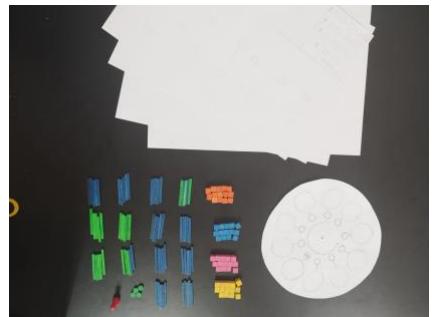


PLASTIC RECYCLING

● Short description

Join the 4-player game of plastic recycling! Strategically arrange tokens to optimise recycling efforts and manage the timeline wisely along the waste sheet for a sustainable future. Easy to learn, hard to master. Compete with friends to lead the recycling revolution and become the ultimate eco-champion!



● Material List

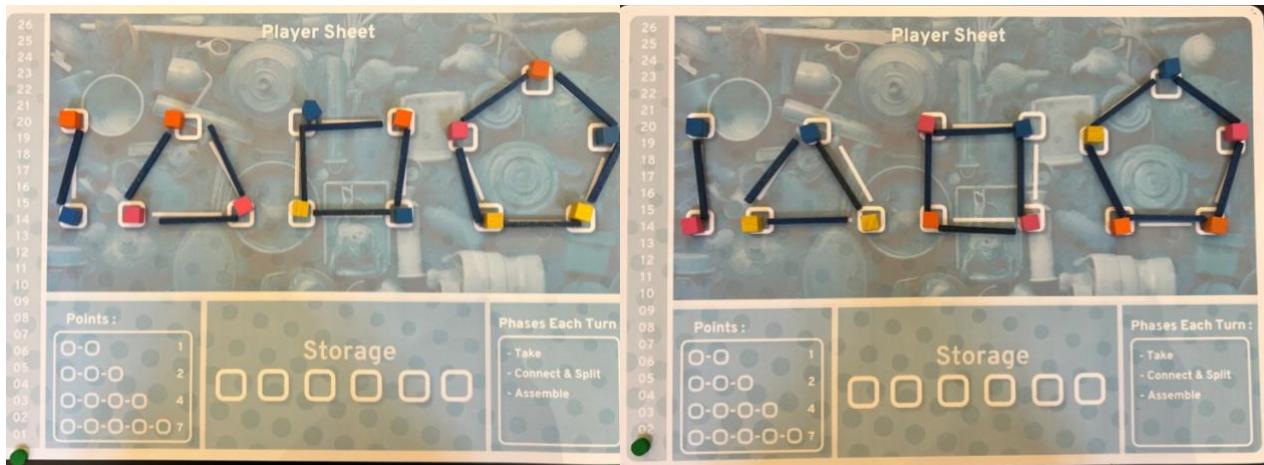
- 56 tokens (14 of each colour: pink, yellow, blue and orange)
- 70 connection sticks
- 4 player sheets (4 blueprints of different shapes on it)
- 4 point markers
- 1 waste sheet
- 1 timeline marker

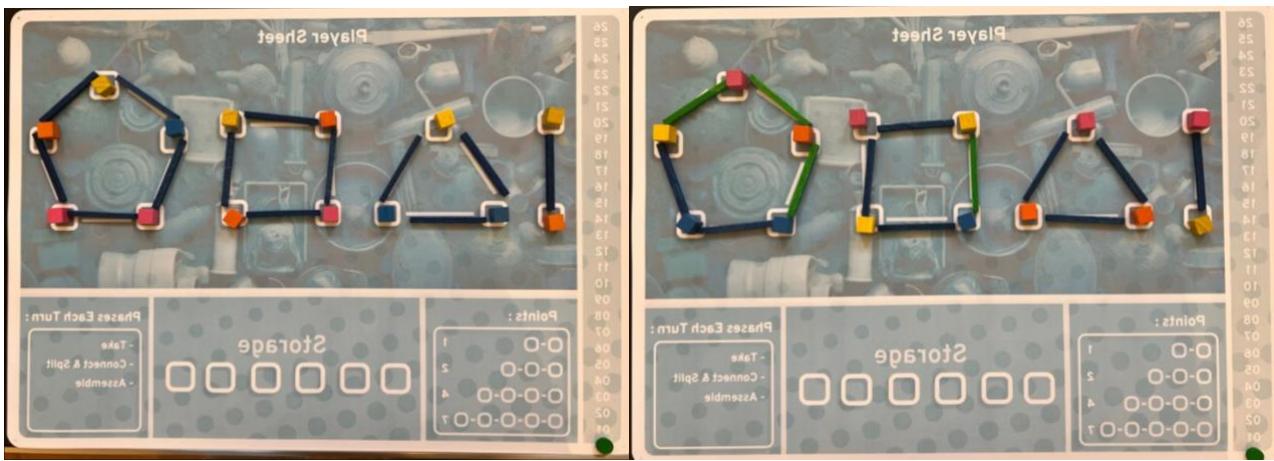
● Goal

Have the most points at the end of the game, by recycling plastic in a smart way.

