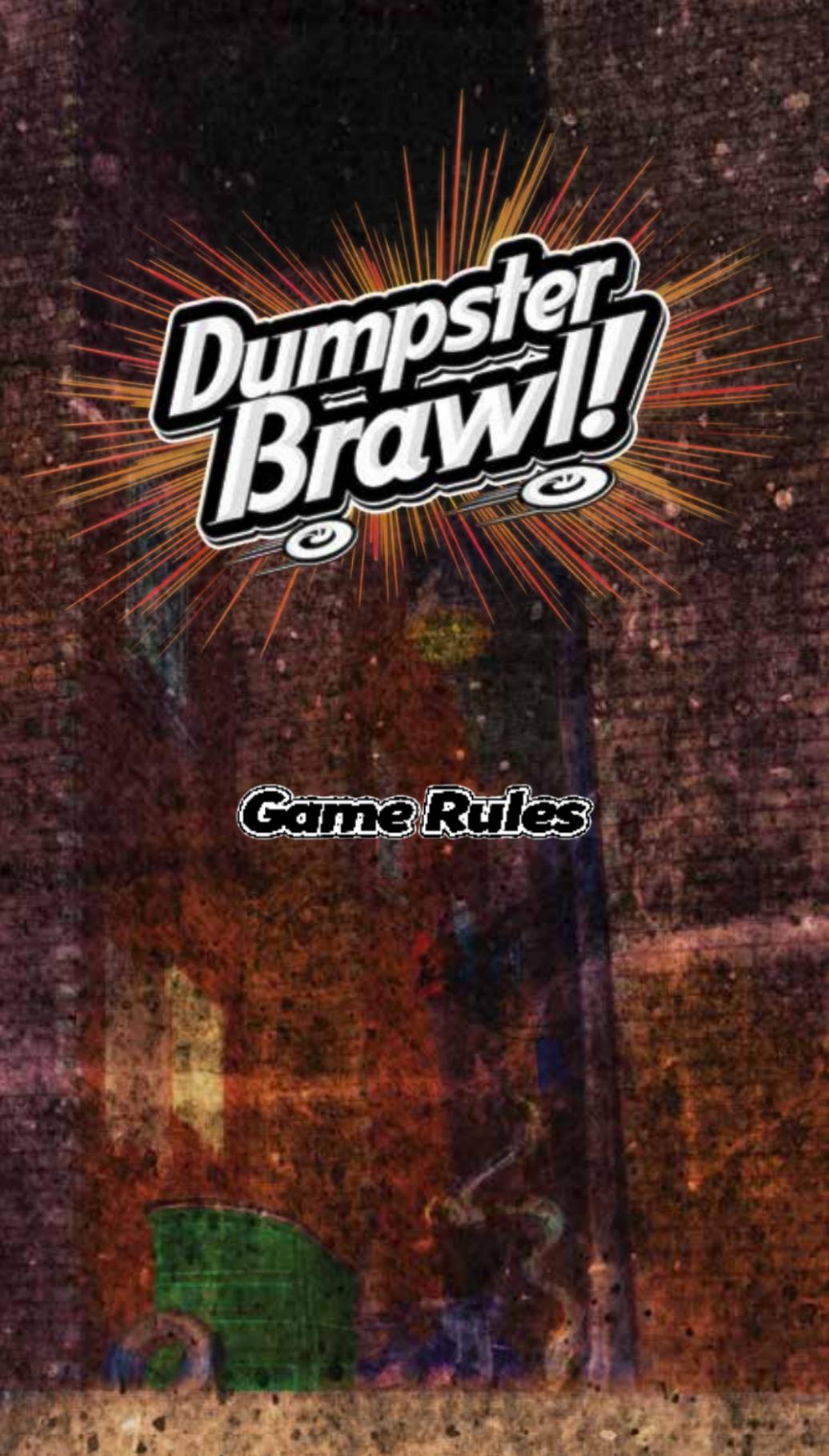


Dumpster Brawl!



Game Rules

Dumpster Brawl!

PREPARE TO BRAWL!

Get ready to rumble and rummage in a race to see who can collect a winning collection of treasures from your neighborhood dumpster. Beware; you are not the only animal in the alley. Other players are looking to ruin all of your hard work in this fast-paced game of combat, strategy, luck and trash. Play your favorite character as you and your friends get ready to prove one animal's trash is another animal's treasure!

For three to six players (ages 6 and up).

