



Bikes

WASTE



Kids bike

Given by a kid who grew out of it.

Easy to sell: you get one sale spot more

1
LEVEL



Bikes

WASTE



Bike brake pads

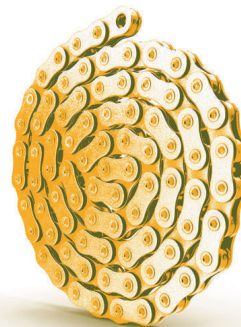
A gift from bike shop that closed.

1
LEVEL



Bikes

WASTE



Bike chain

A gift from bike shop that closed.

1
LEVEL



Bikes

WASTE



Saddle

Left over from dismantled bike.

2
LEVEL



Bikes

WASTE



Suspension fork

Left over from dismantled bike.

2
LEVEL



Bikes

WASTE



Bike with misaligned wheels

Found on the street.

3
LEVEL



Bikes

WASTE



Cargo bike missing gears

Combined from 4 dismantled cargo bikes.

Sells for 2 money

3
LEVEL



Bikes

WASTE



Tandem bike missing pedal crank

Given by a tourist office.

4
LEVEL

WASTE

**Waste
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Bikes

WASTE



Electric bike without battery

Given by a bike rental shop.

Costs 1 to recycle/burn,
needs extra electronic skill

5
LEVEL



Construction

WASTE



PVC tubes

Left over from a construction site.

Cannot be burned

1
LEVEL



Construction

WASTE



Wooden beams

From theater plays.

Easy to sell: you get one
sale spot more

1
LEVEL



Construction

WASTE



Windows

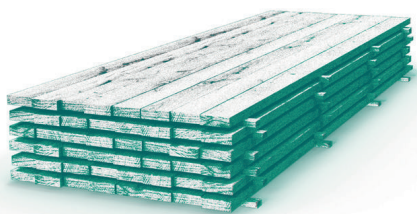
From a renovation site.

1
LEVEL



Construction

WASTE



Wooden boards

From an exhibition.

2
LEVEL



Construction

WASTE



Old carved wooden door

From a renovation site.

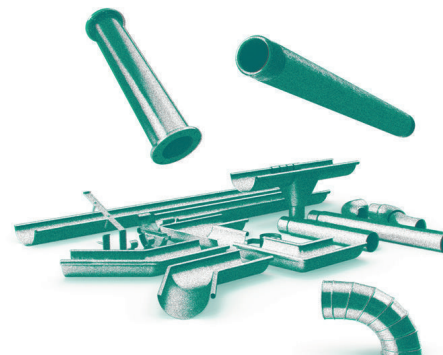
Sells for 2 money

2
LEVEL



Construction

WASTE



Metal tubes

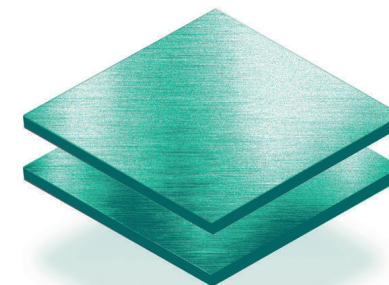
Left over from a construction site.

3
LEVEL



Construction

WASTE



Aluminium Composite Panels

From a big fair.

Sells for 2 money

3
LEVEL

WASTE

**Waste
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**Waste
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WASTE



Car tires

Given by a car mechanic.

Cannot be recycled, uses 2 slots if burned

4 LEVEL

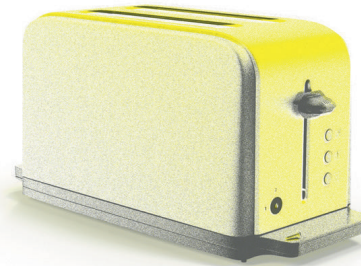


Ceramic tiles

You got them from a closed hotel.

Sells for 2 money

5 LEVEL



Toaster with broken dial

Given by a household.

Costs 1 to recycle

1 LEVEL



Alarm clock with no sound

Given by a household.

Costs 1 to recycle

1 LEVEL



Handheld mixer

Given by a small restaurant that closed.

