Trash Kings

by Benjamin Kovach

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2 - 4 Players / 13+ / 30-45 Minutes

Game Components

- 49 Tiles

- 16 Cubes (4 of each color)

Game Overview and Objective

In Trash Kings, players will place tiles on an expanding board in order to create and claim mounds. Players will gain points based on mounds they claim throughout the game. The player with the most points at the end wins! *Note: For the PnP version of Trash Kings, just keep score on paper!*

Setup

Shuffle the tiles and place them in a face down stack. This is the Tile Deck. Take a tile from the Tile Deck and place it in the center of the table.

Choose a player color and take all cubes of that color. This is your Cube Supply.

The player who has most recently taken out the trash goes first. Play proceeds clockwise, until all tiles have been placed.

Setup for a four player game
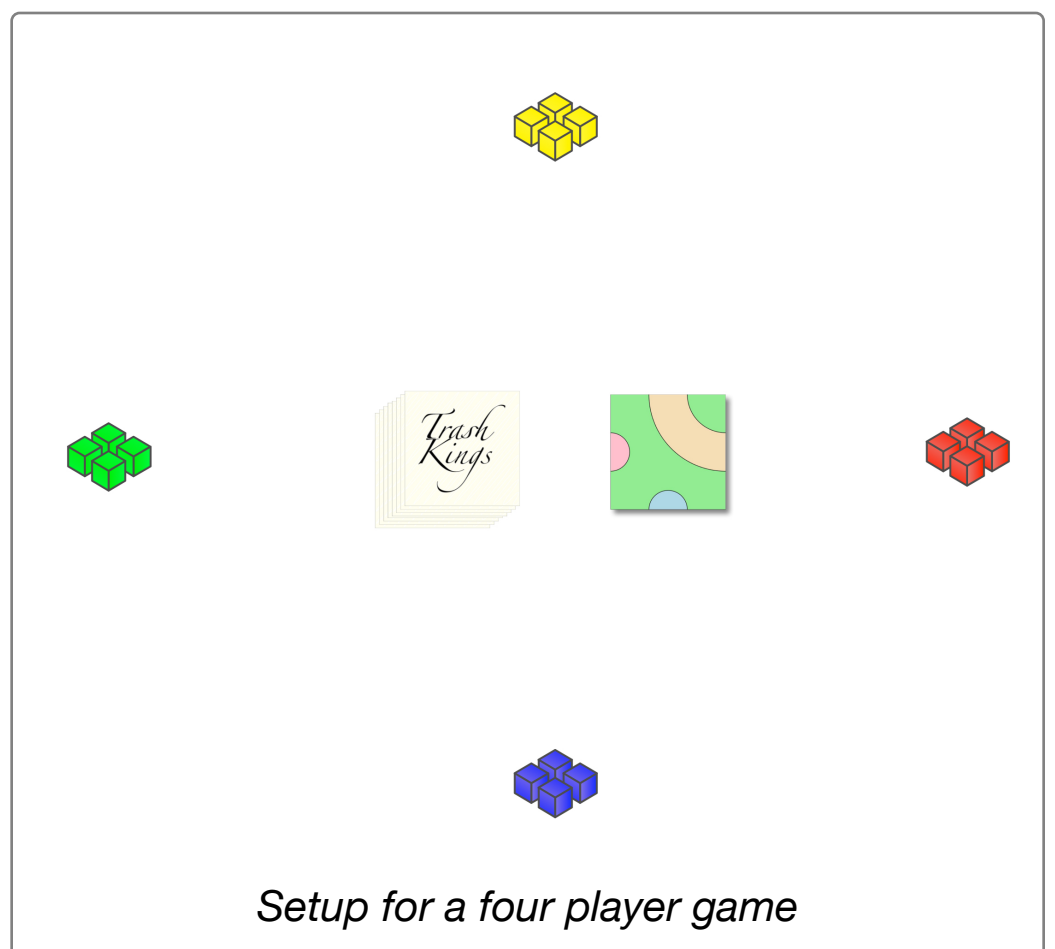
How to Play

Your turn consists of three phases, which you will take in the following order:

1.   *Tile Placement* - Draw a tile from the Tile Deck and place it on the board; a tile may be swapped once with an existing tile.

