

Mission 5: Go slow!

Up to now, you've learned that action matters. But to create lasting impact, we also need structure. Too often we rush ahead, chasing quick achievements, only to realize later that our steps could have been more thoughtful.

Sometimes the wisest choice is not to leap forward by ten steps, but to pause, reflect, and plan. By rethinking our path, we make our actions more sustainable and meaningful.

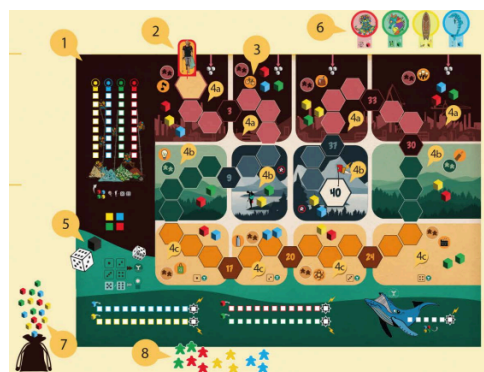
That's why in Mission 5, the game introduces a new layer of strategy.

Setup equals Mission 1!

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:

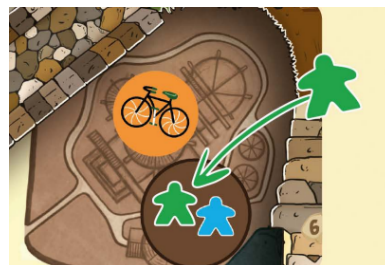
- 4 cubes in all 4 upper regions (cities).
- 3 cubes in all 4 central regions (forests and mountains).
- 2 cubes in all 4 lower regions (beaches).

5. Remove the black fishing gear cube. Not needed anymore in this version.



Add Discussion Tokens:

Mix the discussion tokens and place 1 in each designated round space of the main board, illustrated with 2 volunteers. A volunteer may be placed who matches one of the colors in the discussion token for that region and place them on top of the token without covering other volunteer requirements. If both requirements are still available, you may choose which one to assign a matching volunteer to.



Add Movement Tokens:

Instead of moving forward The Trash Traveler any chosen number, you must now choose 1 movement token from those available on the side display. Each movement token depicts one of the 4 trash types, showing The Trash Traveler's intention to collect that type of trash in the region of the hiking trail.

The movement token you used is flipped to its reverse side, becoming unavailable for the rest of the game. If no movement tokens remain to continue the hike, *you trigger an immediate defeat condition and lose the game.*



Add Ability Tokens

During any turn, you may use one or any combination of ability tokens to enhance your actions. However, each ability token may only be used once throughout the entire game:



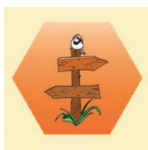
You already know this **NGO token**:

The NGO helps you remove all cubes from a region regardless of their color.



Reuse and give it a second life:

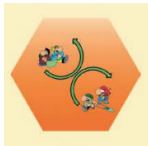
You may reuse one The Trash Traveler movement token that has already been used / flipped over.



Go back: When moving The Trash Traveler figure, you may move it backwards only once with this token. Choose one movement token and move back on the hiking trail. In the next turns, The Trash Traveler will resume moving forward toward the end of the hiking trail.



Skip it: When assigning volunteers to tasks, you may skip over one region without placing a volunteer there. Continue placing the remaining volunteers normally.



Change the route: When assigning volunteers to tasks, you may change the direction of placement at any point and continue in the opposite direction. Continue assigning the remaining volunteers normally.

END OF THE GAME AS USUAL:

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 you have further doubts or find mistakes, send us an email

thetrashtravelerteam@gmail.com or drop a message on Instagram @[TheTrashTraveler](#) !