Costs 1 to recycle

1 LEVEL

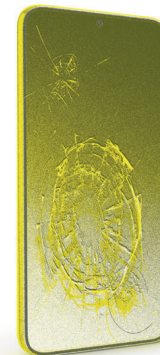


Electric hair dryer

Given by a household.

Costs 1 to recycle

2 LEVEL



Broken smart phone

If only the screen worked!

Costs 1 to recycle, sells for 2 money

2 LEVEL



Radio cassette player

Love that 80's vibe. So trendy!!

Costs 1 to recycle, easy to sell: 1 extra sale spot

3 LEVEL

WASTE

**Waste
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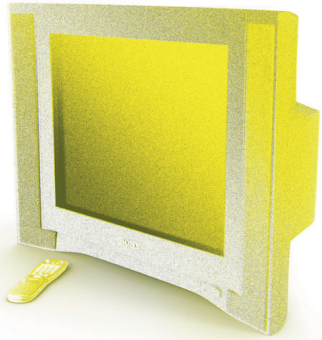
**Waste
What?**

WASTE

WASTE

**Waste
What?**

WASTE



Television

Not a big flat screen, but still colour.

Costs 1 to recycle

3
LEVEL

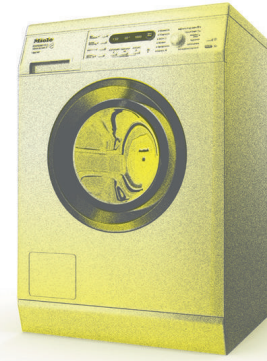


Gaming PC

Found on the civic amenity site.

Costs 1 to recycle, sells for 2 money

4
LEVEL



Washing machine

From a five-member family.

Costs 1 to recycle, needs extra construction skill

5
LEVEL



Coffee beans

Left over coffee?? Never!

Easy to sell: you get one sale spot more

1
LEVEL



Can of beans

Given by a re-stocked supermarket.

Costs 1 to recycle

1
LEVEL

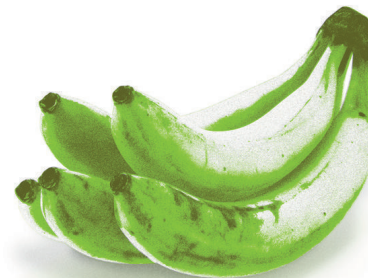


Breads

Given by the bakers at closing time.

You cater a festival, sells for 2 money

1
LEVEL



Bananas

Brown spots? Bananas!!!

2
LEVEL



Pasta

Given away by a re-stocked supermarket.

2
LEVEL

WASTE

**Waste
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Food

WASTE



Rice

Given away by a re-stocked supermarket.

2
LEVEL



Food

WASTE



Assorted veggies

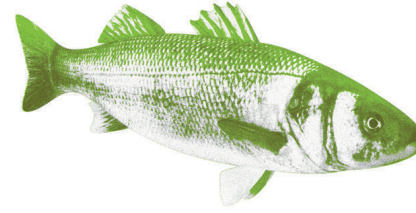
You dumpster dived that!

3
LEVEL



Food

WASTE



Fish

Really? Ok...

Cannot be stored

3
LEVEL



Food

WASTE



A lot of apples

End of season from an apple farm.

Power blender on! Needs extra electronic skill

5
LEVEL



Furniture

WASTE



Wooden boards

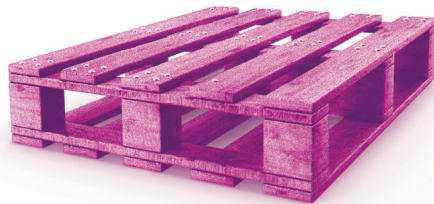
Leftovers from a renovated theater.

1
LEVEL



Furniture

WASTE



Wooden pallet

Transport pallet from the supermarket.

1
LEVEL



Furniture

WASTE



Antique Chair

Taken from a film set.

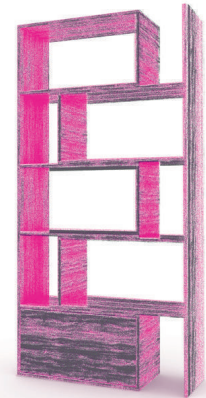
Sells for 2 money

1
LEVEL



Furniture

WASTE



Bookshelf

From a book store.