● Set Up and Start

Put the waste sheet in the middle of the table. Locate the timeline marker on the field that says 'start'.





Each player gets one point marker and sets it to 0 on their sheet. The start setup is slightly different for each player. Arrange the tokens and connection sticks according to the picture.

● Game Loop

One round consists of each player taking a turn after each other in clockwise order. A random player starts.

On your turn, there are 3 phases:

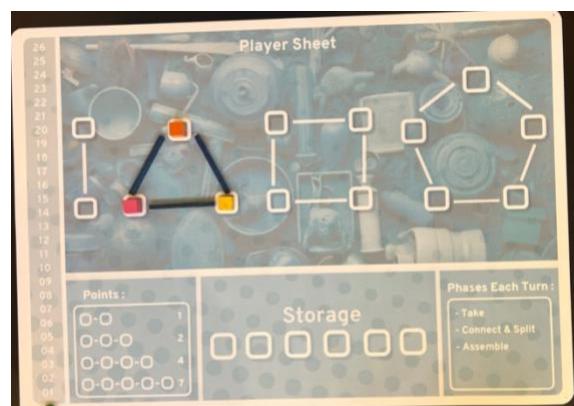
1) Taking

During the first round, this will not matter, as there is nothing to take. If there is nothing to take, continue to '2) Connecting and Splitting', but remember it for later rounds.

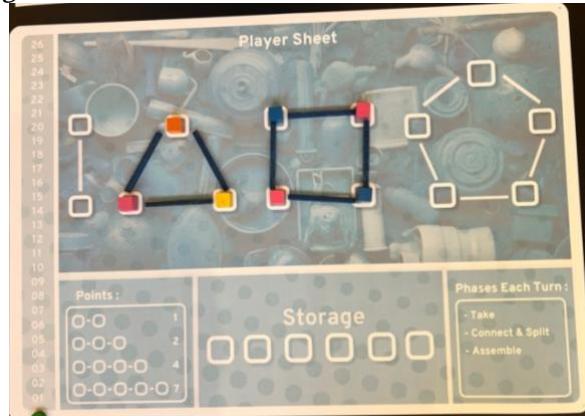
- You may take a pile of tokens from the waste sheet, if the number of tokens matches a completely free splitting blueprint of the same amount on your player sheet.
- You arrange the tokens on the slots of the blueprint in any way.
- You then put the appropriate amount of connection sticks between the tokens, as shown on the blueprint.

Example:

- *Player A takes a pile of three tokens and puts them in the triangular splitting blueprint. Player A can't put the pile on any other blueprint, even though all of them are free.*



There is a single other pile of 4 tokens (2 blue, 2 pink), which Player A puts on their rectangular blueprint, occupying the slots as follows:



2) Connecting and Splitting

In this phase, you can do up to 2 Connections or Splits.

Connecting: Tokens that you arrange on a blueprint by '1) Taking' them, automatically get connected. However, you can add connections or enforce them.

- Choose two adjacent tokens on any blueprint of any player and add a connection, even when it already has a connection.
- You cannot add a connection between two tokens if they are already enforced by two connections.
- When you split an enforced connection, you remove the enforcing connection stick and the affected tokens are now only connected by a single connection stick.

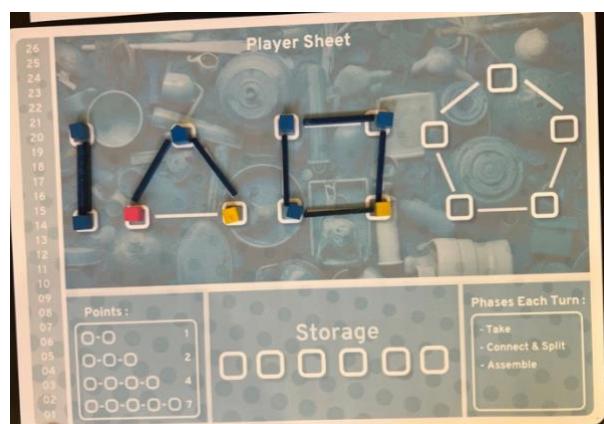
Splitting:

- You name two colours and take away all connection sticks between tokens of these two colours.
- If a token has no connection sticks attached to it, you immediately add the token to your storage.
- You can not break a combination of two colours if that would cause your storage to overflow.

