TRASH RUSH
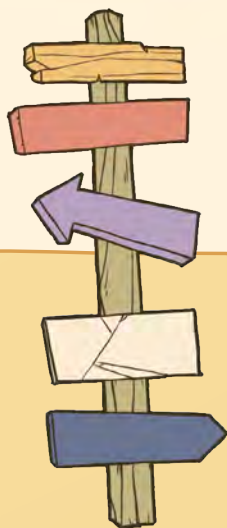
RULEBOOK

30-60 12+ 1-4

TABULA
GAMES

welcome to OTTERDAM

Every year, the town bursts into life with the Grand Wild Parade,
a spectacular festival celebrating the pride of the forest animals
as they flood into the city. This year's festivities were more lively than ever,
leaving Otterdam in delightful chaos.
As a coordinator, it's your job to guide a team of clever but mischievously
clumsy raccoons to clean up the aftermath.

Strategize wisely and manage your team efficiently—not only to handle scattered trash and
repairs but also to navigate their occasional blunders. Can you restore
Otterdam's streets to their former glory faster than your rivals? The race is on!

COMPONENTS
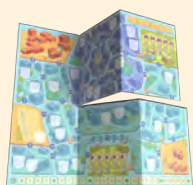
1 TOWN BOARD

4 PLAYER BOARDS
(Headquarters)

80 TRASH BAG TOKENS
(20 x 4 types)

24 OBJECT TILES
(double face: unfixed and fixed)

12 STARTING
RACCOON CARDS
(3 x 4 types)

12 SKILLED
RACCOON CARDS
(4 x 3 types)

8 FINE TOKENS

30 C-OINKS TOKENS
(20 x value 1 , 10 x value 5)

15 TECH TILES
(3 x 5 types)

1 ROUND TRACKER TOKEN

8 TRASH TRUCK TOKENS
(2 x 4 players)

5 NO ENTRY TOKENS

16 LOCK TILES
(4 x 4 players)

1 FIRST PLAYER TOKEN

4 SCORE MARKERS

4 +25 SCORE MARKERS

9 SOLO TASK CARDS
(Solo mode)

INDEX

SETUP

1

Place the **Town board** in the center of the table.

2

Place **Fine tokens**, **C-oinks**, and **+25VP tokens** near the board.

3

Place the following game elements on the board as indicated below:

Ⓐ Gather all **Trash Bags** and **randomly distribute a number of them in each Sector equal to the number of players**, except for the two Recycling Plants *(green Sectors on the map).*

Ⓑ Shuffle all the **Object tiles** then place one in each designated slot on the map with the unfixed side facing up.

Unfixed Face   Fixed Face

For a two-player game, follow these set up exceptions:

- Remove all Traffic Light Object tiles from the game 🛡 and put them back in the game box, they will not be used during this game.

- Choose a Sector featuring two object slots: instead of two, place only one tile there.

Ⓒ Arrange the **Tech tiles** of the **same type** in **stacks**, following the indications below according to the number of players:

- 1 tile per stack for 2 players.
- 2 tiles per stack for 3 players.
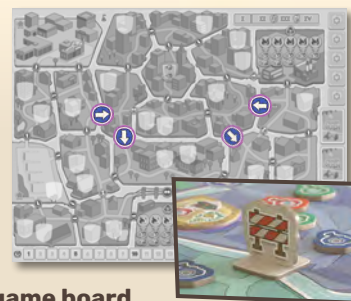- 3 tiles per stack for 4 players.

Then place them in their designated section on the game board.

D Place the **Round tracker** on the first slot of the Round track, marked with the number I.

E Place the four **No-entry tokens** on each purple outlined icon ➡️ shown on the map.

F Stack the **Skilled Raccoon cards** 🂠 by type and place them in their designated **section on the game board**.

4 Each player chooses a color and takes the matching **Player Board** (from now on called **Headquarter**), **Starting Raccoon cards**, **Trash Trucks**, and **Score marker**.

Then, everyone receives their **4 Lock tiles**, to be placed in the Trash Slots of their Headquarters, as shown in the image on the right.

5 Each player places their **Score marker** on the **5th slot** of the **Score track** (B), and **one of their two Trucks in the Starting Sector** (A).