2.   *Cube Placement* - If your tile completes a trash mound, you may place a cube from your supply in a space on the new trash mound.

3.   *Cube Recall* - Recall cubes from your monochrome trash mounds.

Tile Placement

Draw a tile from the tile deck. This is the **primary tile**. You may choose to do one of two things with your primary tile:

- Play it directly

- Swap it with an existing tile

To play a tile directly, place it directly adjacent to an existing tile on the board and move onto *Cube Placement*.
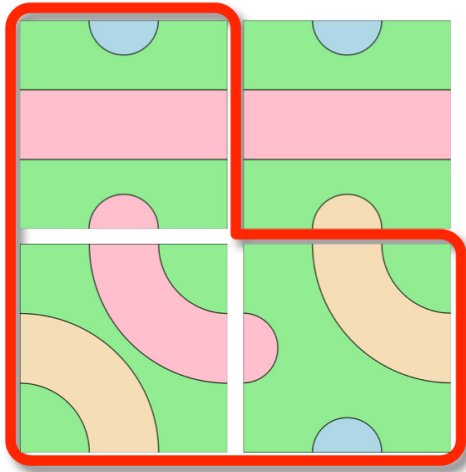

Playing a tile directly
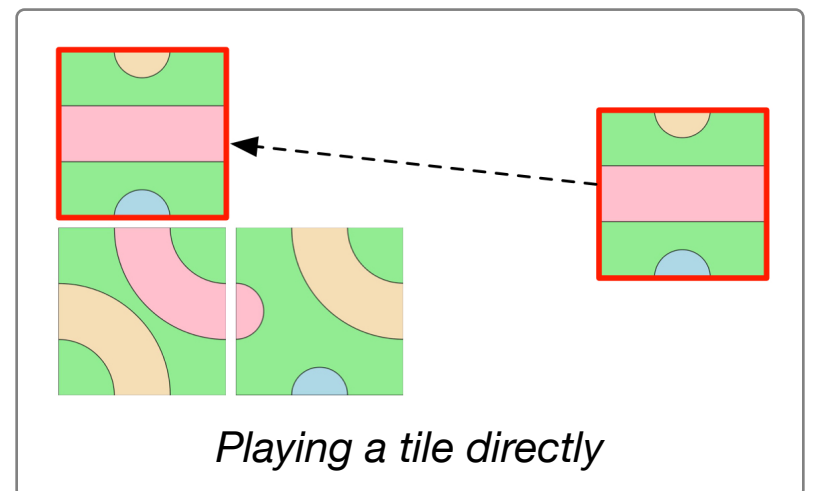
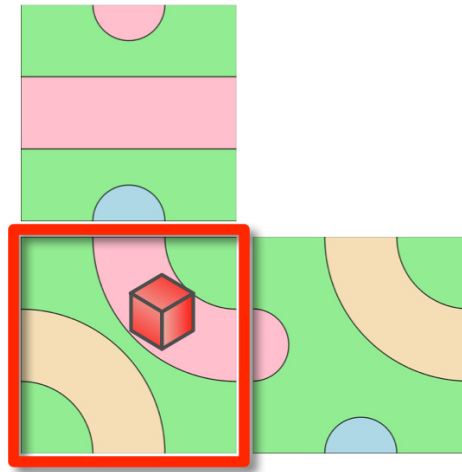Instead of playing the primary tile directly, you may choose to swap it with an **unblocked** tile on the board.

