

Play for the Planet: Board games as instruments to teach Sustainability (P4P)

European Plastic's Race

Project Code: 2022-1-ES01-KA220-SCH-000085070



GAME RULES

A crazy race for plastic recycling

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INTRODUCTION



2-5 players



From 8 years old



25 / 45 minutes



The city councils of major European cities organise the “**European Plastic's Race**” competition, where private plastic recycling companies apply to be recognised by the city and contracted to carry out the work throughout the country. You are the manager of one of these companies, will you be able to be the first to collect the most plastics while avoiding the city's daily traffic problems?

OBJECTIVE OF THE GAME

Your goal is to collect recycling points. To do this, you will have to collect plastic from the bins distributed throughout the city before anyone else. You will also be able to sell the plastics from the bins collected at the Recycling Plant and gain points. What will be the most profitable for your company? Sounds easy, doesn't it? But you won't always be able to take the shortest route and you'll have to avoid construction sites, mandatory directions or stop at unexpected punctures. Try to find the best route by managing the use of your cards or their powers, while trying to avoid the difficulties that the city itself or your opponents put in front of you.



Recycling points icon. The # symbol indicates the number of recycling points achieved.



Example:
4 recycling points

COMPONENTS



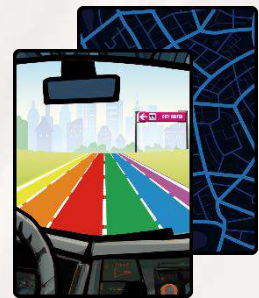
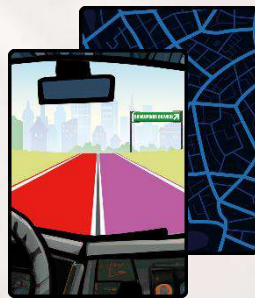
25 Bins Cards
numbered 1 to 5



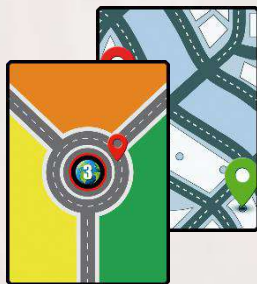
1 Bonus Card



5 Recycling Plant Cards



59 Street Cards



14 Route Cards.



5 Wooden cylinders
(wooden trucks)



1 reward die
WITH route
cards



1 reward die
WITHOUT route
cards



4 coloured dice



Recycling point
counters



Tokens: 2 Street Works, 2 one-way
and 5 police tokens



4 double-sided boards with 8 European City Maps



Starting player token

PREPARING FOR THE GAME

1 – Choose one of the 8 available European city boards (maps) and place it in the centre of the table within easy reach of all players. Each of them tries to bring different things to the table as explained at the end of this manual. Depending on the number of bins they can be:

- Two Cities with 3 bins: Paris and Victoria. These maps are recommended for beginners or for short games (20-25 min.). These boards stand out for their simplicity as they do not have a Recycling Plant, ideal for playing with children between 8-10 years old. You can increase the simplicity even more if you decide not to play with route cards.

- Four Cities with 4 bins: Athens, Berlin, Madrid and Rome. These boards contain the Recycling Plant and the route cards. The route cards add more options to the game and a little more complexity. Games last about 35 minutes. Recommended for children over 10 years old.

- Two Cities with 5 bins: London and Ankara. They have the same difficulty as the cities with 4 bins, but require more playing time (about 45 minutes). They are recommended for children over 10 years old.

2 – Shuffle the entire deck of street cards and deal X cards to each player according to the number of players (see table). Leave the rest of the deck face down next to the board. The starting player is the player who has most recently seen a rubbish truck picking up containers. The game is played clockwise, in turns, starting with the starting player and ending with the last player.

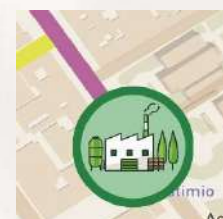
Nº players	Nº cards Player 1	Nº cards Player 2	Nº cards Player 3	Nº cards Player 4	Nº cards Player 5
2	4	5			
3	4	5	6		
4	4	5	5	6	
5	4	5	5	5	6

3 – Select a color token (truck) from among those available; this will be your tile to move around the map. Place it at the traffic light (starting point) on the chosen map. If you have caught a board with several traffic lights, you can first see your cards to choose which traffic light you will start at. The combination of the colors of your cards will allow you to move around the board, so choose your starting point well. This will be explained later, don't worry for now.



