

INTRODUCTION

There's an epic battle of wits being slyly waged among you and your roommates. No one speaks of it, or even acknowledges its existence, but when it comes to taking out the garbage, it's all about the art of the dodge. In the pursuit of avoidance each dexterously stacked banana peel represents a small victory. That candy wrapper hidden in the deep recesses of your room is a silent success.

But the greenish milk carton you secretly stashed under your roommate's bed, that was a stroke of genius! That is until you get caught making a mess while everyone else pretends they would never be so childish—as to get caught.

Be careful and be cunning. Only the champion can gloat in a hammock while everyone else lugs out the trash on *Garbage Day*.

OVERVIEW

In *Garbage Day*, players take turns dexterously stacking Garbage cards one at a time onto the overflowing Garbage Can, or stashing Garbage cards in their rooms. But once a player's Room gets too full, he/she must clean it by stacking all the cards from that Room on top of the Garbage Can, very carefully, one by one.



If any of the Garbage cards fall off the Garbage Can during your turn, take those cards and place them in your Overflow Pile. If your Overflow Pile gets too big, you will be eliminated from the game. If all other players have been eliminated from the game, you win!

CONTENTS



77 Garbage Cards



13 Mischief Cards



5 Room Cards





1 Garbage Can

GAME SETUP

1. Open the **Garbage Can** and remove all cards. Turn the **lid** upside down and securely fit it into top of the Garbage Can. Put the Garbage Can in the center of the playing surface within easy reach of all players.
2. Give each player a **Room card**, place "Busted!" side down in front of them. Next, search through the cards for those marked with a star called "Clutter," and give one **Clutter card** to each player. Players each place their Clutter card face up in front of them in the area to left of the Room Card. Shuffle the unused Clutter cards into the **Garbage Deck** and place the deck within easy reach of all players.
3. Deal each player **two face down cards** for their **starting hands**, and place the rest of the deck in easy reach of all players.
4. The **Starting Player** is the player who most recently took out the Garbage. Play continues clockwise until the end of the game.

You are now ready to play *Garbage Day*!



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Garbage Day
 2-5
 30
 8+
 choco milk

GAMEPLAY

On your turn complete the following **four steps** in order.

1. DRAW

Draw cards from the deck until you have **three cards** in your hand. If you already have three or more cards in your hand, skip this step and do not draw any more cards.

2. PLAY A CARD

Choose a card from your hand to play. The icons in the top of the cards show the location the cards can be played. These locations are:



Onto the Garbage Can: carefully place the card on top of the Garbage Can (*see rules below*)



Into Your Room: place the card into the left side of your Room Card



Into a Roommate's Room: place the card into the left side of a roommate's Room Card



Identifies a
"GROSS"
Garbage Card



Identifies a
SMELL card

Rules for placing cards on the Garbage Can:

- Place one card at a time.
- Place cards face up so that the title can be read.
- Use only one hand.
- The **holes** located at the top of the card being played may not be blocked by the Garbage Can or any other card. You must be able to see the playing surface through both holes. If any part of either hole is blocked after you have placed it is not valid, you must pick it up and try again.
- You may not intentionally move any cards that are resting on the Garbage Can.



- Place the card on top of the other cards, NOT under or between any other cards.
- Placing cards on the Garbage Can may cause other cards to move or shift. If you are placing more than one card, you must wait **3 seconds** until the cards on the Garbage Can have stopped moving before placing the next card.

Playing Mischief Cards:

Mischief cards are played into a roommate's Room (unless the card says otherwise). The action stated on each card is **read and followed** when played. The card remains in that room until it is cleaned, where it is placed onto the Garbage with the other cards. A player may also choose NOT to follow the text after they play a Mischief card into a roommate's Room.

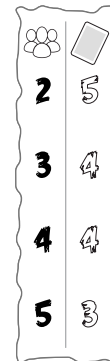
3. CHECK ROOM

Add up the **Size Numbers** from the bottom left of every card in your Room. If the total is **10 or more**, your Room is full and you must **clean your Room**. One at a time, place all the cards from your Room onto the Garbage Can. You cannot "choose" to clean your room, but can only clean your Room if it is full, or if a Mischief card allows it.



4. OVERFLOW

While placing cards onto the Garbage Can, cards fall onto the table, those cards go into that player's **Overflow Pile**, the area to the right of their Room Card. If fallen cards are the fault of another player, such as by bumping the table, that guilty player takes those cards into their Overflow. If ever the number of cards in your Overflow is greater than or equal to the number on the Room Card, (based on the number of players) you are then **Busted!** Flip your Room card over to the "Busted!" side. You are out of the game and all of your remaining Room's cards and hand go to your Overflow Pile.



NO FAULT SPILLAGE

If, through no fault of any player, cards fall off the Garbage Can due to pets, ceiling fans, etc., the cards are left where they fall. The next player who causes cards to fall off the Garbage Can adds all fallen cards to his/her Overflow.

NO MORE CARDS TO DRAW

If the deck is exhausted and there are two or more players still in the game, all remaining players continue to take turns. Since there are no cards to draw, remaining players no longer complete the Draw step. Remaining players still complete the other steps during their turns: Play, Check Room and Overflow. When you do not have any cards in your hand, you may move a Garbage card from your Room to the Can. If you run out of cards in your Room, you have a clean Room and must wait until all other remaining players have clean Rooms.

GAME END

Garbage Day ends when just **one remaining player** hasn't reached the Overflow limit. That player celebrates winning the game by heading out for a day on the hammock while everyone else is stuck taking out the Garbage. *OR...*

All cards have been placed on the Garbage can, and there is more than one player remaining. The victor is the player with the smallest total **cards** in his/her **Overflow Pile**. Tied players hang up two hammocks and share a toast while the others take out the Garbage.

If no players have any Overflow, and all cards have been placed on the Garbage Can (*bravo!*), *Garbage Day* has passed and the Garbage did not get taken out. All players lose the game, but win another week to enjoy the heady aroma of Tuesday's tuna can.

Thank you for playing *Garbage Day!*