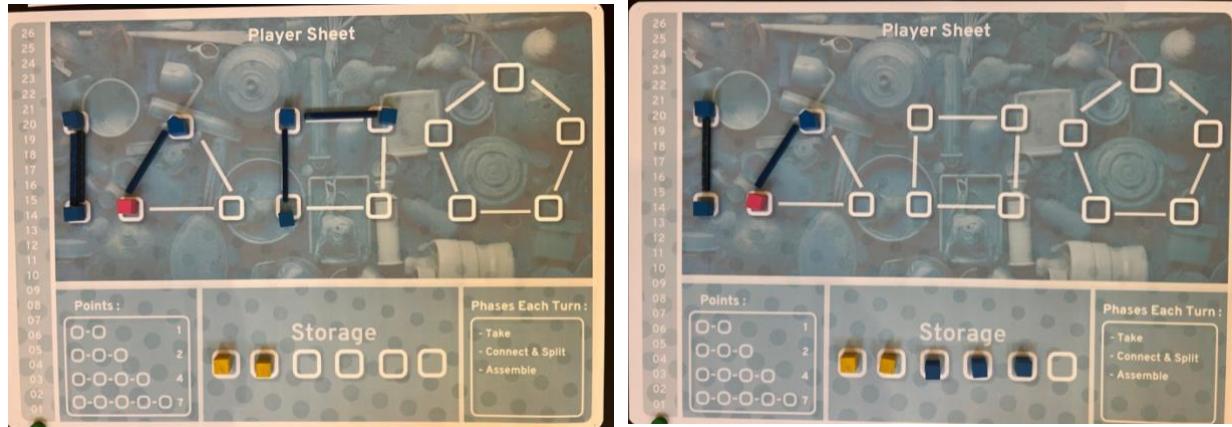
Example: Player A has the following setup on the player sheet:

- *2 blue tokens with 2 connection sticks on the line-shaped blueprint.*
- *1 blue, 1 pink and 1 yellow token on the triangular blueprint.*
- *3 blue tokens and 1 yellow token on the rectangular blueprint*

Player A breaks all yellow/blue connections. This causes both yellow tokens in both blueprints to go into the storage, as none of them have any more connections.



Player A then breaks all blue/blue connections, causing the blue tokens on the rectangular blueprint to go into their storage as well. The two blue tokens on the line-shaped blueprint are not free, but they now have only 1 connection. The storage is now full.



3) Assembling

Take a number of tokens of the same colour in your storage (between 2 and 5). Depending on the amount of tokens assembled, you gain certain points:

- 1 point for two tokens of the same colour
- 2 points for three tokens of the same colour
- 4 points for four tokens of the same colour
- 7 points for five tokens of the same colour

Move your point marker along the point scale according to your amount of points.

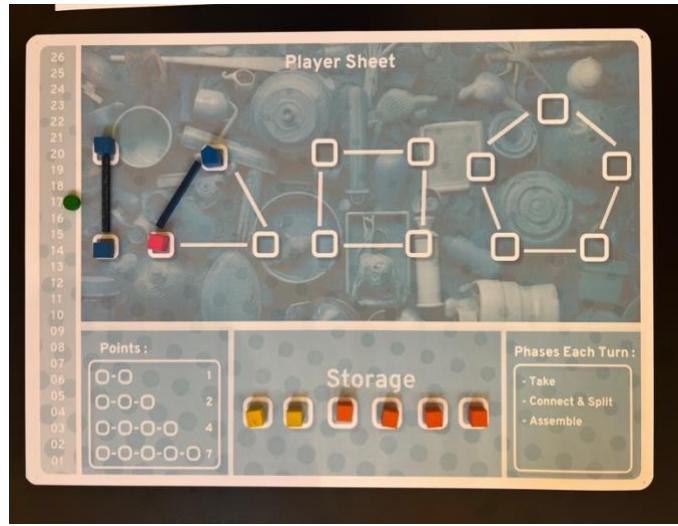
Adding assembled tokens to the waste sheet.

Take the assembled tokens from your player sheet and distribute all assembled tokens along the waste sheet 1 by 1, pile by pile, starting with the space that is indicated by the timeline marker. For each token distributed, the timeline marker is moved by one. You can choose in which order you add the tokens. Over time this process accumulates piles of tokens, that you can get in the '1) Taking' phase.

If you attempt to add a token to a pile of 5 tokens, the pile is skipped and the timeline marker adjusts accordingly.

This is the end of a turn. The next person in clockwise order starts their turn.

Example: Player A has 4 orange tokens and 2 yellow tokens in their storage and has 17 points. Player A decides to assemble the orange tokens and gains 4 points for that. They then decide to assemble the yellow tokens and gain an additional 1 point for that.



Player A distributes the assembled tokens on the piles in a clock-wise order, starting at the timeline-marker. The tokens are layed out in an order of their choice: yellow, orange, orange, yellow, orange, orange. Player A needs to skip the field with 5 tokens. They then move the timeline-marker 7 fields clockwise, so that it is one field further, than the one associated with the pile that got the last orange token.



token.

In this Example, Player A has 22 points at the end of their turn, exceeding 20 points. Player A started the game, so all other player can play one more time. Then the game is over.

● End of Game

Once a player surpasses 20 points, the round is played to its end as all of you play your final turn. The player with the most points at the end wins.

Enjoy!