

Garbage Grabbing Grannies

Designed by Ellie Dix

3-5 players | 45 minutes | Age 8+

Object of the game:

Pick up and deliver pieces of rubbish to make sets and win points.

Components:

- 1 board
- 5 player boards
- 80 pieces of rubbish (16 in each of 5 colours)
- 5 trollies
- 20 power cards
- 35 objective cards
- 1 rubbish bag
- 1 first player token

Preparation:

- Place the board in the middle of the table.
- Give each player a player board and a matching trolley.
- Players place their trolley on the outer spot of their colour.
- Put all the pieces of rubbish in the bag. Shake them up to shuffle them, then pull out pieces of rubbish at random, placing them on the spaces on the board. Each space has a number of squares by it, which shows how many pieces of rubbish are placed there. If a piece of rubbish of the same colour as the current space is revealed, put it aside and pull out another. When you've finished filling the board, replace any pieces of rubbish you put aside in the bag.
- Shuffle the objective cards and place them in a face down deck near the board. Reveal the top four cards and put them in a line next to the deck.
- Shuffle the power cards and place them in a face down deck above the objective cards. Reveal the top four cards and put them in a line next to the deck.
- Randomly decide who will be the first player and give them the first player token.

How to play:

Standard Actions

On your turn you may take up to FOUR actions. You can take any of the actions below, in any order. You may repeat actions.

- **Move:** Move forwards from your current space to a connected space.
- **Pick up:** Pick up one piece of rubbish from your current space and put it in the top of your trolley.
- **Drop off:** Drop off the top piece of rubbish in your trolley at your current space. Most of the time, you will want to drop off pieces of rubbish that match the colour space you are on. When you do this, you can either 1) place the piece of rubbish in a spare delivery square on your player board or 2) discard the piece of rubbish to activate a card you hold. Sometimes you may want to drop off a piece of rubbish that doesn't match the space colour. This is permitted. If you are dropping off, you may ignore the

space's refill capacity. You may only drop off pieces of rubbish from the top of your trolley. At the central space you may only drop off pieces of rubbish of your own colour.

- **Refill space:** Pull pieces of rubbish out of the bag and place them on the space until the space is refilled to its capacity. If you pull out a piece of rubbish that matches the colour of the space, put it aside to redraw from the bag, as in set up. If you are on a space matching your own colour, you may refill the space without spending an action point.
- **Take card:** Take one of the power cards in the line into your hand. You may only have one card in hand. The card in your hand is not yet activated. You must activate the cards before using the powers on them.

Additional Actions

In addition to your standard actions, you may offload your delivered pieces of rubbish to claim objective cards or to activate a power card. These do not count towards your standard actions.

Claim objectives If you have delivered pieces of rubbish matching those on one of the face up objective cards in the line, you may discard the pieces of rubbish to the box to claim the card. Objective cards give you points at the end of the game.

Activate a power card You may discard one delivered piece of rubbish to activate a card from your hand. Place the card in one of the three spaces below your player board. The discarded piece of rubbish goes back in the box. You may have a maximum of one power card of each type. If you already have three active cards, you may activate a fourth, but must discard one of your current cards to do so.

Card Powers

- 1 extra action per turn: You may use 5 action points per turn.
- Pick up any amount for 1AP: Pick up multiple pieces of rubbish from the same space but only spend 1 action point.
- Drop off any amount for 1AP: Drop off multiple pieces of rubbish to the same space but only spend 1 action point.
- Refill space for free: Refill space without using action points.
- Double space in trolley: Double your trolley's capacity. It may now hold 4 pieces of rubbish, not 2.

Game End:

Game end is triggered when the rubbish bag is empty. Finish the round so that all players have an equal number of turns.

The player with the most points is the winner.