2
LEVEL

WASTE

**Waste
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WASTE



Office Tables

Received from a redesigned office.

Needs 2 storage, sells for 2 money

2
LEVEL



Mid century vintage desk with scratches

You hunted that down!

Sells for 2 money

3
LEVEL



Sofa with broken leg

Given by a household.

Cannot be recycled

3
LEVEL



Bunk bed

Given away by a closed hostel.

4
LEVEL



Sofa with ripped surface

Given by a household.

Needs extra textile skill

5
LEVEL



Jeans

Given by someone that cleared their closet.

Costs 1 to recycle, easy to sell: 1 extra sale spot

1
LEVEL



Many overalls

A gift from a company that closed.

Costs 1 to recycle, needs 2 storage, sells for 2 money

1
LEVEL



Dress

Given by someone that cleared their closet.

Costs 1 to recycle

1
LEVEL

WASTE

**Waste
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**Waste
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Textile

WASTE



Shoes

Given by someone that cleared their closet.

Costs 1 to recycle

2
LEVEL



Textile

WASTE



Sweater

Given by someone that cleared their closet.

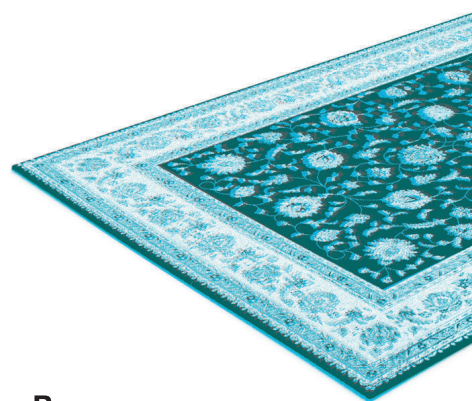
Costs 1 to recycle

2
LEVEL



Textile

WASTE



Rug

A gift from a furniture shop.

Cannot be recycled

3
LEVEL



Textile

WASTE



Theater curtains

A gift from a renovated theater, with flame retardant.

Cannot be recycled, uses 2 slots if burned.

3
LEVEL



Textile

WASTE



Sails from boats

Gift from a sailor friend.

Costs 1 to recycle, sells for 2 money

4
LEVEL



Textile

WASTE



Upholstery fabric

Leftover stock from a textile shop.

Costs 1 to recycle, needs extra furniture skill

5
LEVEL



Just Waste

WASTE



Mixed household waste

Somebody threw that in your collection box.

Must be burned



Just Waste

WASTE



Mixed household waste

Somebody threw that in your collection box.

Must be burned

WASTE

**Waste
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**Waste
What?**

WASTE



Just Waste

WASTE



Mixed household waste

Somebody threw that in your collection box.

Must be burned



Just Waste

WASTE



Used single-use diapers in a bag

EEEw!!!

Must be burned



Just Waste

WASTE



Mixed household waste

Somebody threw that in your collection box.

Must be burned



Just Waste

WASTE



Used single-use diapers in a bag

EEEw!!!

Must be burned



Just Waste

WASTE



Mixed household waste

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Just Waste

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Just Waste

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Used single-use diapers in a bag

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WASTE

**Waste
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**Waste
What?**

WASTE



Just Waste

WASTE



**Used single-use diapers
in a bag**

EEEw!!!

Must be burned



Just Waste

WASTE



**Used single-use diapers
in a bag**

EEEw!!!

Must be burned



Just Waste

WASTE



**Chicken bones, and
leftover fast food**

Ain't no one gonna use that!

Must be burned



Just Waste

WASTE



**Chicken bones, and
leftover fast food**

Ain't no one gonna use that!

Must be burned



Just Waste

WASTE



**Chicken bones, and
leftover fast food**

Ain't no one gonna use that!

Must be burned



Just Waste

WASTE



**Chicken bones, and
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Just Waste

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Just Waste

WASTE



**Chicken bones, and
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Ain't no one gonna use that!

Must be burned

WASTE

**Waste
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Category

Give your Combo a name and draw it.