GAME CONTENTS:

- 91 Trash Cards
- 6 Custom Blue Dice
- 6 Custom Green Dice
- 7 Booster Cards
- 5 Blocker Cards
- 6 Slug Cards
- 2 Trash List Cards
- 1 Instruction Guide

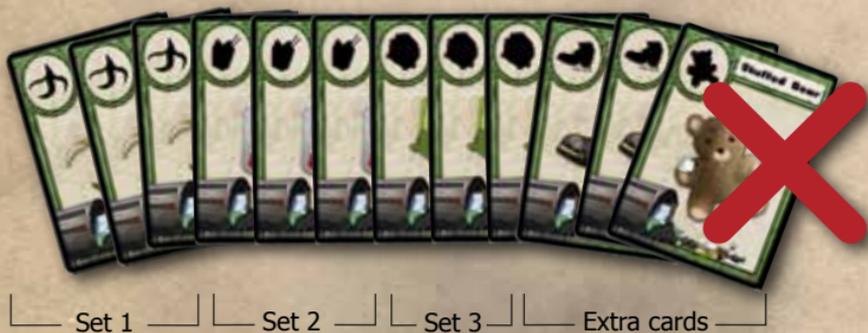
OBJECT OF THE GAME/WINNING:

Rummage through the trash while collecting trash cards and trying to create matching sets of items. Match the images or names of the items on the face of your cards, but don't forget to rummage from your opponent's hands.

The goal of all versions of Dumpster Brawl is to collect enough matching trash items to make at least three (3) sets of three (3) or more matching items (such as three pizza boxes, three apple cores, and three soda cans). You cannot have any extra cards in your hand that are not part of the matched sets you are laying down. **All** extra cards have to be discarded in some manner, before you can lay your sets down and win.



You CAN win during someone else's turn, if someone takes or puts the right cards in your hand to allow you to win.

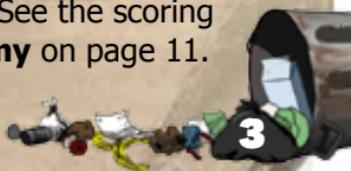


Note: You can have more than three sets and the sets can be larger than three cards.

All play styles of Dumpster Brawl require the collection of trash cards.

There are thirteen (13) types of trash items and seven (7) of each item in the game.

* **Round Rummage Rummy** has the same object of the game as **Round Rummage** and **King of the Heap**, but an alternate system for scoring and winning. See the scoring explanation for **Round Rummage Rummy** on page 11.



CHARACTER TRASH AFFINITY:

On the bottom of each character placard, there is an image of the trash item to which they are particularly attracted. For this trash item, the character only needs to have two (2) of that trash item to be considered having a set of that item. For any other trash item, the player needs at least three (3) to have a set (per the rules). Trash Affinity does not apply when you are playing Round Rummage Rummy. For example, Iscratchu has an affinity for the "Take Out" trash item. The player lays down three (3) Soda Cans, three (3) Apple Cores and two (2) Take Out cards. This would constitute victory for the Iscratchu character. Any other player would need three (3) Take Out cards to win in this situation (as long as they did not have an affinity for Soda Cans or Apple Cores).



You can choose to not use the Trash Affinity rule when you play, but we suggest you do.

The number on the placard is there for use with a future play style. It will be made available from the Dumpster Brawl web site (www.dumpsterbrawl.com).

SLUG CARDS:

These cards, with a black border, match no other cards in the game (not even each other). You cannot win the game with any of these cards in your hand. These are "dead" cards; they are not trash.





To be able to win Dumpster Brawl, you will need to get rid of any Slug cards from your hand before laying down your winning sets. You can do this by discarding them to the trash pile or putting them in other player's hands when you have an opportunity to discard to their hand (or if another player takes the card from your hand when they are randomly drawing cards).

BOOSTER AND BLOCKER CARDS:

These are special cards that can be mixed into the trash cards to make things a little more exciting and interesting, if you choose. The Booster cards have a blue border and the Blocker cards have a red border.

We recommend three (3) of each card type be shuffled into the trash deck, but the quantity used is completely up to the group of players playing.

These two card types act differently when drawn.

Note: *When drawing cards from the trash pile, always draw the cards **ONE AT A TIME** because when you draw a **Blocker** card you have to resolve it immediately, before drawing any additional cards.*



Booster: When you draw a booster card from the trash heap, or from another player's hand, place it in your hand. The text on the card explains what the card does. You can play Booster cards at any time where the action of the card is appropriate to the situational game play.



SETTING UP THE GAME:

1. Each player picks a character placard they want to play or they can use a random method to choose their character. Each character has a special trash affinity. (See Trash Affinity page 4)
2. Place the unused placards in the game box.
3. Decide how many Slug cards you want in the game.
 - Suggested number is four.
 - You can choose to add more or not use any Slug cards.
4. When using booster and blocker cards, decide how many of the Blocker and Booster cards you want in the game.
 - Suggested number is three (3) Boosters and three (3) Blockers.
 - You can choose to add more or not use any Boosters and/or Blocker cards.
5. Set the Blocker cards to the side and shuffle the Slug cards and Booster cards into the trash deck.
6. Determine who goes first by having all players roll a die. Any player that rolls a trash can lid stops rolling, while all players who roll a crowbar will roll again. Repeat this process until only one player is left who rolled a crowbar. That player will go first in the game. If all players in the last round of rolling end up with a trash can lid, then they all roll again.
7. The starting player deals each player a number of cards equal to the total number of players in the game. For example, if there are 5 players, then everyone receives 5 cards to start. Minimum number of cards to start is 4.
8. Now shuffle the Blocker cards into the trash deck.
9. Place the shuffled trash deck into the center of the play area.
10. Start the game. See Round Rummage, King of the Heap, and Round Rummage Rummy for the versions of play.



