

# Trash Pandas

## Quick Reference

Beginning cards per hand:

Player 1 - 3 cards

Player 2 - 4 cards

Player 3 - 5 cards

Player 4 - 6 cards

## Overview

In the box are 54 trash cards, 1 token action card, 6 tokens and 1 Trash Panda Die.

## Trash cards

These cards are used both during the resolve tokens and to stash cards for the end of game scoring. The numbers in the top left corner indicate the potential points a player can receive at the end of the game based on how many they have (the player with the most cards of that type will be in 1st place, then the next highest player will be in 2nd place, etc).

Kittah, Doggo and Blammo! cards are the exceptions in scoring. Doggo and Kitteh don't receive any points in the end game and Blammo! cards receive 1 point for each of that card in the player's stash.

The number on the right top corner indicates how many cards there are of that type in the deck.

### Shiny

Use a shiny object to distract another player and steal one of their stashed cards. You can choose either the face up or facedown cards. If you choose a face down card, you may not look at it until you have taken it.

The player you are stealing from can use a Doggo or Kitteh card from their hand. In this case, the Shiny card can no longer be used and must be discarded.

### Yum Yum

You can use this card during another player's roll and force them to roll one more time even if they've already declared they are stopping. If that player busts, they may use a Blammo! or Nanners card as usual. If they don't bust, they can then decide to continue to roll or stop as initially declared.

### Feesh

When played, you can look through the discard pile and choose another card. This card CAN be used on the same turn, for example, you can use a Blammo! or Nanner's card to keep from going bust.

### MMM Pie!

This card is used to resolve your token twice. For example, if you want to use the tree token, you can stash up to 4 cards. You may not use multiple MMM Pie! cards on a single token.

### Nanners

This card can be used when you are rolling and may go bust. Discard your Nanners card, ignore your last roll and stop. When this card is played, you may not continue rolling unless someone plays a YumYum card on you.

### Blammo

This can be used if you go bust OR if you don't like the last roll and want to roll again

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for a different result. Roll again, and ignore the results of the last roll. You can continue rolling until you are ready to stop or you have gone bust. These cards are also worth 1 point if stashed.

## Doggo

If another player tries to steal from you, use the Doggo card to stop the action against you. As a bonus, you can draw two cards from the trash can. If there are less than two cards in the trash can, take what's available.

## Kitteh

This card has the ability to reverse the action another player is trying to play on you. If they play a Shiny, and you return with a Kitteh, you can steal a stashed card from them instead. A warning! The opposing player can return with a Doggo or another Kitteh to defend.

## Token Actions Card

An helper card identifying what actions the images on the die and tokens represent.

## Trash Panda Die

A 6 sided die with corresponding images to tokens.

## Tokens

6 wooden tokens with corresponding images to the die.

Draw up to 2 cards from the trash can to your hand. You may not draw from the discard.

Play up to 2 cards from your hand face down in front of you. This is called your

stash. It's ok to look at them again during the game. The cards you place down have the potential for points at the end of the game.

You can choose to either draw one card from the trash or place one in your stash.

Steal a random card from another player's hand. This doesn't include cards in their stash. Watch out! That player may block you by immediately playing a Doggo or Kitteh card.

Draw the top card from the draw pile and reveal it to the other players before placing it in your hand. All other players may now stash one card that matches that card, but they must place it face up in their stash. And for every card stashed from other players you may draw one card from the trash can and add it to your hand.

Considered a "wild", you can exchange this for a token that has not already been taken. NOTE: if you've already collected the other 6 tokens, this token has no value.

## Game Set Up

Place the Token Actions Card in view of all players.

The player who took out the trash last is player 1. Shuffle the deck and deal cards, face down, in order of players. Players receive one more card than the player before them, beginning with player 1 which receives 3 cards.

Player 1 - 3 cards

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Player 2 - 4 cards

Player 3 - 5 cards

Player 4 - 6 cards

You may look at your cards, but keep them hidden from the other players. Place the rest of the cards face down in the center between players. This is the draw pile, or “trash can”.

Place the 6 tokens in the center of the table.

Hand the die to player 1.

## Game Play

On each turn, each player will roll the die and resolve their tokens.

### Roll the Die

Roll the die. Take a token that matches the die. After the first roll, you choose whether or to STOP or CONTINUE rolling the die. If you decide to continue, roll the die again and take the token that matches the roll. You may continue to roll as long as there are available tokens. But if you roll a die, and there are no tokens available, you go bust, lose all tokens collected that round and your turn ends.

But wait! You may be able to save yourself from going bust by using a Blammo! or Nanners card.

### Bonus

If you collect all tokens in one round, move to the Resolve phase, and then take a bonus turn. This is considered to be part of the same turn. This bonus turn is limited to

collecting 3 tokens. If there are no more cards available, you can still try for the stash or steal tokens. The same rules apply in going bust.

### Consolation Prize (going bust)

If you go bust, draw one card from the trash and place it in your hand.

## Resolve Tokens

Once you have stopped rolling the die, you may resolve your tokens. You can also play any cards in your hand during this time. Any cards collected in this phase of the turn can't be used except to stash.

### 2X Trash Cans

Draw up to 2 cards from the trash can to your hand. You may not draw from the discard.

Play up to 2 cards from your hand face down in front of you. This is called your stash. It's ok to look at them again during the game. The cards you place down have the potential for points at the end of the game.

You can choose to either draw one card from the trash or place one in your stash.

Steal a random card from another player's hand. This doesn't include cards in their stash. Watch out! That player may block you by immediately playing a Doggo or Kitteh card.

Draw the top card from the draw pile and reveal it to the other players before placing it in your hand. All other players may now

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stash one card that matches that card, but they must place it face up in their stash. And for every card stashed from other players you may draw one card from the trash can and add it to your hand.

Considered a “wild”, you can exchange this for a token that has not already been taken. NOTE: if you’ve already collected the other 6 tokens, this token has no value.

## Stashed Cards

Stashed cards provide points at the end of the game.

You can’t stash cards unless a Tree or Bandit Mask is used. Any cards not stashed must stay in your hand.

Stashed cards are stored faced down unless the Bandit Mask token is used.

If there are no cards left in the trash can, game play ends and the end of the game scoring is triggered.

When your turn ends, tokens are returned to the center, and the die is passed to the next player.

## Winning the Game

All players now discard any cards left in their hand, reveal stashed cards and sort them by type.

Add up the total number of cards per type and compare with opponents. Score points based on who has stashed the most of each type. You can only score points for that type IF you have at least one of that type card.

Points are indicated in the top left corner of each card.

In the event of a tie, both players receive one less point than indicated on the card. The next player with the next highest cards moves to second place.

Stashed Blammo! cards score one point each.

Tally each player's points. Whoever has the most points, wins. In the event of a tie, whoever has the largest variety wins. If there’s still a tie, he who has the most cards wins!