LEVEL

Category

Give your Combo a name and draw it.

LEVEL

Category

Give your Combo a name and draw it.

LEVEL

Category

Give your Combo a name and draw it.

LEVEL

Category

Give your Combo a name and draw it.


LEVEL

Category

Give your Combo a name and draw it.

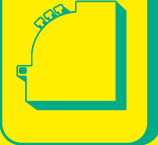
LEVEL

Storage




RENT

Store 0 = Pay 1 Store 2 = Pay 2
 Store 1 = Pay 1 Store 3 = Pay 3




CASH BOX

Storage



RENT

Store 0 = Pay 1 Store 2 = Pay 2
 Store 1 = Pay 1 Store 3 = Pay 3



CASH BOX

WASTE

**Waste
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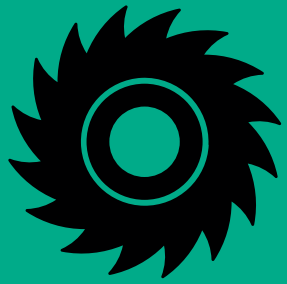
WASTE

WASTE

**Waste
What?**

WASTE

SKILL



Construction

Power tools are your best friends. Permanent or mobile, you are able to build big structures out of almost anything.

1 2 3 4 5

LEVEL

SKILL



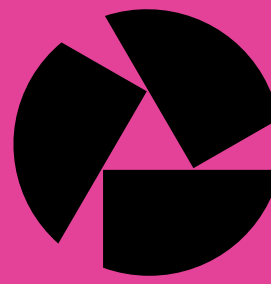
Food

The ability to fill basic needs (and gourmet sensibilities) with donated or left-over foods is a new kind of magic.

1 2 3 4 5

LEVEL

SKILL



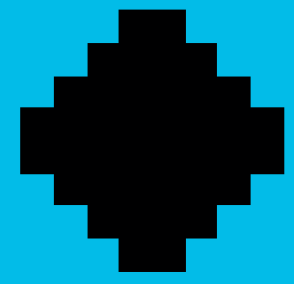
Furniture

From antiques to IKEA hacks, people come to you when they need something special for their home or work.

1 2 3 4 5

LEVEL

SKILL



Textile

Second hand clothes or large fabric pieces. Your hands instantly tell you if something useful can be made out of existing fabric.

1 2 3 4 5

LEVEL

SKILL



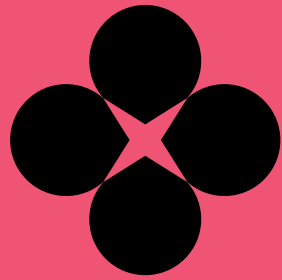
Electronics

Re-engineering mastermind. A thrilling skill: mixing open heart surgery & the ability to break into fortresses.

1 2 3 4 5

LEVEL

SKILL



Creative Community

The community of creative people around you enriches your work with a variety of skills and knowledge.

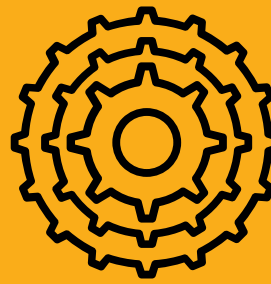
SPECIAL FEATURE

Combine with another skill card to augment skill level. ≥ 4 this card acts as a joker for any specialisation

1 2 3 4 5

LEVEL

SKILL



Bikes

Wheels, pedals, frames – endless possibilities for remixing with style and speed. More than a hobby, bikes are a lifestyle.

1 2 3 4 5

LEVEL

RECYCLE BIN



SKILL

**Waste
What?**

SKILL

SKILL

**Waste
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SKILL

**Waste
What?**



EVENT

Fair

Big fair in town for a 2 day exhibition, organizers offer all left over material.

EFFECT

Add 2 more Waste cards to the table. The material offered by the fair is valuable, each player gets 1 extra money.



EVENT

Project funding

Project funding is made available to support some of the activities you do.

EFFECT

You each roll a dice. You get the number on the dice divided by 2 in money, round down the result if you get an uneven number.



