

# RECYCLE Rally



## RULES



Number of players: 3-5 - Playing time: 30-60 min.

# RECYCLE Rally

## GAME DESCRIPTION

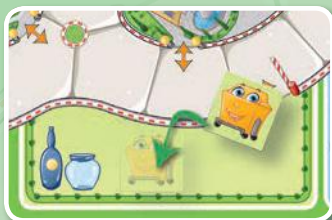
Players work for their local recycling company. Every Monday morning stuff appears in front of the buildings on the board, and players are randomly assigned to drive around in their lorries to collect it and take it to the appropriate recycling zone on the edge of the board, winning points according to the ecological value of the particular materials recycled. Whatever is not recycled ends up being burnt in the incinerator, which is better than burying it but not as good as recovering the materials for re-use.

## CUSTOMISING THE GAME FOR YOUR TOWN

1. Attach the "metal" sticker  somewhere in the "glass" or "plastic" center, based on whether in your town metal & glass or metal & plastic are collected together. If metal is collected separately, stick it in the "plastic" area and create a new entrance to that area using the "arrow" sticker 



2. Find out what colour dumpsters are used in your town to sort the recycling of various materials. Attach the appropriately coloured stickers to each recycling area on the board




## SETTING UP THE GAME

**Recycle Rally is played in three game weeks; each set of player-turns completes one day.**

- Players roll dice to determine who starts. Play proceeds clockwise around the table from the first player
- Each player chooses a different colour lorry and puts it near the statue at the centre of the board

**At the start of each week players must complete the following steps:**

1. Place the green disc on the square  to indicate the first day of the week
2. Distribute all 15 location cards as evenly as possible among the players
3. Look for the die-cut indicators for all the objects that appear on the cards you receive for the particular week you are playing, and place those indicators on the building shown on that card



When all players will have finished, each building on the board will have only one object to pick up and recycle.

## TAKING YOUR TURN

1. Roll the dice and move your lorry towards any building with an object to pick up, or towards the appropriate recycling area to deposit what you are carrying in.
  - While you are moving, the buildings count as a space and can be crossed, but only by using the entrances and exits indicated by the arrows
  - When you arrive in an area with more than one building, it counts as only one space
  - One space cannot contain more than one lorry
  - If you find your route blocked by another lorry, you cannot pass it. You can choose to end your turn in the space behind it, or find an alternative route
2. To load an object, move the indicator from the building on top of your lorry. Note that lorries can carry a maximum of two objects at a time
3. To unload an object, move the indicator from your lorry to the appropriate recycling area, and write the total points shown on the indicator on your column of the score sheet
4. Your turn ends when you have used all the points



you rolled on the dice, or when you choose to stop your lorry

5. After all players have completed their turns, the last player is responsible for moving the green disk to the next day of the week, thereby starting the next round of turns



## AT THE END OF THE WEEK

in a five-player game, the work week ends on **5** (Friday), but with a team of four players it ends on **6** (Saturday) and with three players it ends on **7** (Sunday).

Move the objects still on the buildings into the incinerator. At the end of the first and second weeks, the objects loaded on lorries remain there and can still be unloaded during the next week. At the end of the third week, the objects on lorries also go into the incinerator.



To prepare for the next week, collect and re-shuffle the building cards and repeat the steps indicated above.

## FINAL POINT COUNT

At the end of the third week, the winning player is the one with the highest point total.

**NOTE:** if at the end of the game there are more than **24 objects** in the incinerator then everybody loses. The team has not succeeded in picking up, sorting, and recycling the local rubbish effectively, as most of the ecological value of the materials in the incinerator have been wasted.

## ADVANCED GAME RULES

(suggested age: 10+)

We offer the following advanced game rules to make Recycle Rally more exciting and competitive.

### SPECIAL LORRIES

Starting with the second week each player can decide to buy a special lorry at the cost of 5 points, subtracted from that player's total on the scorepad.



A FASTER LORRY THAT ALLOWS YOU TO THROW THREE DICE INSTEAD OF TWO WHEN YOU MOVE

or



A LARGER LORRY THAT ALLOWS YOU TO CARRY THREE OBJECTS AT THE SAME TIME INSTEAD OF TWO

*Note: when you have decided which special lorry to buy, exchange your standard lorry indicator for that special lorry in the same colour.*

At the beginning of the third week, you can choose to buy a different special lorry.

In this case you must subtract another five points from your column on the score sheet.

### LOADING AND UNLOADING OBJECTS ON YOUR LORRY

The advanced game also considers the volume of objects to be recycled, shown by the colour of their indicators. To load and unload an object, you must use the number of points corresponding to its volume from the points you have rolled on the dice.

For example, you rolled a **6** on the dice and move 1 space to enter a building with an object.

At this point you have **5** remaining points to spend.

If the object to be picked up has volume **2**, then you can still move your loaded lorry **3** spaces away from the building.

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