

# Let's Sort It Out: The Game of Recycling

## Objective

Strategically collect cards from the recycling plant conveyor belt into your hand. Then sort them into bins correctly while avoiding hazardous materials by the end of each shift. Revealed route cards will give you new abilities and bonus scoring conditions on top of each individual card's scoring conditions! Work to collect the most points in your bins by the end of three rounds to win.

## Components

- 1 Rulebook
- 114 Bin Cards
- 15 Route Cards
- 6 Bin Mats
- 1 Conveyor Belt Mat
- 1 Score Tracker
- 5 Colored Meeples
- 1 First Player Token
- 1 Dump Truck Meeple



## Bin Card Reference

### Bin Types (100)

- Recycling
  - Glass (20) - Bottle (10), Mason Jar (10)
  - Paper (20) - Magazine (10), News Paper (10)
  - Plastic (20) - Milk Jug (10), Shampoo Bottle (10)
- Compost (20) - Banana Peel (10), Egg Shell (10)
- Trash (20) - Kitty Litter (10), Shoes (10)

### Action Cards (14)

- **Hazard (8)** – automatically goes into a bin of your choosing that blocks your ability to score points for that round. It can be removed using safety gloves. If a Hazard is placed on a bin with cards in it and it's not removed by the end of that round the Hazard and cards under it are all discarded and worth 0 points.
- **Safety Gloves (6)** – protects from Hazard cards. It allows you to remove the Hazard cards from the belt or your bins. You can hold onto the Safety Gloves throughout the rounds.

## Set Up

Players	Hazards	Safety Gloves	*Bin Cards	Total Cards
2	4	2	80 (8 of each type)	86
3	5	3	80 (8 of each type)	88
4	6	4	90 (9 of each type)	100
5	7	5	100 (10 of each type)	112
6	8	6	100 (10 of each type)	114



\*Bin Cards refers to the different kinds of card types. For example: 8 of each means 8 bottles, 8 mason jars, 8 magazines, etc. There are 10 different bin cards in total.

1. To create the **Bin Deck** please refer to the table.
2. Shuffle all the cards into a single deck. Place the deck onto the **deck space** on the **Conveyor Belt**.
3. Place **3 cards** from the deck face up to the right of the draw pile to create your **Conveyor Belt**.
4. Randomly choose **3 Route Cards** with **different symbols/ colors** and line them up under the **Conveyor Belt**.
  - a. Make sure the cards have the text facing down.
  - b. Flip up the first of these cards.
  - c. Place the **Dump Truck** meeple on the first card's first little spot.
5. Assign each player a colored meeple and place them next to the **Score Tracker**.
6. and each player a **Bin Mat**.
7. The player who last recycled/composted goes first and will get the **First Player Token**. Players will take turns clockwise around the board.



## Playing the Game

The game will take place over **3 rounds** with all players taking **3 turns per round** in clockwise order. On a player's turn, they will draw either a **face-up card** from the **Conveyor Belt** or a **face-down card** from the **Bin Deck** and place it in their hand. Then they will give a card from the **Conveyor Belt** to the clockwise player initiating their turn. Each time it is the **First Player's** turn again move the **Dump Truck** a space on the **Route Card**. After a round **scoring** is initiated.

### Drawing Cards

1. Draw a card from one of the **three slots** on the **Conveyor Belt** or a **facedown card** from the top of **deck** to put into your hand.
2. Slide all of the cards right on the **Conveyor Belt** until one falls off. If there are spaces, close the gaps.
  - a. Give the card that falls off the **Conveyor Belt** to the the next player in clockwise order.
  - b. The card will go into their hand unless it is a **Hazard Card**.
  - c. If it is a **Hazard Card** you must choose which of your bins to place it on. You will be unable to score points for that type of recycling/trash/compost until the **Hazard** is removed or the **round ends**.
3. Replace all the empty slots on the belt with cards from the deck.
4. Now your turn is over, and the next player clockwise from you will go.

### 1. DRAW FROM THE BELT OR DECK



### 2. MOVE CARDS TO THE RIGHT



### 3. FILL SPACES ON THE BELT WITH CARDS



## Dump Truck

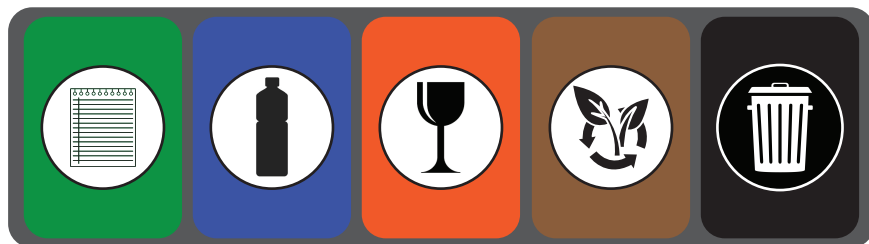
1. Once it is the first player's turn again move the **Dump Truck** one space on the **Route Card**.
2. While the **Dump Truck** is on the **Route Card** that ability or scoring condition is active.
3. After each player has had **three turns**, the **Dump Truck** will be on the last space on the **Route Card** which will initiate **scoring**.
4. Once scoring is finished, flip over the next **Route Card** to reveal the bonus scoring condition for the next round and place the **Dump Truck** on this **Route Card** in the first spot.
  - a. **Scoring** will happen **three times** during the game.



## Scoring Points

1. Take the cards in your hand and place them into their proper Bins on your **Bin Mat**. Based on the card's scoring condition award yourself the points on the **Score Tracker**.
2. Add points from the **Route Card** if you achieved the goal.
3. You will score points three times in the game, each time the **Dump Truck** is about to leave a **Route Card**.
  - a. You will be continuing to score off what you previously put into your bins.
  - b. Each round you will **discard** all the cards in your **highest scoring bin**. If two bins are tied choose which one you would like to discard.
  - c. You can only score the **Route Card** bonuses once. They do not count towards the highest scoring bin that you must discard.
  - d. You will lose any **Hazard Cards** after scoring per round. If there are any cards under the **Hazard Cards** those cards will be discarded as well.
4. Update your points on the **Score Tracker** and continue to play until you have scored 3 times.

## COUNT CARDS IN EACH BIN



+1 Magazine



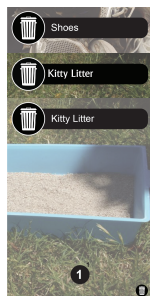
+3 Shampoo  
+3 Shampoo  
+3 Shampoo  
= 9 Total\*



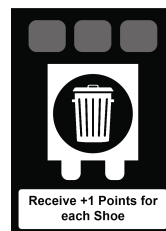
+0 Bottle



+0 Banana Peel



+1 Kitty Litter  
+1 Kitty Litter  
+2 Shoes  
= 4 Total



The Route Card says to "Receive +1 Points for each Shoe Card" so the player gets an additional point from the one Shoe this Scoring Phase.

The player scored +15 points this turn thanks to points from sorting Paper, Plastic, Trash and the Route Card.

## The End

The game ends once all **3 Route Cards** have been flipped and you have **scored your points three times**.

## Winning

The winner is the player with the most points at the end of the 3-scoring phases. Tie breaker goes to the player with the most of one type of recyclable stored.

\*Plastic scored the highest this round so all the cards will be discarded this turn.