HOW TO PLAY

Round Rummage:

In this version, players will fight each other in a Round Robin manner that allows them to rummage for the trash needed to be victorious.

Player actions are resolved as follows:

1. Starting with the player who won the starting player roll and going clockwise each player takes turns attacking another player of their choice for the right to rummage the trash (trash pile or discard pile) and/or the defender's hand.
2. The attacking player can choose to draw OR discard cards before declaring their attack. The player **may** choose to draw one (1) or two (2) cards, OR discard one (1) or two (2) cards:
 - If they choose to draw, they can draw from either the trash pile or the discard pile.
 - If they discard, they discard **ONLY** to the discard pile and always face down.
 - If the trash pile is empty, shuffle the discard pile and it now becomes the trash pile.
 - They **may** choose to neither draw nor discard if they want.
 - They **may** choose to discard one (1) card and draw one (1) card, but this must be declared before drawing or discarding.
 - If any of the above actions cause the player to achieve victory (see Object of the Game/Winning Page 2), they **may** declare victory and end the game.
3. The attacking player declares which player they will attack and rolls the six (6) blue dice, while the defender rolls five (5) green dice. The attacker attempts to roll crowbars and the defender attempts to roll trash can lids. A player must always declare an attack on their turn (except when that player is declaring victory to end the game).



4. Check the dice results:



- If the attacker rolls more crowbars than the defender rolls trash can lids, they **may** draw one (1) card at random from the defender's hand or they **may** optionally discard one card into the defender's hand or do neither. The attacker now rolls the six (6) blue dice:
 - For every plus (+) displayed, the attacker **may** draw trash cards from the trash or discard pile, from zero up to the total number of pluses (+) rolled
 - Then for every minus (-) displayed, the attacker **may** discard trash cards from their hand to the discard pile (face down), from zero up to the total number of minuses (-) rolled



- If the defender rolls the same number or more trash can lids than the attacker rolls crowbars:
 - The defender **may** draw one (1) or two (2) cards at random from the attacker's hand or optionally discard one (1) or two (2) cards into the attacker's hand or the defender can draw one (1) card and discard one (1) card from and into the attacker's hand (or none).

5. The attacking and defending players check the victory condition (see Object of the Game/Winning page 1).

- If one player declares victory, they win.
- If the attacker and defender declare victory at the same time, the player with the largest victory set of cards (most total cards) is the victor.
 - If the players have equal number of cards, the two players each roll six (6) dice.
 - The player with the most crowbars wins. If there is a tie, reroll until there is a victor.
- If no players declare victory - go to step 2 and the turn moves to the next player clockwise, and repeat until the victory conditions are met.



OPTIONAL GAME PLAY MODES

King of the Heap:

In this version, players fight to be King of the Heap. They battle because only the King can rummage for trash needed to be victorious, and it is good to be the King. It doesn't hurt to be standing on the lid of the dumpster either.

During each turn, the players take turns trying to become the king of the heap or defending their position as King. Only by successfully defending the heap, can they collect the trash they need to win.

King of the Heap Set Up:

1. See Setting Up the Game - Page 7 Steps 1-9.
2. The player who is the starting player is the "King" and places their placard in the center of the play area.
3. Begin playing.

Player actions are resolved as follows:

1. The player to the left of the King is the first player to start attacking the "King of the Heap."
2. The attacking player attacks the "King" and rolls 6 blue dice and the defender (the King) rolls 5 green dice.
3. Check the dice results:
 - If the players roll equals the number of crowbars versus trash can lids, the tie goes to the "King" (trash can lids).
 - If the attacker rolls more crowbars than the "King" rolls trash can lids:
 - The "King" moves their character placard back in front of themselves.
 - The attacker now moves their character placard to the center of the play area, becomes "King," and rummages the trash.
 - The new "King" now rolls six (6) blue dice and for every plus (+), the player **may** draw trash cards from the trash or discard pile, from zero up to the total number of pluses rolled.



For every minus (-), the player **may** discard trash cards from their hand to the discard pile (face down), from zero up to the total number of minuses (-) rolled.

- Go to Step 4.



- If the "King" rolls a number of trash can lids equal to or greater than the attacker's number of crowbars, the attacker loses and their turn is over. The "King" successfully defended their position.