A tile is **blocked** if:

• Any cube is placed anywhere on the tile, OR

• A mound that is complete, consists of a single color, and is not claimed **(p. 4)** by you, touches the tile.
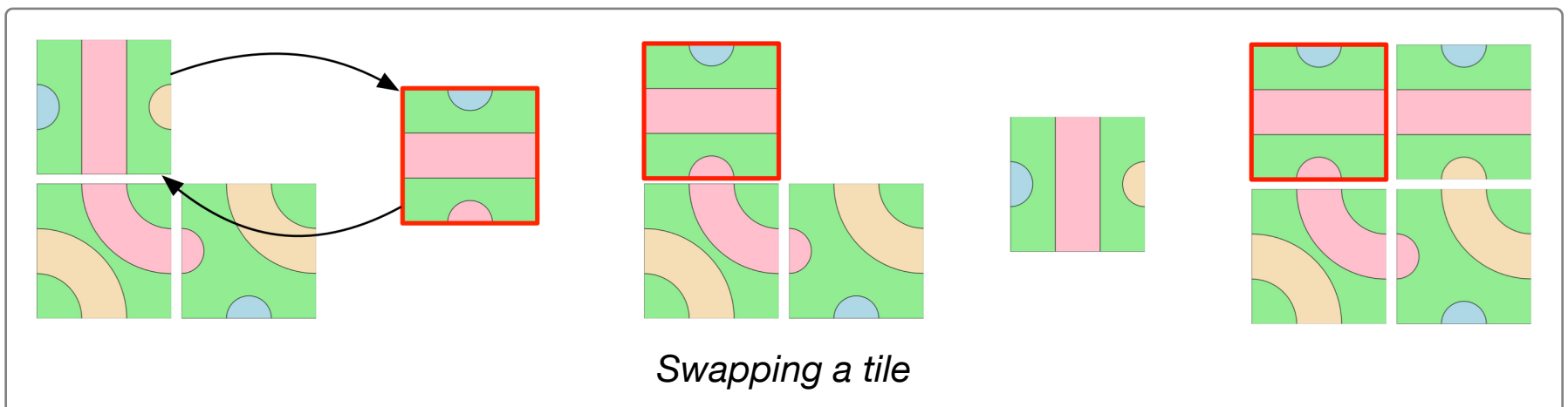
It is **unblocked** otherwise.

The complete red mound blocks these 3 tiles.

This tile is blocked by the red cube.

If you decide to swap a tile, pick up the tile on the board you wish to swap out and immediately replace it with the primary tile. Then place the tile you picked up (the **secondary tile**) adjacent to another tile on the board.
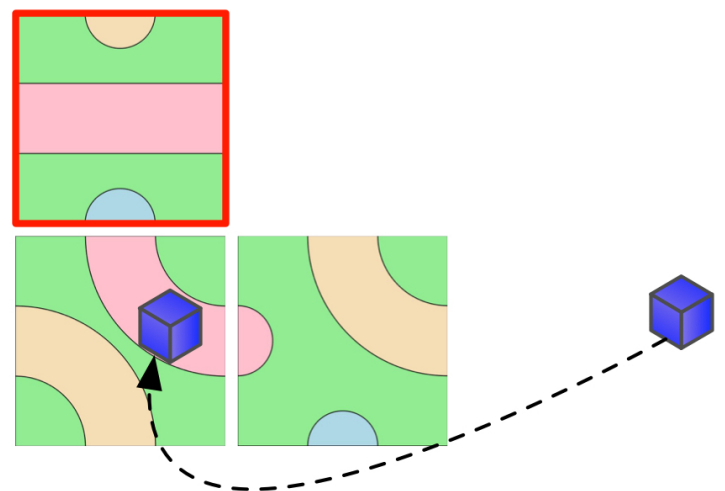

Swapping a tile

At the end of Tile Placement, all claimed (**p. 4**) mounds **must** be closed.

Cube Placement

After *Tile Placement*, you may have the opportunity to **claim** a mound.

You may claim a mound if both of the following conditions are met:

1. It was completed by placing the primary tile on your turn.

2. The mound is not already claimed (by you or any other player)

Since your primary tile completes an unclaimed mound, you may claim it. You do not need to place your cube on the primary tile.

To claim a mound, place your cube anywhere inside of it. The cube does not have to be placed on the primary tile, but it *does* have to be placed on a mound you completed using the primary tile.

You may claim multiple mounds on your turn, provided that the previously stated conditions are met for all mounds in question.