4 – Place the bins cards next to the board. Place as many different bins as the board has. The number of cards in each bin must match the number of players in the game. Place the Bonus card next to these bins cards. *Example: In a game with 3 players, on a map with bins 1 to 4, place 3 cards from bin 1; 3 cards from bin 2; 3 cards from bin 3 and 3 cards from bin 4.*

5 – If the board **has** a Recycling Plant, shuffle the 5 Recycling Plant cards and remove one of them. Leave it next to the board and return the rest to the box. The card chosen will determine the operation of the Recycling Plant for the entire game. Place as many recycling points on the card as there are bins purchased as a reminder. The operation of the plant will be explained later.



* If you are playing with a board without a Recycling Plant, leave these cards in the box. You will not play with them in this game.

6 – If you are going to play with the route cards (mini objectives) that add more options to the game, place them on one side of the board (you **don't need to place these cards if you want a simple game**).

7 – Leave next to the board, within reach of all players, the dice, the recycling point tokens (values 1, 5, 10) and the remaining tokens (street works, one-way and police).

8 – The starting player picks up starting player token and begins his actions. When his turn is over, the player to the left (clockwise) continues.

PREPARATION OF THE GAME



4



Bonus Card



1

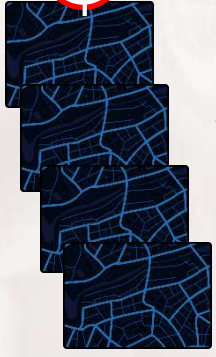
2

3

Player 2

2

Player 1



5 Recycling plant



2

Discard area for street cards



6

Route cards discard area



7

Player 4

Player 3

2



2



8

Example of a 4-player game with a board with 4 bins including a recycling plant.

¿WHAT IS EUROPE PLASTIC'S RACE?

PLAYING STREET CARDS

Play your street cards to your advantage or against your opponents (effects) by trying to get close to the bins or the Recycling Plant.

WALKS AROUND THE CITY

Access bins to earn recycling points and/or route cards (mini-objectives). You also have the option to take the collected plastics to the Recycling Plant and sell them.

There are various points in the city that give you rewards (white circles). You may want to pass by them on your way to the containers or the Recycling Plant and get these rewards.

END THE GAME

The game ends when a player has collected all the bins in the city or has gone through the recycling plant a certain number of times. One more round will be played in both cases and recycling points will be counted to determine the winner.

HOW TO PLAY

PLAYING STREET CARDS

These cards are the basis of the game. Usually, you will have to play cards combining the colors of the same to match the colors of the route you want to do in the board. As good drivers, we need to know some rules of Road Education, such as the discontinuous line and the continuous line. In principle, discontinuous lines allow you to choose between the colors represented as long as they are connected directly in the board. However, the continuous line will ONLY allow you to choose one of the colors shown. Dashed line cards that only show one color will also show an effect on our truck's GPS. Street names provide thematic content and have no role in the game.

You have 4 types of street cards:



One color and one effect cards. Play the card color or the card effect, but you will not be able to play both (the effects will be explained later).



Cards of two colors connected (dashed line). You can use it if on the board the two colors of the card are connected directly without any other color between them (the Recycling Plant, the bins, and the printed rewards do not interrupt the connection between the colors). Both colors can be used independently of the order drawn in the board.



Two-color cards (continuous double line). You must choose one of the two colors, but you cannot choose both.



Wild cards. You can use it replacing any color you need (only one color).

IMPORTANT: you can spend any 2 street cards to turn them into a wild card. This prevents the possible blocking that could be given in your turn by not having the colors necessary to move around the map.

On your turn, you can use all the cards you want from your hand to advance through the board by matching the colors of your cards with the displacement of your truck on the map. Each card only advances one section of its color or more if all of them are the same color and are connected to each other (Example: 2 blue sections separated by a bin can be played with a single blue card).

Example 1: You are the blue player. You have 4 cards and you are in bin 4 (point A).



You use this card to move from **A** to **B**. You pass through a reward area (white circle) without stopping.



You use this to move from **B** to **C**. Although they are two different sections, they are the same color (green). In addition, you pass through an area where you can get a One Way token.