6 Each player receives 2 **C-oinks**.

7 **The player who last took out the trash** is the first player and takes the **first player token**.

GAME FLOW

The game is played over **4 rounds**, each divided into **3 turns**.

A player's turn consists in **playing a card** from the hand to the player area, **performing its actions** and passing the turn to the next player in a clockwise order. When all players have played three cards, the round is over.

If it's not the first turn of the round, the player must **decide where to place the card they have chosen to play**: either to the **left** or **right** of the **cards played** in the previous turns. Then they begin performing all actions of all cards in play, left to right.

This decision is very important as it determines the *Chain of Actions*: the *order* in which the actions will be performed.

> *Important:* actions in a player's Chain of Actions are not mandatory. Players can choose to ignore any action and skip it.

Raccoon cards, both **Starting** and **Skilled**, may feature three different **Actions**:

Move your Trash Truck

Collect a Trash Bag

Repair an object

> Each time a player **gains or loses Victory Points**, they **adjust their score marker** on the **score track accordingly**.
>
> When a player **reaches 26 Victory Points**, they **restart** the score track from the beginning and take a **+25 score marker** to keep track of their total score.

EXAMPLE OF PLAY

1 *On their **Iˢᵗ turn**, the green player decides to play the card shown in the image, and then proceeds to perform the actions depicted on it:*

A ***Move*** *their **Trash Truck** to an **adjacent Sector**.*

B ***Collect*** *a **Trash Bag** from the Sector they moved to.*

2 *On their **IIⁿᵈ turn**, the green player plays another card and chooses to place it **to the right** of the first one.*

*The player now **performs the actions shown on each card, one by one**, starting with the first card on the left and following the order for all the cards played.*

TO THE LEFT · TO THE RIGHT

In this turn, the green player's Chain of Actions would be:

A ***Move your Truck*** *to an adjacent Sector* ➡ **B** ***Collect*** *a Trash Bag* ➡ **C** ***Collect*** *another Trash Bag* ➡ **D** *Finally **move your Truck** to an adjacent Sector again.*

Note: The green player can choose to skip any action in the chain if they wish.

ACTIONS IN DETAIL

1. MOVE YOUR TRUCK

The player **moves their Truck** from its **current Sector** to an **adjacent one**, complying with **road directions**.

A Sector is considered **adjacent** if it is connected to the original Sector by a **road direction sign**.

While performing this action, a player can incur a **Fine**, if one of the following situations occur:

- Entering a Sector without **respecting the indicated one-way direction** ➡️.
- Moving to a Sector through a **Restricted Traffic way** ↔️.

> **Important:** *During the 1st and 2nd rounds, **players cannot**, under any circumstances, **move** through Sectors **blocked by a No Entry token**, under any circumstances. These tokens will be removed at the end of the 2nd round (as explained later, page 12).*

2. COLLECT A TRASH BAG

The player **collects a Trash Bag from the Sector** they are currently located in, and places it in their Headquarter.

Trash Bags must be stored in a matching **Trash Slot** based on their **color**.

If no matching slot is available, players can use a **Colorless Slot instead**, **but will incur a Fine**.

*Note: Trash slots with **locks cannot be used to store trash**.*

3. REPAIR AN OBJECT

The player **repairs an object** in the **sector they're currently** located in, and **gets rewards** for it.

Unfixed Face   *Fixed Face*

To repair an object, the player must comply with the **conditions depicted on the *unfixed*** face of the Object tile they find in the Sector their Truck is in.

By spending **one or two** Trash Bags of the required type, the player immediately gains the main reward shown on the tile, and they could:

- Gain 2/4 c-oink,
- Remove 1 lock from your Headquarters,
- Gain 1/2 PV.

After receiving the main reward, the player can choose a second one from the options listed on their headquarters reminder:

- Gain 1 Tech tile **or**
- Gain 1 Skilled Raccoon card **or**
- Gain 1 VP.

Finally, the player can flip the tile on the map to its *fixed* face.

THE SKYSCRAPERS DISTRICT

In the Skyscrapers District, the central sector features a unique repair action.