This move is illegal. Cubes can only be placed on mounds formed by the primary tile.
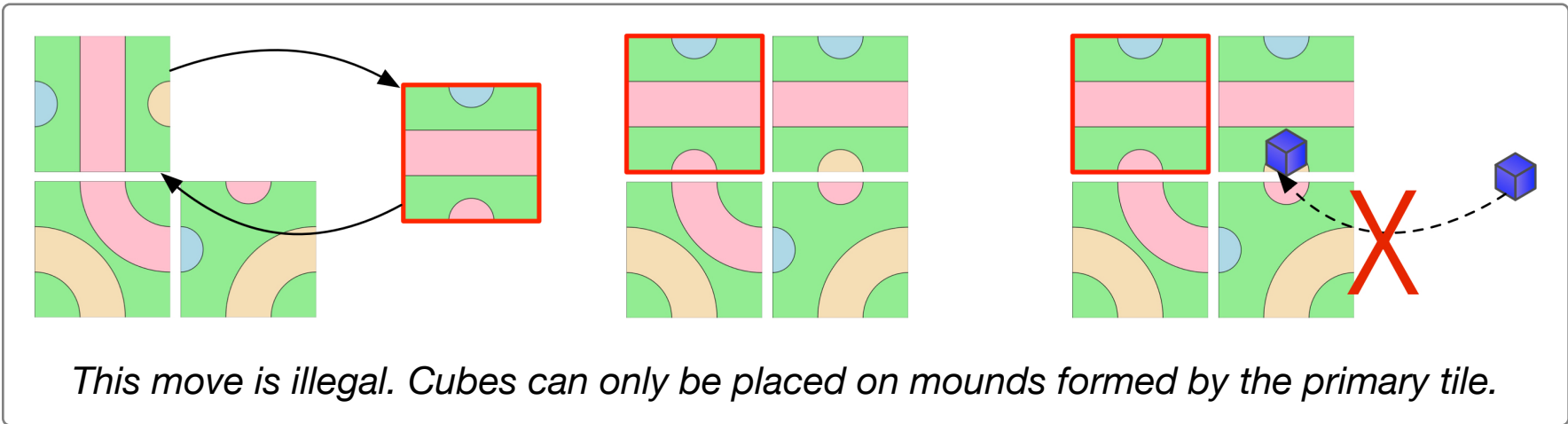
Note that, if you swapped this turn, you may **not** place a cube on a mound formed by the secondary tile, unless it also forms a mound with the primary tile played this turn (see below).

Although the secondary tile forms part of the mound, the primary tile does too. This move is legal.
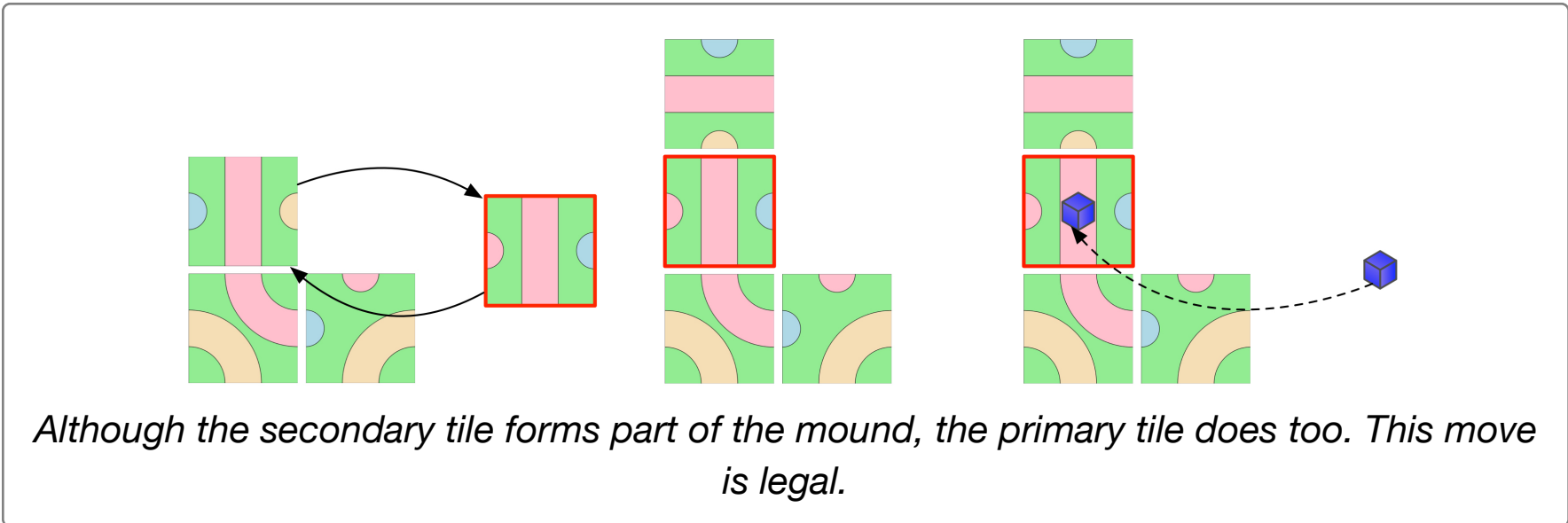
Cube Recall