You use this «wildcard» to choose the yellow color and scroll from **C** to **D**.



You use this card to choose the red color and move from **D** to **E**. In the next turn you can reach bin 3 if you manage to use your cards to cover that orange stretch.




This card does not allow you to reach bin 3 this turn. You decide to keep it to apply the pinch effect on an opponent who is about to reach a bin.





End of the Turn: Once you have played all the cards you want from your hand (you can save some for later turns), you can discard the cards you don't want and steal again until you have a total hand of 5 cards (no matter how many cards you started the game). Finish your turn and continue with the next player on your left. We recommend taking the turn of other players to think about your next move. *IMPORTANT: The card hand is replenished ALWAYS at the end of turn, never during turn when playing one or more cards.*


EFFECTS OF STREET CARDS

Single color street cards have many effects that will help you; the "prick" you can use to hurt your opponents. Remember that if you use the effect you will NOT be able to use the color of the card. They are of a single use and, although they are several, they are very intuitive (in the second game you will have them controlled); anyway, you have a summary of all the effects at the end of the manual.

 **Throw 2 colored dice and place them on the board.** Place each of them on any section of the map without dice, which will cause that section to change to the colour of the face of the die resulting from the roll. This will help you to use your street cards or more easily achieve your route cards (mini objectives). If all the dice are on the board when you use this effect, select 2 of them, throw them and place them in the sections you consider.

 **Change the face of one of the coloured dice already placed on the board.** This effect does not allow dice to be rolled.

 **Draw a random card from an opponent's hand.** You cannot steal from an opponent who has 4 cards or less in the hand (must have a minimum of 5 cards).

 **Ask an opponent if they have a card of a particular colour or effect** (the colour can appear alone or in combination). If he has it in your hand he is obliged to give it to you.



Swap one of your cards for an opponent's card. Everyone chooses the one they are willing to exchange. Do you have any cards you are not interested in? Now is the time to exchange them for another. Maybe you'll get lucky and get one that suits you!



+2 cards in hand. Extend your hand with two more cards. You can continue to use cards during your turn, but at the end of your turn, you must have a maximum of 5 cards in your hand.



+3 cards in hand. Extend your hand with three more cards. You can continue to use cards during your turn, but at the end of your turn, you must have a maximum of 5 cards in your hand.



Street Works: place a Street works token on one of the board sections. If the 2 are already placed, remove one of the already placed and place it where you want. No one can pass through that area. *IMPORTANT: You cannot put Street Works to block a player's only exit and thus prevent their movement. You can make him take a detour or annoy him, but he always has to have an exit available (even if it's not his choice).*



One-Way: place this token on the section of your choice. You will only be able to pass through that section in the direction indicated by the arrow. If both are already in place, remove one of the tokens already in place and change it to where you want it to go. *IMPORTANT: As with the Street works, you cannot place a One-Way to block a player's only exit and therefore prevent him from moving. You can make him take a detour or annoy him, but he must always have an exit available (even if it's not the one that suits him).*



Shortcut: You can skip the colour of a section (or several if they are connected by the same colour). You can even avoid the Works and One-Way if you decide that this is the section to skip.



Police: You may remove a One-Way token from the board or you may skip the Street Works and One-Way of a section. With this effect you discard the card, you **do not take** a Police token.



Puncture: prevents an opponent from reaching a bin in that turn, even if he is playing and has the necessary cards to arrive. The puncture will cause you to spend all the cards (even the last stage), but you will have to return just to the stage before the bin. You can play it at any time of your turn or others, placing it in the opponent's playing area. The opponent will discard the puncture card once his turn is over. *IMPORTANT: This card is the only card that can be played on your turn or on the turn of others; used outside of your turn will make it possible to start the round with less than 5 cards if you have decided to throw one or more punctures against the others, since the hand is always replenished at the end of the turn.*

EXPLORE THE CITY

Explore the city to:

- PASS THROUGH BINS TO COLLECT PLASTIC
- GO THROUGH THE RECYCLING PLANT TO DELIVER THE PLASTIC
- GO THROUGH POINTS THAT GIVE YOU BENEFITS

STOP BY THE BINS TO COLLECT PLASTIC:

When you reach a bin to **collect plastic** YOU ARE OBLIGED TO STOP. You won't be able to move any further during that turn even if you have cards for it.

