computer</b>     <b>5 Points</b>
<b>Can Food Drive</b>   x5 <b>6 Points</b>	<b>Compost</b>     <b>7 Points</b>	<b>Toy House</b>   x1  x3 <b>6 Points</b>	<b>Stained Glass</b>   x2  x2 <b>7 Points</b>	<b>Entertainment Center</b>     <b>6 Points</b>	<b>Car</b>     <b>4 Points</b>	<b>Dinning Room Table</b>   x1  x2 <b>4 Points</b>	<b>Bonfire</b>   x2  x1 <b>4 Points</b>

## Specialty Tiles

- Junk Yard Dog (5)** – lose everything you grabbed this turn and place it in the doghouse. Quickly mess up the garbage pile with your hands to move around the tiles into new locations then end your turn.
- Dog Bone (2)** – use this bone to protect yourself from the junk yard dog stealing from you. Or use it to steal any tiles you want from the doghouse. Then flip over the tile to show you've used its ability.
- Safety Gloves (2)** – protect against glass and diapers, chose one tile per glove to be worth 0 points instead of negative points.
- Cat (2)** – this cat will sit on a piece of furniture and multiply the point value by 2.
- Rat (2)** – turns every apple core or banana peel you have into 1 point. Your turn would still end though.
- Crate (2)** – lets you take two additional actions in one turn. This has a one time use but does not need to be played right away.
- Seagull (2)** – lets you steal one tile from another player as soon as you pick the seagull tile up. After stealing, flip over the tile to show you've used its ability.

