



WASTE WHAT?
PLAYING CARDS



Waste What? is the result of the research project "Trash Games – Playing with the Circular Economy Transition at the HdM", 2021-2022. For more information visit the project web page:



TU BERLIN



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2 PLAYERS /
TEAMS

AGES 10+



A GAME ON THE MANY
WAYS WE CAN REUSE STUFF

PLAYING CARDS



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In Waste What? you play as a **material recovery initiative**. Your goal is to find new uses for discarded things, closing loops and reducing the amount of waste that is burned. It's a cooperative game and to win you need to make it to round 6, paying rent and keeping CO2 levels in check.



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|---------------------|---|
| Instructions | 1 Recycle Bin cards |
| 7 Skill cards | 1 game board/sleeve |
| 72 Waste cards | 10 green tokens |
| 6 blank Combo cards | (money) |
| 20 Event cards | 10 blue tokens (rounds, CO2, and level markers) |
| 2 Storage cards | 1 dice |
| 2 Reminder cards | |

In addition, you will need a non-permanent pen to fill out blank cards.



PLAYING TIME
~30 MIN.



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A constant avalanche of materials flows through our cities every day: packaging, food that is never eaten, electronics that are quickly outdated, cheap textiles to feed the fast fashion frenzy, furniture and construction materials for temporary spaces. From production to recycling or disposal, these industrial-scale material flows produce emissions and other negative environmental impacts, and take a lot of labor to handle!

In many places around the world, citizen projects are working to do something about it, trying out many ways to keep stuff in use. These initiatives many times struggle to decide what is waste and what is not.

Your city is such a place, what will you do about it? Form a material recovery initiative and fight against things being turned into waste!

Folding line _____

Re-use area. Use your skills to **SELL** and **DONATE**. Clear and reset when all four slots are filled.

Take profit when selling items in these slots

Donation increases your Creative Community level \clubsuit or a skill involved

SELL € € **DONATE**

BURN

When these 3 slots are filled remove the cards from the game, take 1 money and move a CO2 marker to a cloud

The image shows a board game layout for "Waste What?". At the center is a circular board with six numbered slots (1-6) and a "START" arrow pointing to slot 1 and a "GOAL" label above slot 6. The board has a yellow sun-like center with the text "Waste What?". To the left is a green "BANK" area with a coin icon. To the right is a red industrial building with smokestacks and clouds. Below the building is a red and white checkered area with "CO2" markers. The top and bottom of the board are divided into colored sections: green for "SELL", yellow for "DONATE", and red for "BURN".