IMPORTANT: You can pass by a bin without stopping at it if you do not intend to collect plastic there (e.g. when you already have that bin or because you are interested in continuing the route to the central or another bin).

COLLECT PLASTIC: when you arrive at a bin follow the steps below

1. Pick up the card corresponding to that bin (**you cannot have a repeated card from the same bin**). Each bin card will give you 2 recycling points if you keep it at the end of the game.
2. How much plastic is in that bin? You will have to roll a die:
 - 2a. If you are playing without the route cards, roll the recycling die and note the recycling points obtained (0, 1, 2, 3). Pick up as many recycling point counters equivalent to the die face shown and take them to your playing area. These points are yours until the end of the game
 - 2b. If you are playing with route cards (mini objectives), throw the dice that has faces with the route symbol and recycling points. Grab as many recycling points and route cards as you got on the spin.

Example 2a: we have chosen to play without the route cards. We have stopped at bin 1. We take the corresponding bin card 1 and launch the recycling die. It comes out a "2", so we immediately catch two recycling points.



Example 2b: we have chosen to play with the route cards. We have stopped at bin 1. We take the corresponding bin card 1 and launch the route/recycling die. The result is 2 recycling points and a road map, which we take immediately.



5. If it is your last bin **and you are the first to have all the bins in your play area**, take the Bonus card. When this happens, finish the current round, and all players will have one more final round to finish the game.

This bonus card will give you 3 points at the end of the game for being the fastest.



THE ROUTECARDS (mini-objectives). **OPTIONAL**

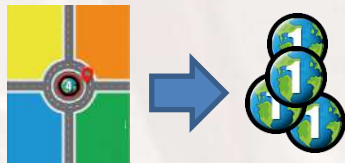
As we have told you throughout this manual, you will have to choose whether or not to play with these cards from the start of the game (they add more options to the game and therefore more complexity). You can only have a maximum of 3 route cards in your playing area, placed face down and hidden from the other players (if you have to draw more, you will have to discard some of the previous ones). When you get a card, turn it over and take as many recycle points as are marked on that card. Return the card to the discard pile face up.

These cards give you extra recycling points when you go through the sections marked on the card **IN ONE SAME TURNOVER**. You have cards with 3 and 4 sections. The sections must be **connected to each other regardless of their order**. Remember that if a section has a die on top of it, the colour of the section will be the one marked with the colour of the die and must match your card.

Example 3: You are the blue player and you are in bin 1. You have the route card with the colours purple, orange and yellow. If you have street cards to go from A to B, you have completed this route and you achieve the mini-objective.



Ejemplo 4: You are the green player and you are at point C. You have the route card with the colours blue, yellow, orange and green. If you have street cards to go from C to bin 3, taking into account that the red section is now blue because of the dice, you will have completed this route and will therefore achieve the mini-objective.



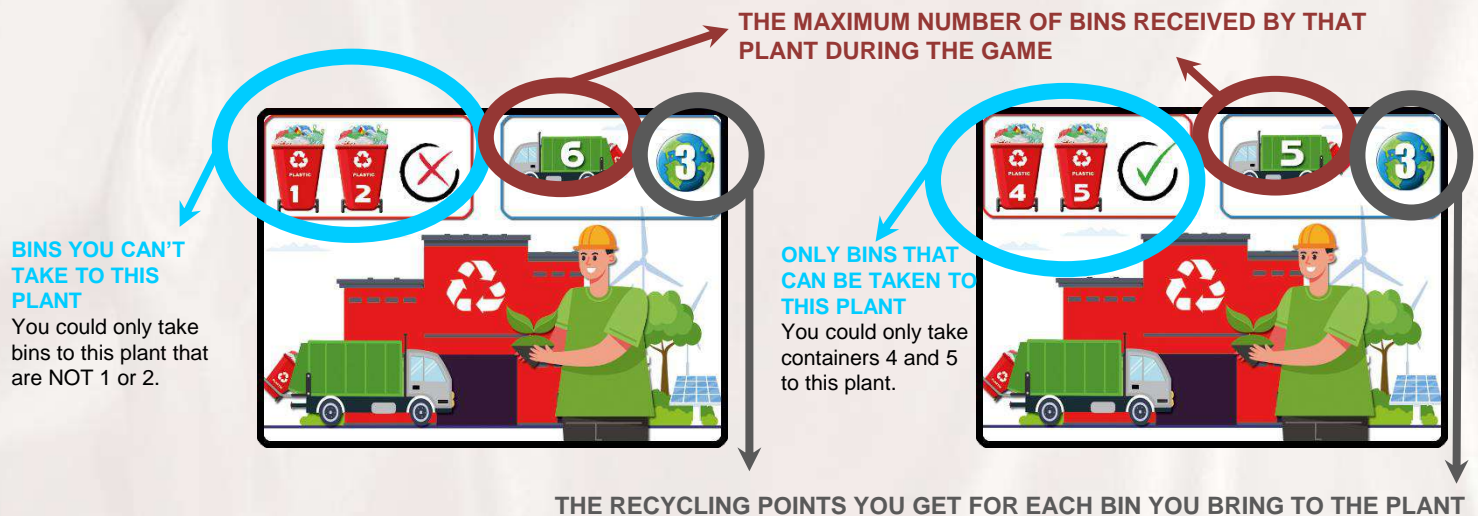
IMPORTANT: You do not have to stop at the end of your route or start a route from one of the colours on the route card. If your track contains these colours connected to each other in any order, you have earned the route card and can redeem it for the corresponding recycling points.