EVENT

Irregular open hours

Circumstances beyond your control (pandemic restrictions) mean that you cannot have your regular open hours.

EFFECT

You can only sell 1 item this round.



EVENT

Right to repair regulation

After years of lobbying by activists, the local regulating body passes a directive making easier to access to materials, as well as granting funding for repair workshops.

EFFECT

Choose which player gets 1 money.



EVENT

Right to repair regulation

Recycling companies demand the sole administration and control of the final lives of objects. The case is sent to court.

EFFECT

As a result one of your Waste card types cannot be Re-used this round. Choose which skill is blocked, before distributing the cards on the table.



EVENT

Hackathon

You have organized a hackathon! Many hackers and craftspeople are ready to get their hands dirty and work with you for some days.

EFFECT

One player adds an extra level to one of their Skill cards. Choose which one.



EVENT

Toxic warning

A new research study is published - a regular off-the-shelf material is discovered to be a potential carcinogenic substance.

EFFECT

Choose one Waste card type and burn all the cards of that type on the table or in storage. Choose the type before dealing out the 6 Waste cards this round.



EVENT

Summer school

Your local university is opening up a free summer school, enabling training in specific skills needed for repair.

EFFECT

One player/team upgrades one Skill card one level.

EVENT

**Waste
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EVENT

**Waste
What?**

EVENT



EVENT

Tragic death

A key person from your organization has suddenly died. All their embodied knowledge, fundamental to the work you do, is suddenly gone.

EFFECT

One player/team downgrades one Skill card two levels.



EVENT

Production boom

All factories are running in overdrive.

EFFECT

Add 3 more Waste cards to the table.



EVENT

Production slump

New regulations lead to a reduction in overall industrial production.

EFFECT

Draw only 4 Waste cards this round.



EVENT

Flash flood

It rained a lot, and your warehouse has been flooded.

EFFECT

Recycle or incinerate any stored item that would be affected by water.



EVENT

Transportion disrupt

Your truck broke down. You have no vehicle.

EFFECT

For this round all players can only pick up small items (up to complexity 2).



EVENT

Internet down

You have lost your customer facing communication.

EFFECT

Players cannot sell any material this round.



EVENT

Networking

A facility manager heard of your initiative and calls you after renovating a hotel.

EFFECT

Choose what player/team gets 1 extra money.



EVENT

No electricity

There was a short circuit and you have no electricity at the warehouse.

EFFECT

Players cannot make a combo with the materials this round.

EVENT

**Waste
What?**

EVENT

EVENT

**Waste
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**Waste
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EVENT



EVENT

Moving in

You and all the material initiatives will move in to a common space, but there has been a bit of confusion with the moving trucks.

EFFECT

Mix the next 6 cards from the pile with all the stored cards, shuffle and blindly redistribute the cards to the storage and then to the table.



EVENT

Toxicity

You sold something toxic to a kindergarden...

EFFECT

Choose what player/team should pay one money for the lawyer.



EVENT

Show off your expertise!

Get pen and paper and set a timer for 1 minute. Look at your surroundings, in a minute make a list of all the elements you could Re-use with your current material initiatives.

EFFECT

The player/team that makes the longest list gets one money. The opposing player/team has to approve of each element on the list.



EVENT

Working remotely

Each player/ team looks through the latest pictures on their mobile phones to find two items that could be combined with their current skills to make a Combo card.

EFFECT

The first player that comes up with a combined object gets to throw the combo dice and sell it, without making use of the sale slots.

REMINDER

Actions per round

- Shuffle the deck of Waste cards
- Starting in round 2, draw 1 Event card and observe its effects.
- Draw 6 Waste cards and place them facing up
- Jointly decide what to do with all Waste cards

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**Waste
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EVENT

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**Waste
What?**

EVENT

REMINDER

At the end of a round

- Increase your skill levels if you Sell or Donate
- Empty the Recycling Bin by takputtinging theany cards on 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!

REMINDER

At the end of a round

- Increase your skill levels if you Sell or Donate
- Empty the Recycling Bin by takputtinging theany cards on 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!