

Trash Pandas

Team 303:

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https://miro.com/app/board/o9J_kge5zgc=

<https://steamcommunity.com/sharedfiles/filedetails/?id=2291784138>

Rules:

Players:

Fat Trash Pandas is played by 3 players. Two are Trash Collectors, AKA the (Trash) “Humans”, and one is the Trash Panda, AKA the “Raccoon”.

Game Objective:

The objective of both teams is to collect the most Trash.

Setup:

Players decide on one person to be the Raccoon; the rest are Humans.

- Humans: Place a Human token on the Dump tile. Start with 1 Gas token.
- Raccoon: Place a Raccoon token on the Den tile. Start with 3 Poop tokens.

Game Pieces:

The Dump Tile:

This is the Humans’ starting point. Humans return Trash tokens here after collecting them.

The Den Tile:

This is the Raccoon’s starting point. The Raccoon returns Trash tokens here after collecting them. The Raccoon can also gain one additional Poop token each time they return here, carrying up to 5 total.

Gas Station Tile:

If a Human is adjacent to a Gas station at the end of their turn, they gain a Gas token.

Sewer Tiles:

When a Raccoon lands on this tile, they may choose to teleport to another Sewer tile of their choosing and then must end their turn. Humans may land on a Sewer tile but cannot use them to teleport.

Character Tokens: (3)

Two Humans and one Raccoon.

Gas Tokens: (2)

Humans use the Gas tokens to boost their trucks. One Gas token allows a Human to move two additional hexes, and removes the Gas from their inventory.

Poop Tokens: (9)

The Raccoon can place down a Poop token from their inventory on an adjacent open hex anytime during their turn. Humans cannot move through Poop tokens, but the Raccoon can. A Human can take one full turn to remove an adjacent Poop token.

Trash Tokens: (10)

All players aim to gain as many of these as they can. A player can take the Trash token from an adjacent tile and add it to their inventory if they have space. Picking up Trash ends their turn.

Turns and Abilities:

Both Humans take their turns first, followed by the Raccoon. This process is repeated until the game ends.

Raccoon:

- Each turn, the Raccoon can move **5** hexes.
 - For every 2 Trash in the Raccoon's inventory, the Raccoon grows plump and loses one hex of movement. Example: The Raccoon has collected 2 Trash, and therefore can only move 4 hexes per turn. 4 Trash = 3 hexes, and so on.
- Raccoons can hold a max of 4 Trash and 5 Poop.
- Raccoons become scared when they are close to a Human. If a Human ends their turn adjacent to a Raccoon that is carrying any Trash, the Raccoon must immediately drop 1 Trash on the closest adjacent open hex of their choice.
- Poops may be placed on an empty adjacent hex anytime during the Raccoon's turn.
- If the Raccoon is adjacent to the Den, they may return all their Trash. Their turn ends upon visiting the Den.
- Each time they return to their Den, add 1 Poop to their inventory until all Poop tokens are placed on the map.
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Humans:

- Each turn, the Humans can move **2** hexes.
 - They may not move through Poop tokens, but they may remove any adjacent Poop token using one full turn.
- They can only hold 1 Trash and 1 Gas at a time.
- Humans can scare the Raccoon, as described in the "Raccoon" section.

- If the Humans are adjacent to the Dump, they may return their Trash from their inventory, ending their turn.

Ending The Game:

The game ends when a team brings 5 Trash back to their corresponding Dump or Den.

Systems Description:

The tile system parts are: the Dump, Den, Gas Station, and Sewers.

The token system parts are: the Characters, Gas, Poop, and Trash.

Collecting Trash also serves as a balancing loop for both sides. The more Trash that is collected, the less Trash there is on the board. As a result, all players must travel farther to collect Trash, and may end up fighting over the same Trash tokens. The more Trash you have the higher your chances are of winning, but the harder it becomes to collect Trash as the game progresses. The Raccoon can outmaneuver the Humans using Sewers and Poop, while the Humans can protect the Trash by staying near the area and scaring the Raccoon.

Another balancing loop is between the Gas Station tile, Gas tokens, and the Humans. The Humans are able to consume Gas Tokens to traverse two extra tiles in a turn, allowing them to catch up with the Raccoon. In order to regain a Gas Token, however, the Humans must return to the Gas Station which may move them away from Trash.

There is a balancing loop between the Raccoon's use of Poop tokens and their trash collecting speed. The Raccoon can strategically place their Poop tokens in order to block the Humans' path. However, the Raccoon has a limited supply, and must go back to their Den to get more Poop, giving them less time to collect Trash. The Humans are impeded by the Poop tokens, but are given time to recover when the Raccoons go to their Den.

A balancing loop also exists between the Raccoon's progress and how easily they can obtain Trash. The Raccoon starts with a movement advantage, but as they eat more Trash, they are given less moves and cannot traverse the board as quickly. Their decreased speed also makes them easier to scare. The closer they get to winning, the harder it is to actually achieve victory. If, however, the Raccoon is behind and has not collected much Trash, their movement advantage will allow them to catch up more easily.