At the end of your turn, you may recall one (only one) of your own cubes that currently claims a **monochrome** mound and return it to your supply. You immediately receive two points per tile in the mound.

> A mound is **monochrome** if it consists of a single color.

Recalling a cube
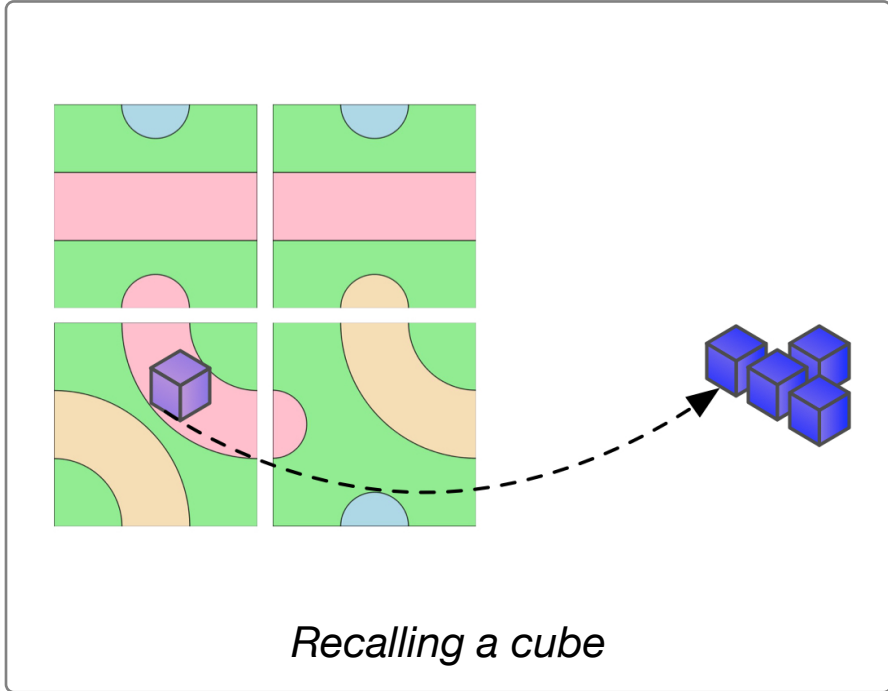
The End of the Game

The game ends when there are no tiles left in the tile deck.

Scoring is done per-cube. For each of your cubes, look at the mound it currently claims. If that mound is monochrome, you receive 2 points per tile the mound touches. Otherwise, you receive 1 point per tile the mound touches.

It is possible that more than one cube (possibly of different colors) claim a mound.

How can two players own the same mound? See below.

The player with the most points at the end of the game is the new Trash King!

