

Mission 3: Trash production increases each year!

Congratulations - you mastered the first missions! The most difficult part of saving the ocean is the actual start of doing something! We always think, why is no one else doing anything? Then we may realise that someone is ourselves. So thank you for starting to save the ocean playfully. We can all contribute by raising awareness to our families and friends.

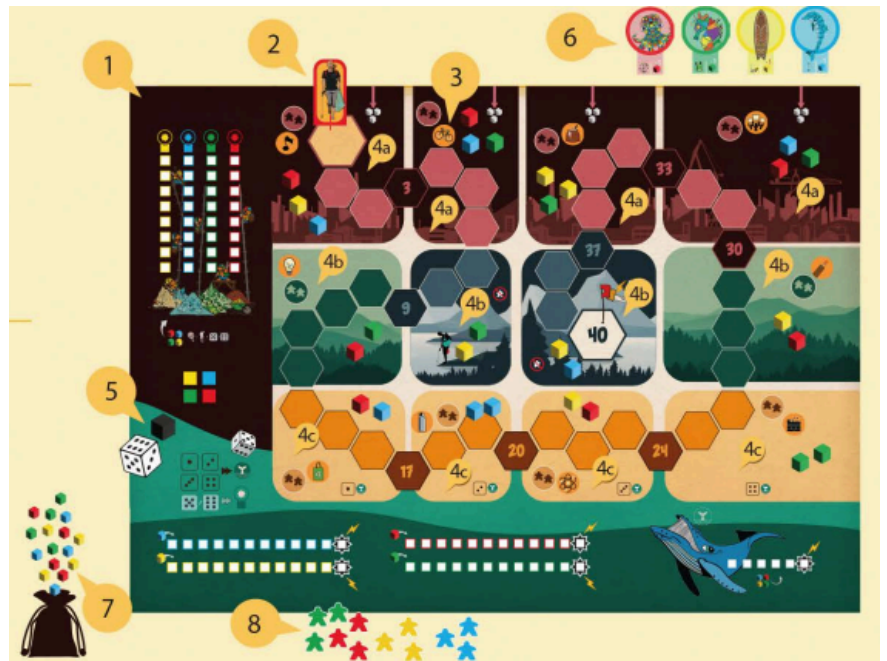
One initial fact for you to match the mission: On average 500 kg trash is produced per person per year! We have to start to reduce our trash and reuse what we already own.

Therefore, in **Mission 3** you simply add 8 more trash cubes in the beginning of the game but play the game as before. Check out **step number 4. highlighted** in the Setup below.

[This simple version is explained in this YouTube video by @TheTrashTraveler himself!](#)

Setup equals Mission 1!

1. Place the main board in the center of the table on its reverse side.
2. Assemble 1 *The Trash Traveler* figure of your choice and place it at the trail's starting point in the top-left corner of the board.
3. Mix 1 of each solution token (except the "ocean monitoring") in the bag and randomly draw 1 for each designated round space on the main board, illustrated with an exclamation mark.



4. Mix 9 trash cubes of each type/color in the bag to determine the initial distribution of trash in nature. Draw at random and place the following in the different regions of the main board:
 - a. 4 cubes in all 4 upper regions (cities).
 - b. 3 cubes in all 4 central regions (forests and mountains).
 - c. 2 cubes in all 4 lower regions (beaches).
5. Place 1 fishing gear trash cube next to the 4 colors that represent the trash types below the artists' zone. Additionally, place the die in this zone as well.
6. Assemble the art piece figures.
7. Mix all remaining trash cubes in the bag (except the 3 fishing gear trash cubes).
8. The player who loves sharks the most is the first player and receives the 12 volunteers.
9. Return all unused components to the game box, as they will not be needed in this variant.

END OF THE GAME:

How to win?

To win The Trash Travelers in this first version, you must achieve **all** 3 goals:

- *Reach the mountain at the end of the hiking trail with The Trash Traveler - in your last turn, you must still place the volunteers and let the trash flow towards the ocean. You might still lose the game.*
- *Build all 4 art pieces into the main board.*
- *Collect all 10 solution tokens from the main board.*

How to lose?

The game ends immediately in defeat **if any** of the following conditions occur:

- *You reach the end of the hiking trail without achieving the remaining winning goals above.*
- *Any of the trash tracks on the ocean floor becomes entirely filled.*
- *The whale's track becomes completely full of trash.*

Good Luck!

If you have any further questions, here is an AI assistant that can clarify your questions:

<https://www.board-game-wizard.com/>

If further doubts, send us an email thetrashtavelerteam@gmail.com or drop a message on Instagram @[TheTrashTraveler](#) !