NOTE: Some bins, due to special circumstances and provided that you pick up the bin, they will give you extra recycling points when you get to them.



STOP AT THE RECYCLING PLANT TO DELIVER THE COLLECTED PLASTIC

During the preparation of the game, if the plan contains the Recycling Plant, you will have to play with this mode. Draw a card from the recycling center and leave it next to the board. This chart will tell you the characteristics of that location for the entire game (the anatomy of these cards is shown below).



If you want to access the Recycling Plant, YOU HAVE TO TAKE INTO ACCOUNT THE FOLLOWING:

- If you want to sell bins, you must stop at the Recycling Plant. You will not be able to continue your journey and you will not move during that turn, even if you had cards to do so.
- You can sell all the bins you want at once; remember that you cannot have two bins at the same time with the same numbering (example: you cannot have 2 containers 1).
- Returns the sold bin card to the corresponding bin card deck. You can stop at that bin in future shifts in the normal way, as it is no longer in your possession.
- Take the corresponding recycling points (marked on the letter for each bin sold).

Example 5: In the case of the top left card I would give you 3 points for each bin you carry that is neither 1 nor 2. Suppose you carry 3 and 5, which would give you a total of 6 points (3 for each bin) and the Recycling Plant could only buy another 4 bins (it can buy 6 in total and it just bought 2, so it can accept only 4 more).

Recommendation: You can mark with extra recycling points the total of the purchases accepted by the factory and in this way know how many are sold (in the example above, you place 6 starter tokens and when you buy 2, you leave 4 and so on).

- **Whenever someone sells bins at the Plant, remove all dice and tokens on it from the board** (works, one-way). This may help you to get some annoying tokens or dice off the board.
- When the **last bin** is sold at the Recycling Plant, the current round ends. All players will have **one last round** before the end of the game.

NOTE: Selling bins is a good way to earn recycling points and clear the board of annoying tokens and dice; but the Plant is almost always interested in the furthest bins, so you should consider whether or not you are interested in this strategy.

GOING THROUGH POINTS ON THE MAP THAT GIVE YOU BENEFITS

Bins are usually located on the perimeter of the board; however, it may be a good idea to pass through the city center to access various points that give you benefits (circles with white background). You get these rewards by going through those points **from the moment you reach them; therefore, you do not need to stop your movement in any case.** You will see that the iconography partly matches that shown in the effects of street cards:



Draw a new card from the street deck (it doesn't matter if you have more cards than you are allowed), but only at the end of your turn can you have a maximum of 5 cards after drawing. You can use it in the same turn in which you draw it.



Draw two new cards from the street deck (it doesn't matter if you have more cards than you are allowed), but only at the end of your turn can you have, after drawing, a maximum of 5 cards. You can use it in the same turn in which you draw it.



Roll two coloured dice and place them on two sections of the board. These sections will change colour to those represented on the dice (same rules as the street card effect).



Choose the face of one of the dice placed on the board (same rules as the street card effect). This benefit does NOT allow dice to be rolled and therefore does not apply if there are no dice placed on any section of the map.



Place a One-Way token on the desired section of the board to force movement in that direction (same rules as the street card effect).



