

Mission 1: Let the awareness journey begin!

This mission simply serves to get into the game – it is the easiest version so that you can become familiar with the game board and some basic elements. You do not need all game elements yet; these will be added later in the more complex missions. An item that is used many times reduces its CO₂ footprint – that is why we decided to develop a complex game with many variations. Have a wonderful awareness journey! **Challenge that would make us happy: instead of leaving the game on a shelf after a few plays, lend it to friends and family so it can be enjoyed more often!**

Important: Just like in real life, it is not possible to clean the entire world. That is why the **goal of the game** is to **create awareness** through art and to **discuss solutions that tackle problems at their root**. As an annoying side effect, you and the ocean will be overloaded with trash.

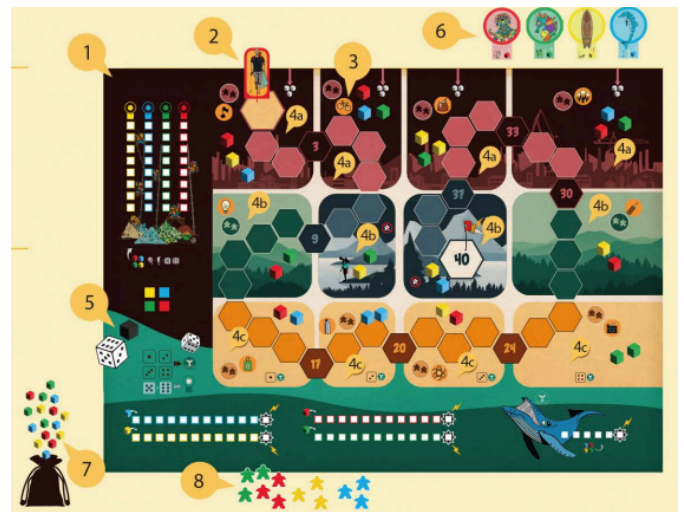
[This simple version is explained in a YouTube video!](#)

This is a cooperative game. You can play it **alone or with others**. If you play with others, the player whose turn it is always has the final decision-making power. However, you discuss together which steps should be taken.

Setup for a simple start!

(Check numbers in the image to the right)

1. Place the “simple” main game board in the center of the table.
2. Assemble **one** of five available The Trash Traveler figures of your choice and place it on the **starting point of the trail** in the upper-left corner of the board.
3. Take **10 different solution tokens** and place them on each of the round symbols marked with an **exclamation mark**.
4. Shuffle **7 trash cubes of each color** into the bag (7 red, 7 blue, 7 yellow, 7 green). Draw randomly and place them as follows in the 12 different regions of the board:
 - a. **3 cubes in each of the 4 upper regions (cities).**
 - b. **2 cubes in each of the 4 middle regions (forests and mountains).**
 - c. **2 cubes in each of the 4 lower regions (beaches).**
5. Place **one black cube** next to the 4 colored squares, below the artist zone. Also place the **cube** inside this zone.
6. Place the **art piece figures** (unassembled) next to the artist zone.
7. Shuffle all remaining trash cubes into the bag (the other 3 black cubes are not needed).
8. The player who loves sharks the most is the starting player and receives the **12 volunteers**.
9. All unused components go back into the game box – they are not needed in this variant.



Game play

In the game The Trash Travelers, you move with the Trash Traveler and mobilize volunteers for help. In **each turn**, you must carry out a **sequence of mandatory actions**:

1. **Move the Trash Traveler,**
2. **assign tasks to all volunteers,**
3. **carry out these tasks.**

At the end of your turn, a series of effects occurs:

1. **Existing trash flows toward the ocean,**
2. **People produce new trash.**

The Trash Travelers is played over an undefined number of consecutive turns clockwise **until one of the end conditions is reached**:

Victory conditions

To win the game in this first version, you **must achieve all 3 of these objectives**:

1. **Reach the mountain at the end of the trail** with the Trash Traveler (space 40). (In the last turn, volunteers must still be placed, and trash must flow toward the ocean.)
2. **Build all 4 art pieces.**
3. **Discover all 10 solutions.**

Defeat conditions

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

- The **end** of the trail is reached **without fulfilling the victory objectives**.
- **A trash track** on the sea floor is **completely filled**.
- The **whale has swallowed too much trash**, and the track is completely filled.