*When a player is in this Sector, they can perform the repair action to exchange **3 C-oinks** for **2 Victory Points** as main reward.*

The player can also choose a second reward from the options listed on their headquarters reminder.

1. TECH TILE

Tech tiles give the player various types of bonuses.

When a player acquires a Tech tile, they must **place it** in the **first available Tech slot** in their **Headquarters**, which also **immediately grants** them **2 Victory Points**.

Tech tiles are active only during your turn. As soon as you place a Tech tile in your Headquarters, its effect activates immediately.

A player can only have up to 3 Tech tiles. If they already own 3, they **cannot acquire any more**.

Each Tech tile can only be obtained by a player once. This means you can't have more than one Tech Tile of the same type at the same time. *For more information on the different Tech tiles and their effects, check the Appendix, page 11.*

📘 2. SKILLED RACCOON CARD

Skilled Raccoon cards give the player access to **stronger action options**.

When a player acquires a Skilled Raccoon card, they **choose one of the four types** available and **add it to their hand of cards**. If the card has any Victory Points (VP) listed on it, the player gains those VP immediately.
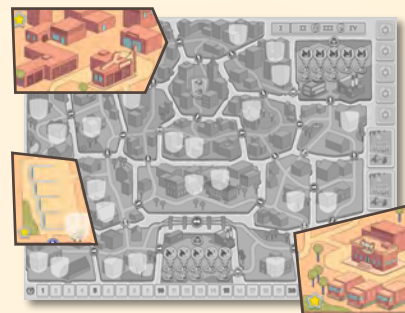
RECYCLING PLANTS

Otterdam's map has **two special Sectors**, marked in green, that represent **Recycling Plants**.

When a player's **Truck enters one of these Recycling Plants**, *their Chain of Actions* is immediately *stopped*.

Once in a Recycling Plant, the player **can choose** to perform a **special action** called "**Recycle**" ♻ which is **exclusive to these Sectors**.

Regardless of whether the player decides to recycle or not, they **must** then **move their Trash Truck to one of the *Special Districts* ⭐ of their choice**.

♻ RECYCLE SPECIAL ACTION

The **Recycle action** allows players to deliver **pairs of Trash Bags** to a Recycling Plant to earn rewards.

To recycle, the player **selects up to 2 pairs of Trash Bags from their Headquarters**.

Each pair must **match the specific requirements** of the **Recycling Plant** they're visiting:

The upper-right Recycling Plant accepts pairs of **different types** of Trash Bags.

The lower-center Recycling Plant accepts pairs of the **same type** of Trash Bags.

The player then places the selected pairs of Trash Bags in the designated slots of the Recycling Plant, starting with the highest available reward slot.

This immediately grants the player the amount of Victory Points and C-oinks shown in the filled reward slots of the Recycling Plant.

Important: every Recycle action requires delivering exactly 2 Trash Bags (a pair), and the player can perform this action up to twice (using 2 pairs of Trash Bags).

⚠️ FINES

Players keep any Fine tokens they receive in their headquarters.

When a player is about to receive **their third Fine token**, they must instead **reveal the 2 Fine tokens they already have and apply the penalties depicted**!

If the player **cannot** or **chooses not to apply** one or more **penalties**, **they immediately lose 3 Victory Points for each penalty they skip**, moving their Score marker back on the Score track.

For details on Fines penalties see Appendix, page 11.

END OF ROUND

At the end of the round, players follow the steps below:

1. Each player **returns all played cards to their hand**, and **the First Player marker** is **passed to the next player** in clockwise order.

2. Players must **pay off any Fine** they have left.

   To pay off a Fine, a player can **spend 2 C-oinks per Fine**. Once a Fine is paid off, it is returned face down to the common area, next to the game board.
   If a player **cannot** or **chooses not to pay off a Fine**, they **must reveal the penalty associated with it**. For each penalty they are **unable or unwilling to apply**, they **lose 3 Victory Points**.

   For more information on the penalties for Fines, see the Appendix on page 11.

3. **Move the Round tracker 1 slot forward**;

   If it's the end of Round II: remove all No-Entry signs from the map. From now on and for the rest of the game entering through these signs 🔄 will be allowed.