A clever swap has been employed that causes red and blue to own the same mound.
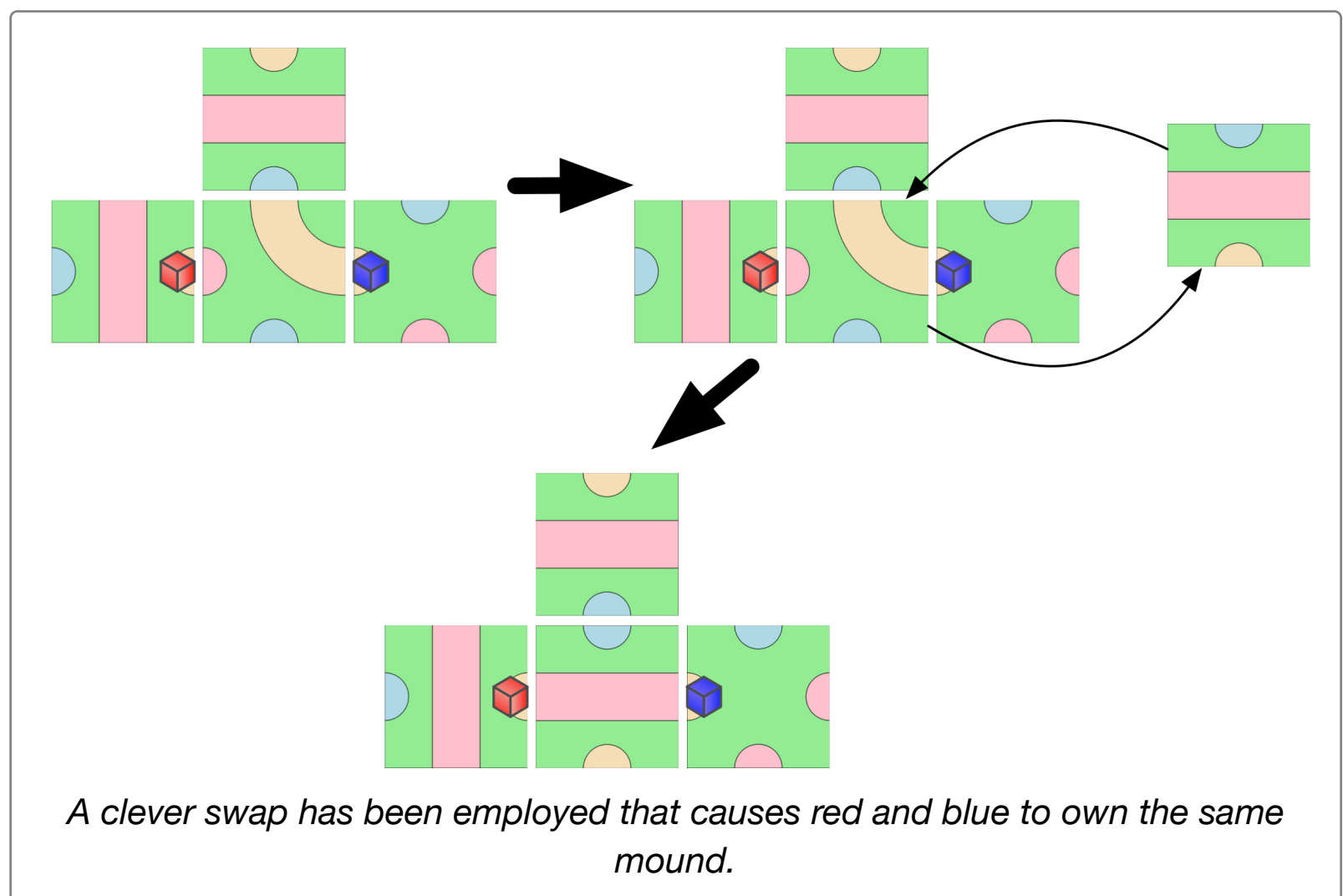
Notes

- It is possible to split existing mounds into multiple mounds by employing clever swaps.

Credits

Game Design & Development

- Benjamin Kovach

Questions? Concerns?

I'd love to hear from you! Email feedback to bkovach13@gmail.com or tweet me at @bendotk.