1. Turn: Move *The Trash Traveler*

Your turn always starts by moving the Trash Traveler. You may **advance any number of spaces along the trail**. The trail consists of **40 spaces** and winds **through 12 regions** (cities, mountains, forests, and beaches). Some spaces act as **bridges** (spaces 3, 9, 17, 20, 24, 30, 33, 37) connecting two regions. You may move as far as you like – **moving backward is never allowed**.

- After the Trash Traveler stops on a space, he **collects all trash of one color from that region**. The collected trash cubes are **placed in the artist zone** (top left).
- Once a trash color is collected, **cover that color** below the artist zone **with the black cube**.
- In the next round, you **cannot collect that same trash color again**.



If the Trash Traveler is on a **bridge**, all trash cubes of the same color from **both adjacent regions are collected** and delivered to the artist zone!

Art Pieces:

There are 4 art pieces that are built in the artist zone. Each is made from only one trash color. Once a trash track is completely filled, this art piece is built and placed on the board. In this first version, these art pieces **do not have any additional game effect**. *However, one victory condition is to build all 4 art pieces!*

(If a color track is full and additional trash cubes of that color are collected by the Trash Traveler, they have no further value and are simply placed in the recycling supply next to the board.)

2. Turn: Volunteers come to help:

After the Trash Traveler has moved, all available volunteers come to help. Now you **must assign a task to each volunteer**:

- Always start in the region where the Trash Traveler is located and **distribute** the volunteers **around the board one after another** (city, forest, or beach – **never in the mountain regions!**), either clockwise or counterclockwise. The chosen distribution direction can only be changed in the next round.
- Only **one** volunteer may be placed **in each region!**
- You must occupy each region consecutively and may **never skip one**.

In each region, you have 2 options:

Option A: Collect trash

- Place a volunteer next to a trash cube of the same color in that region.
- Unlike the Trash Traveler, a **volunteer only collects 1 trash cube!**

Option B: Discuss solution

- Place a volunteer on the discussion space next to a solution.
- If the solution has already been discussed, a volunteer can still be placed there without further effect. This may occur during the game.

Special situations:

- If you have **more than 10 volunteers** available and return to the Trash Traveler, **continue distributing without skipping a region**. This way, **2 volunteers** can be placed **in a region** in the same round.
- If the Trash Traveler is on a **bridge**, you may **choose from which of the two adjacent regions** to start distributing volunteers.
- If the Trash Traveler is in a **mountain region**, you may choose **any region** (city, forest, beach) **to start distribution** – volunteers may **never** be placed in the **mountain regions**.

Alternative to collecting trash or discussing: Underwater cleanup

If no volunteer matches the trash color of a region **or** you do not want to start a discussion (for example, because the solution has already been found), you **can stop placing** the remaining volunteer(s) and **instead roll the die once**.

Once rolled, you may not continue distributing – the round ends.

Die results:

a. Numbers 1 to 4: Whale sighting

→ A whale appears on the beach of the rolled number and **swallows one trash cube** (if several cubes are present, you may choose the color). If a volunteer in the previous distribution has already secured the cube or if there is no trash there, nothing happens.

Note: Trash swallowed by the whale can no longer be removed.

b. Numbers 5 & 6: Underwater cleanup

→ **A single trash cube** of any color **is rescued** from the sea floor and brought to the artist zone.

3. Turn: Perform Tasks With Volunteers:

- Volunteers collecting trash are placed with the trash next to the board. All trash cubes **collected by volunteers** go into the general “recycling” supply – simply **next to the board – not the artist zone!**
- Volunteers discussing **solutions need a second volunteer** to succeed:
 - If **two volunteers** are present, the **solution is discovered** and placed next to the board. The two volunteers become available for the next player.
 - If not, the **single volunteer remains** until a second is added in a future round.
- *To win, all 10 solutions must be discovered.*

End of Turn:

After each turn, the following happens:

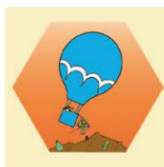
1. Trash flows toward the ocean

1. Trash on **beaches moves into the sea** → collected on the corresponding color tracks on the sea floor.
2. Trash from **forests and mountains moves to the beaches**.
3. Trash from **cities flows into forests and mountains**.

2. New trash production by humans

- Draw **3 trash cubes** randomly from the bag and place them **in each of the 4 city regions**.
If the bag is empty: refill it with the recycling supply.

Next round! The first round has been completed, and the **next player receives the available volunteers** and the decision-making authority.



Attention “Joker” Token:

NGO (Non-Governmental Organization): **Once per game** and at any time of your choice, you may ask an NGO for help: **all trash cubes from one region are collected and brought to the artist zone.**

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