   If it's the end of Round III: empty both Recycling Plants by removing all Trash Bag tokens currently in those areas. These tokens are discarded from the game.
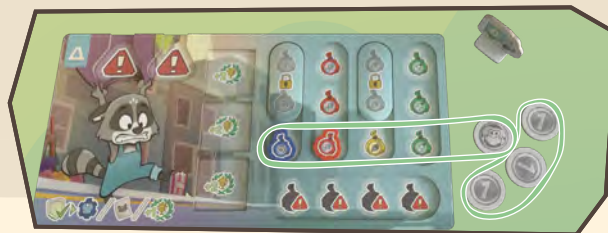
   If it's the end of round IV: the game ends.

WINNER, WINNER, TRASH FOR DINNER!

At the end of Round IV, players calculate their final score: add **1 Victory Point** for each set of **3 items among C-oinks and Trash Bags** left in their **Headquarters**.

EXAMPLE

The blue player has 4 C-oinks and 2 Trash bags left so they score 2 victory points.

The player with the most Victory Points wins the game.

In case of a tie, the player with the most **C-oinks** wins. In case of a further tie, the victory is equally shared!

SOLO MODE

With this game mode, you can play Trash Rush on your own, with the main goal of scoring 30+ VP.

SET-UP

Set up the game as for a 2-player match, but place only one trash token in each neighborhood.

Randomly select 3 Task cards, one per round, the 2nd, 3rd, and 4th, and place them face down in your player area.

SOLO TASK CARDS

The **Solo Task** are 9 double-sided cards exclusive to the **Solo game** mode.

The back of the cards display a **specific round**, while the front presents **a task that must be completed during that round**.

At the beginning of each round, flip over the Task Card for the current round (skip this step in the first round).

Round *Task* *Penalty*

During the round, you must complete the task described on the front of the revealed card. If the **task hasn't been fulfilled** by the end of the round, you **lose the amount of victory points indicated** on the card. Then **discard the Task Card**, whether the task has been completed or not.

WINNING CONDITION

To achieve victory, you must score a minimum of **30 Victory Points** by the end of the game.

APPENDIX: TASK CARDS

Clear all Trash Bags from at least 4 different Sectors.

This round, deliver 2 pairs of different Trash types and 1 pair of the same Trash type.

Own at least 3 Skilled Raccoon cards and 3 Tech tile.

Have at least 4 C-oinks.

Have at least 6 C-oinks.

This round, deliver 3 pairs of different Trash types and 2 pairs of the same Trash type.

Own at least 2 Skilled Raccoon cards and 1 Tech tile.

Clear all Trash Bags from at least 6 different Sectors.

Have at least 8 C-oinks.

APPENDIX

APPENDIX: TECHNOLOGIES

Trash is Cash: Every time you perform the **Recycling** special action, you gain **3 C-oinks**. This bonus applies only once per Recycling action, no matter how many Trash Bags you recycle.

Pay to fix: When performing a **repair**, you may spend **2 C-oinks** instead of any requires Trash Bags. This also applies to the **Repair action** found in the **central sector of the Skyscraper District**.

Priority Lane: You may move through **Restricted Traffic ways** without receiving any **Fines**.

Moar Trash: Choose **two** of the **four locks** from your **Headquarter** and remove them, unlocking **four additional Trash Slots**.

Important: If this technology is discarded, the locks must be reinstalled. Any Trash stored in the previously unlocked slots must be relocated to a Sector where your Trash Truck is currently located.

Extra Wheels: Deploy your **second Trash Truck** in the Starting Sector.

Important: You may split actions from different cards between your two Trash Trucks, but all actions from a single card must be performed by the same truck.

APPENDIX: FINES

Lose **1 Skilled Raccoon Card** from your **hand** (you choose which one).

Note: if on the card is indicated 1 Vp you also lose that point.

Lose **2 C-oinks**.

Lose **1 C-oinks**.

Lose **1 Victory Point**.

Lose **1 Tech Tile** (you choose which one) and return it to the corresponding stack.

*Note: You also lose the **2 Victory Points** associated with the Tech slot on your **Headquarter**.*

You don't lose anything... Lucky Raccoon!

CREDITS

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TABULA GAMES