Take a police token from the reserve. You can use it or keep it for when you need it. Once used, it is discarded and returned to the general pool. This token allows you to bypass the Street Works and One-Way restrictions. **IMPORTANT:** *You cannot have more than 1 police token at a time.*

END OF GAME

The game can therefore end in two ways (described above):

COLLECT ALL BINS:

- If this is your last bin and you are the first to have all the bins in the map in your play area (i.e. you have a bin card from all available areas) take the Bonus card. It will give you 3 points at the end of the game and will be the trigger for the end of the game. Finish the current round and play one last round of the game in the usual way.

TAKE THE LAST BIN REQUIRED BY THE RECYCLING PLANT:

- If you are the player who brings the last bin (or bins) that the Plant can receive to, charge for the sale according to the Plant's characteristics. This will trigger the end of the game. End the current round and play one last round of the game in the usual way.

WINNING THE GAME

The player with the most **RECYCLING POINTS** wins the game. If there is a tie, the players share the victory.



Scoring example: 23 recycling points

THE DIFFERENT MAPS AND THEIR CHARACTERISTICS

Each map has characteristics and peculiarities that distinguish it from the others.



VICTORIA MAP (MALTA): is a map with only three bin points and no Recycling Plant. Very easy to play and short in duration. Ideal for the little ones or to introduce you to the game. The central bonus that gives you a street card every time you pass through it is also worth mentioning. The two traffic lights allow you to choose the starting point.

PARIS MAP: this is a plan with only three bin points and no Recycling Plant. Very easy to play and short in duration, ideal for the youngest or to introduce you to the game. It has a unique peculiarity and it is that multicoloured street: YOU CAN USE ANY COLOUR TO PASS THROUGH IT (joker street). In addition, you have 2 zones where you can throw the dice. Take advantage of this to match the colours of the streets on the map with the colours of your cards and be the fastest to pass through the 3 zones and get the Bonus card.



MADRID MAP: is a map with four bin points and a Recycling Plant. Simple to play, ideal to introduce you to the game by adding the Recycling Plant. You have a central area that gives you a reward of one more card. It also brings the icon of being able to change the dice already placed (you will have to use the effects of "throwing dice" on the street cards of a single colour beforehand). It is a very good plan to be able to make many routes (mini objectives) given the convolutedness of the central streets.



BERLIN MAP: is a map with four bin points and a Recycling Plant. It has a unique peculiarity and that is the two double white lanes. To pass through them you must use two cards of the same colour. The colour you have selected is also valid for completing route cards. To help you get through these special lanes you have two central points on the map with bonuses of one extra card. You also have bin 4 which, because it is so far away, gives you an extra recycling point (this container requires the obligatory stop, because the section ends there).

ATHENS MAP: is a map with four bin points and a Recycling Plant. Dominated by those three central points that allow you to roll the dice, change the face of one of them and acquire a One-Way token, it allows constant circulations through the centre of it and thus be able to use the dice to change the colour of the various sections.



ROME MAP: is a map with four bin points and a Recycling Plant. The peculiarity of this map is bin 4, which is inside the Vatican City (and gives you 2 extra recycling points). The Vatican is a special area with its own rules: You have only one entrance, one exit and only one mandatory direction. The printed One-Way icons indicate that they cannot be changed in any way (not even the police can change them). Nor can you place a Street work token inside the Vatican or place dice. The streets of the Vatican are UNTOUCHABLE (indicated by the forbidden icon).

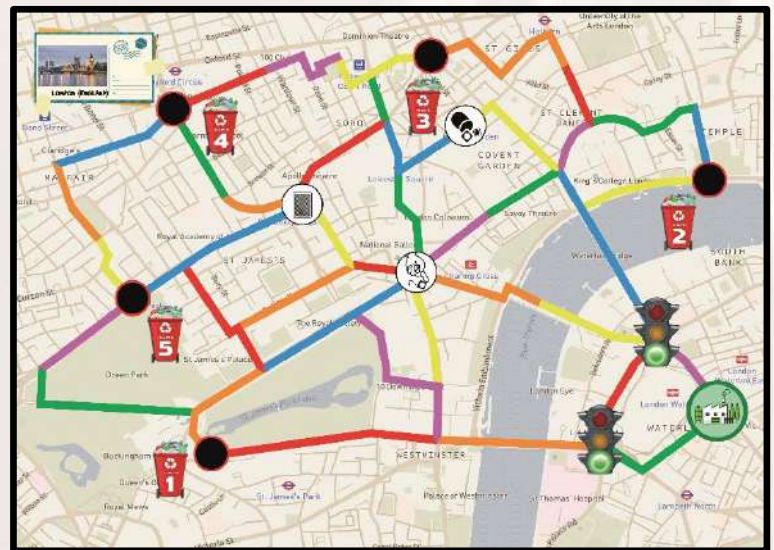
To help you in your task you have several bonus points on this board (acquire 2 extra cards, roll the dice and acquire a police token). These bonuses will be indispensable if you put street works or One-Way at the entrance of the Vatican and you can not pass.



