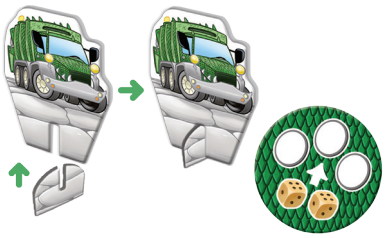
adventerra GAMES

Recycle Rally

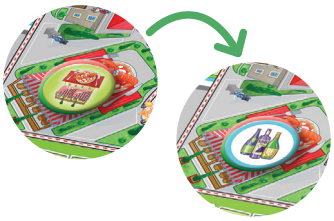
RULES

Race to clean up the town! Each player drives a recycling truck around town, trying to pick up as many items as possible. You earn Adventerra Points for every load you take to the right recycling area, and the player who earns the most points wins. At the end of the week, any items you missed are buried in the landfill, creating pollution and greenhouse gas. If too many items go to the landfill, everyone loses… so move fast and sort carefully!

SET UP THE GAME



- Open the board and place it on the table.
- Assemble the trucks.
- Each player chooses a truck, takes the matching truck disc, keeps it in front of them and puts their truck at the statue in the center of the board.



- On the back of each token, there is a picture of one of the buildings located on the board. Place all 45 tokens on their matching buildings, with the pictures of waste and recycling items facing down.
- Then, on each building, flip one token so the item is facing up.

- Place the time marker in box 1 on the board.
- Place Adventerra Points next to the board.

CHOOSE YOUR TRUCK

THE TRUCK DISCS SHOW 2 DIFFERENT TYPES OF TRUCKS

- One moves faster but carries less. You can roll 3 dice for your turn, but can only carry 2 tokens at a time.
- The other is slower but carries more. You can only roll 2 dice, but you can carry up to 3 tokens.
- At the start of each week, decide which type to use, and flip your truck disc to show your choice.

THE BOARD

The board shows a town with 15 buildings that produce waste every week. On the edges of the board, there is a landfill and 7 recycling centers with colored borders:

- paper and cardboard
- organic waste
- metal
- glass
- plastic
- special waste
- bulky waste
- landfill

Note: there is no universal rule for recycling. Each town may have different rules. We developed Recycle Rally to teach you about types of materials that can be recycled or composted. We hope you have so much fun that it inspires you to research your local recycling options!

HOW TO PLAY

KEEPING TIME

The race lasts for 3 weeks, and each round equals 1 day. So, after every player has taken a turn, it's the end of the day and the time marker should be moved to the next box.
At the end of the seventh day, a new week begins (move the time marker back to box 1). The game ends after the third week.

ROLL TO ACT

The youngest person goes first, then continue clockwise. On your turn, roll 2 or 3 dice depending on your truck type. Add up the numbers you roll to get the total number of actions you can use on this turn.

It costs 1 action to:

- Move your truck 1 space forward
- Enter or leave a building (note that you can only enter or exit through a space with arrows)
- Load a token onto your truck
- Enter or leave a recycling center (note that you can only enter or exit through the security gate)

It costs 2 actions to unload your truck, no matter how many tokens you are unloading.

During your turn, you can move, load, and unload as long as you have enough actions. If you do not have enough actions, your turn ends.

You can pass other trucks, but you cannot end your turn on the same space in the road as another truck.

Some buildings have more than one entrance. You can enter from one and exit from the other, but only to load a token.
The buildings cannot be used as shortcuts. There is no limit on the number of trucks that can enter a building at the same time.

Some areas have two buildings. In these places, you can load up to 2 tokens (remember that each token still costs you 1 action).

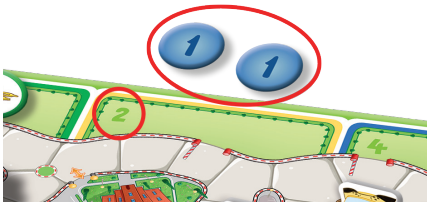
TOKENS

You may only take a token that is flipped up to show a waste or recycling item. To load a token, put it on your truck disc.

The edge of each token shows the color of the recycling center where it should go. The tokens must go to the matching recycling center (for example, you cannot unload a glass bottle in the metal recycling center).

EARNING POINTS

There is a number in the corner of each recycling center. You earn that number of Adventerra Points for each token you unload there. Keep your Adventerra Points in front of you so everyone can see them.



END OF THE WEEK

At the end of 7 days, players need to set up for the next week.

1. All trucks stay where they are, along with any tokens they are carrying.
2. Throw out any items that the trucks missed. Check the buildings for any tokens with the item facing up, and put them in the landfill.
3. On each building, a new token is flipped up to show the picture of the item.
4. At this time, anyone can change their truck type by turning over their truck disc (however, if your truck is currently carrying 3 tokens, you can't change to the faster truck type).
5. The time marker is placed in Box 1, the new week starts, and the first player takes a turn.

END OF THE GAME

At the end of the 3rd week, move all tokens from the buildings and trucks to the landfill.
The player with the most Adventerra Points is the winner - unless there are too many items in the landfill! If that happens, there is too much pollution and everyone loses.

The maximum number of waste tokens allowed in the landfill depends on the number of players.
3 players: 10 tokens
4 players: 7 tokens
5 players: 5 tokens

Note: *If you'd like to make the game easier or harder, raise or lower the number of tokens that will make everyone lose.*