

WASTE WHAT? explores how we can think about materials differently, trying out many ways to keep stuff in use. In the game you play as a material recovery initiative. Your goal is to creatively find new uses for discarded things, closing loops and reducing the amount of waste that is burned.

As you repair, recombine and repurpose things, your knowledge and skills grow.

To maximize your impact you can also work together with other initiatives!

You can be specialized in different areas: Textile, Furniture, Bikes, Food, Construction and Electronics.

First time you play?

We recommend you review the **LONG RULES** available on the project webpage (see QR code).

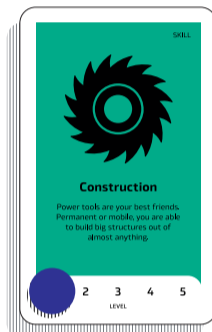
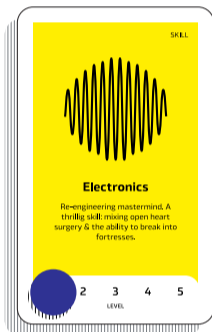
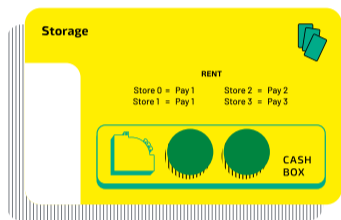


SHORT RULES

1 Setting up each player's space

Get a Storage card.
Put 2 green money tokens in the Cash Box on their Storage card.
Shuffle all Skill cards and remove one from the game without looking at it.

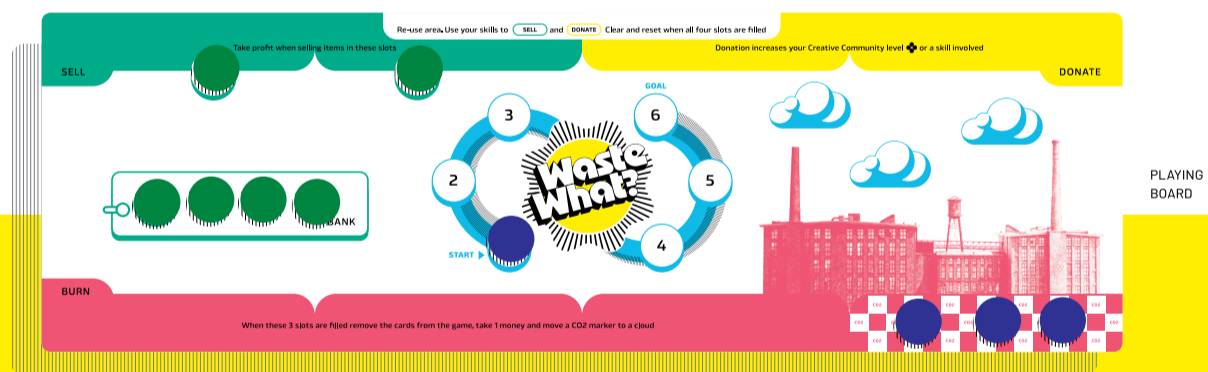
Take turns choosing from the remaining 6 Skill cards.
Place a blue token at level 1 on each chosen Skill card.



2 Setting up the shared playing area

Place the board (box interior) flat on the table.
Place 2 green money tokens on the selling slots and the rest in the bank.
Place 3 blue CO2 tokens on the incinerator (the building on the board).

Place the blue Round Counter at round 1.
Place the Recycle Bin card next to the board.
Shuffle and place the deck of Waste and Event cards facing down in 2 separate stacks.
Have the blank Combo cards, dice and a pen close by.



3 Beginning a new round

Shuffle the deck of waste cards (yes, it is shuffled every round!)
Starting in round 2, draw 1 Event card and observe its effects.
Draw 6 Waste cards and place them face up at the center. This is part of the waste that continuously piles up in your city and that you as material recovery initiatives want to repurpose.
Both players / teams discuss what to do with the Waste cards. You can Reuse (Donate / Sell), Recycle, Store or Burn the cards (see back side of these instructions)

4 Ending the round


Hopefully you gained expertise by reusing stuff. Don't forget to increase your skill levels when selling or donating.
Empty the Recycling Bin by taking any cards in it back into the Waste card stack.
Pay rent.
Move the round counter up one.
If you play to the end of round 6 and are able to pay rent, you win.

5 What you can do with the Waste cards?

Just like regular waste, you can Reuse (Sell or Donate), Store, Recycle or Burn Waste cards. To Reuse waste, you must use your skills. To Store, Recycle or Burn waste you do not need any specific skills. Once you have decided what to do with the Waste card, place it on the corresponding Reuse, Store, Recycle or Burn slots. Each round you must decide to do something with all Waste cards on the table to continue.

You can use each Skill card on just one card (or combo) per round. You must have the right Skill to Reuse the waste. (e.g. to sell or donate furniture, you need the furniture skill). Your Skill level (indicated by the marker on your Skill card) must be high enough to handle the waste complexity (number on the Waste card). Below you find more information to Sell and Donate Waste cards.