- The "King" now rolls six (6) green dice and for every plus (+), the player **may** draw trash cards from the trash or discard pile, from zero up to the total number of pluses (+) rolled. For every minus (-), the player **may** discard trash cards from their hand to the discard pile (face down), from zero up to the total number of minuses (-) rolled.

- Go to step 4

4. The "King" checks for victory condition:

- If victory conditions are met (see Object of the Game/Winning above) the game is over.
- If victory conditions are NOT met, go back to 2 and the next player, counterclockwise, attacks the "King."

Round Rummage Rummy:

In this version, players will fight each other in a Round Rummage manner that allows them to rummage for trash needed to be victorious. This version has a different way to win and a special scoring system.

Player actions are resolved as follows:

1. Starting with the player who won the starting player roll and going clockwise each player will take turns attacking another player of their choice, for the right to rummage the trash (trash pile or discard pile) and/or the defender's hand
2. The attacking player can choose to draw cards before declaring their attack.
 - The player **may** choose to draw one (1) or two (2) cards from the trash or discard piles.



- They can also choose to **not** draw if they want.

If the attacking player can now lay down enough cards to go out, they may do so. Otherwise, play continues.

3. The attacking player declares which player they will attack and the attacking player rolls six (6) blue dice and the defender rolls five (5) green dice. The attacker is trying to roll crowbars and the defender is trying to roll trash can lids. A player must always declare an attack on their turn, except when a player declares victory to end the game.
4. Check the dice results:
 - If the players roll equals the number of crowbars versus trash can lids, the tie goes to the defender (trash can lids).
 -  • If the attacker rolls more crowbars than the defender rolls trash can lids, the attacker **may** draw one (1) card at random from the defender's hand or discard one card into the defender's hand. The attacker now rolls six (6) blue dice.
 - For every plus (+) displayed, the attacker **may** draw trash cards from the trash or pile, from zero up to the total number of pluses (+) rolled.
 - There is NO discard in this version, displayed minuses (-) have no use.
 -  • If the defender rolls the same number, or more, trash can lids than the attacker rolls crowbars:
 - The defender **may** draw one (1) or two (2) cards at random from the attacker's hand or optionally discard one (1) or two (2) cards **into** the attackers hand **or** the defender can draw one (1) card and discard one (1) card from and into the attacker's hand.
5. Once all combat is done - players have the option to lay down sets of cards (and individual cards in certain circumstances) to the game play area face up in front of themselves (see Rummy Style Scoring/Winning below).
 - If no players declare victory - go to step 2 and the turn moves to the next player clockwise, and repeat until the victory conditions are met.

Rummy Style Scoring/Winning

The winning condition for the rummy-style of **Round Rummage** varies slightly from the basic games, as there is no discard and the victor is based on a point scoring system.

At the end of each combat phase, all players involved in combat have the option to lay down cards from their hands, face up, on the playing area next to their placard (the scoring area). Laying these cards, down is how players set up their overall scoring and points total.

The first cards laid down of any player must be a set of **at least** three matching cards. The player lays the set face up and then can lay down additional sets. Players can also play single and double cards in front of themselves, from their hand, as long as there is a set of three (3) of the same trash item played by any other player. Players can add on to any of their own laid down sets or add on sets.

For example, Player 1 has laid down a set of three (3) apple cores, any other player could lay down one or two apple cores on their own scoring area, as long as they have already played at least one set of their own (three or more matching cards).



Player 1



Player 2

The first person to have no cards and at least one set of at least three cards in front of them, causes the game to end. Once a player goes out no one can lay down any more cards. The winning player receives two (2) points for being the first player to you out, in addition to their scoring cards.

Only one player can go out first. If a player were to steal the last card from another player, that other player would "go out" first as long as they have at least one set down. The stealing player would still have at least the card they stole in their hand when the other player went out.

The player with the most points wins. If there is a tie, use the following tie breaking methods.

1. The player with the most total cards on the table is the winner.
2. If still tied, the players each roll six (6) dice each, the player with the most crowbars is the winner, repeat until there is a victor.

GLOSSARY OF TERMS:

Discard - This is when you take card(s) from your hand and place them in the discard pile (always face down) or into another player's hand.

Discard Pile - This is the place next to the Trash Pile where a player **may** discard cards. The cards can be face up or face down depending on the version of the game you are playing.

"may" - Where you see the word **"may"** in the rules and game play, the player can do, or not do, the action meaning it is optional. If it says that a player **may** draw one or two cards, the action is optional; the player can draw one or two cards or choose to draw NO cards if they wish.

Rummage - This is when you roll dice to take cards out of the central trash pile or the discard pile, and involves the use of rolling dice.

Trash Pile - This is the central stack of cards in the play area that you roll dice to rummage and draw cards.

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