ANKARA MAP: is a plan with five bin points and a Recycling Plant. The complexity of this map lies in the fact that bins 3, 4 and 5 have only one entrance and exit. To help you, you have an extra card bonus point and another one that gives you a police token (essential in case someone blocks the access route you are interested in).

Reminder: You cannot block a player's only exit (Street Works or one-way). However, blocking the shortest routes is not only advisable, but can also be a lot of fun.

LONDON MAP: is a map with five bin points and a recycling plant. It is an ideal map for making routes thanks to its network of streets and short stretches. You can use bonus points with extra cards, roll dice or look for the face of the die that interests you.



The authors hope you enjoy the game and have a fun and entertaining time, and **DON'T FORGET TO RECYCLE THE PLASTIC - THE WHOLE PLANET WILL THANK YOU!**

Special Thanks: to the students of CEIP CUBA (Madrid), to the Board Games Association PLAY BURGOS and to the families of the authors of the game. With their help and disinterested collaboration (sometimes "forced"), we have been able to test the game for the time necessary to eliminate certain elements and improve others, with the sole objective of presenting this final version of the game that you can now enjoy.



EUROPE PLASTIC'S RACE ICONOGRAPHY SUMMARY



THROW TWO COLOURED DICE AND PLACE THEM ON ANY TWO SECTIONS OF THE BOARD FREE OF DICE.



CHOOSE THE FACE YOU WANT FROM ONE OF THE PLACED DICE. THE DICE WILL STILL BE IN THE SAME PLACE BUT WITH THE NEW COLOUR.



DRAW A RANDOM CARD FROM AN OPPONENT.



ASK AN OPPONENT IF HE HAS A CARD OF A PARTICULAR COLOUR OR EFFECT. IF HE DOES, HE MUST GIVE IT TO YOU.



EXCHANGES A CARD FOR AN OPPONENT'S CARD.



DRAW 2 CARDS FROM THE STREET DECK AND TAKE THEM INTO YOUR HAND.



DRAW 3 CARDS FROM THE STREET DECK AND TAKE THEM INTO YOUR HAND.



STREET WORK: PLACE A WORKS TOKEN ON A SECTION OF THE BOARD.



ONE-WAY: TAKE A ONE-WAY TOKEN AND PLACE IT ON THE STREET SECTION OF YOUR CHOICE.



SHORTCUT: YOU CAN SKIP ANY SECTION (INCLUDING ROAD WORKS OR ONE-WAY).



POLICE: YOU CAN REMOVE A ONE-WAY TOKEN, CHANGE DIRECTION ON THE STRETCH OR YOU CAN ALSO PASS THROUGH ROAD WORKS.



PUNCTURE: THE OPPONENT CANNOT REACH A BIN THIS TURN (HE SPENDS THE INTENDED CARDS, BUT WILL NOT GET THE LAST STRETCH).



PICK UP A STREET CARD AND TAKE IT TO YOUR HAND.



PICK UP TWO STREET CARDS AND TAKE THEM INTO YOUR HAND.



ROLL TWO DICE AND PLACE THEM ON ANY TWO SECTIONS OF THE BOARD THAT ARE FREE OF DICE.



CHOOSE THE FACE YOU WANT FROM ONE OF THE PLACED DICE.



ONE-WAY: TAKE A ONE-WAY TOKEN AND PLACE IT ON THE STREET SECTION OF YOUR CHOICE.



TAKE A POLICE TOKEN. USE ITS POWER ON YOUR TURN OR SAVE IT FOR LATER (SAME POWER AS THE POLICE EFFECT).