Tip: Move the Skill cards into the work area to plan out what you can do with the waste. This helps you keep track of which skills are used in the round.

 The **Creative Community** card is a powerful, special Skill card: Use it to compensate for a missing skill level by adding it to a skill card to reach a higher level. For example, your Electronics Skill is only at level 1, but you want to reuse a broken toaster with complexity 2. Add your Creative Community to reach 2. If your Creative Community card has reached level 4, it can take on the role of any Skill card for a round (for example you can use it to reuse furniture, even if you don't have that skill). Like the other Skill cards, you may only use the Creative Community card once per round.

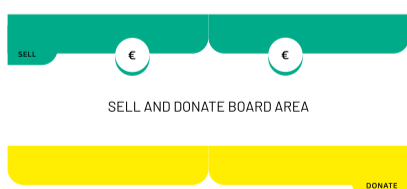
1. Sell and Donate Waste cards

If you have the skills needed to Reuse Waste cards, they can be placed on the Sell and Donate slots on the board. You can Sell or Donate depending on what slots are left.

When you Sell, collect 1 money from that slot and increase the skill level of one card used to reuse that waste (excluding the creative community card), right after putting the card on the slot.

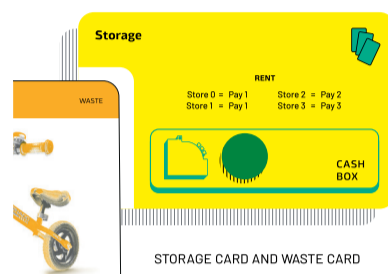
When you Donate, increase the skill level of one card used to reuse that waste or increase 1 level on a creative community card of your choice, right after putting the card on the slot.

The Sell and Donate slots are cleared and reset at any moment during a round when all four slots are filled. Sold and donated items go back into the waste card stack.



2. Store Waste cards

You can keep Waste cards in your Storage area to reuse them later. But the more you store the more rent you will need to pay. Rent costs 1 money token whether you have no cards or up to 1 per round. Then the cost rises with each further card you store. For example, if you have no cards or just 1, you pay 1. If you want to store 2 cards, you must pay 2 in rent; you will need to pay 3 in rent for 3 cards, and so on. You must pay rent at the end of each round.



3. Recycle Waste cards




To Recycle a Waste card, just place it on the recycle bin. The recycle bin is emptied at the end of each round, taking any card on it back into the waste pile. You can only recycle one card per round. Beware of the special rules and effects on the waste card - some might not be recyclable, or cost extra money.



4. Burn Waste cards

Items that cannot be Reused, Stored or Recycled must be burned. When you Burn cards it produces CO₂, but you also get money from the energy that is released during the incineration. One CO₂ marker is released when the third burn slot is filled. Move the CO₂ token from the incinerator to the cloud and remove the three burned waste cards from the game. Take 1 money token at the same time CO₂ is released. You decide who gets the money. When the third CO₂ token is released, you immediately lose the game.



-  A cooperative game for 2 players or 2 teams.
-  If you finish 6 rounds, while keeping low CO₂ levels.
-  If any player can't pay rent at the end of a round or you emit all 3 CO₂ tokens in the waste burning facility.

COMBOS

You can get creative and combine multiple Waste and Skill cards. This helps reduce the number of Waste cards you need to deal with. All combos must follow these rules:

- There has to be a Skill card for each Waste category in the combo.
- Every Skill card you use must be represented in the Waste combo.
- All Skill levels added should be equal or higher than all Waste levels added.

The special creative community rules apply as described above.

Once you've decided on a combo, fill out a new blank Combo card using a non-permanent pen (not included) and place it on top of the cards in your combo. Give your new item a name and draw it. Set the complexity level to the highest of the cards in the combo, and decide in what category it fits best (e.g. Food, Bikes, etc.). You cannot Recycle Combo cards.

WARNING: you might not be able to Sell or Donate COMPLEX COMBOS! If you've created a Frankenstein, you might not be able to sell or donate it. Roll the dice to determine if your Combo will be accepted. You must roll a higher number than the number of cards in the combo.

If not accepted: you must take it apart and deal with the composing waste cards individually (Sell, Donate, Store, Recycle or Burn).

If accepted: Use the new combo card in the game and take the cards that went into it out of the game. Your accepted combo card will be treated as a new waste card and re-shuffled back into the deck when you Sell or Donate it.

WASTE WHAT? can be played with different difficulty levels:

- 1. Beginners round:**
 - Use only 9 Just Waste cards (Waste cards with gray heading).
 - Don't include the option of making Combos.
- 2. Normal round:**
 - Use 12 Just Waste cards.
 - Include the option of making Combos.
- 3. Difficult round:**
 - Use all Just Waste cards (18).
 - Include the option of making Combos.