

RESOLVING ACTIONS

When a player flips a gun card:

- If it's a «CLIC», nothing happens, and the next player in turn order has to flip the top face-down gun card of the pile (Unless the current player wants to try a «Double CLIC», of course!).



- If it's the «PAN TEST MORT», the player is eliminated!



When a player is eliminated, determine a new turn order (based on the highest number of face-up character cards), and shuffle all the gun cards into a face-down pile. The second step of the game goes on.

END OF THE GAME

The winner is the last player remaining!



Rules for a 2 player game:

SETUP:

Deal 4 face-down character cards to each player. A «ghost» player also receives 4 face-down character cards.

FIRST STEP:

Each player chooses a character card and reveal it simultaneously. One of the players also chooses one of the face-down character cards of the ghost player and reveal it (this player changes between each trick).

The rules for winning a trick are the same.

SECOND STEP:

Play this step as in a 3+ player game. The ghost player does not take part in it!

END OF THE GAME:

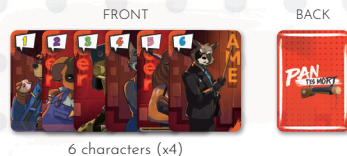
The winner is the last player remaining!

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CONTENT:

24 Character cards:



6 characters (x4)

6 Gun cards:



x5

x1

MATAGOT

MICRO
GAME



FR
DONNEZ
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ASSOCIATION



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2-6 PLAYERS | Ages 8+ | 10 MINUTES

Rules for a 3+ player game:

SETUP:

Shuffle all the character cards and deal 4 face-down character cards to each player. The character cards that were not dealt during this phase are put aside. The gun cards are shuffled into a face-down pile. Put this pile at the center of the table.

Goal of the game: Be the last one alive!

FIRST STEP: Trick-Taking phase

Each player chooses one of the character cards from their hand and put it face-down on the table. When all players have chosen their card, reveal all the character cards on the table simultaneously.

If at least two cards have the same value, then the players that played these cards do not take part in the gain of this particular trick.

The player that played the card (still in play) with the higher value wins this trick and gains all the cards in play. They take these character cards and put it face-up in front of them.

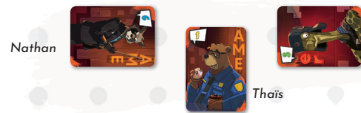
IMPORTANT: «1» beats «6»!

- Start again until every player has no more character card remaining in their hand.

1

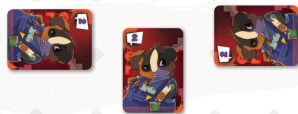
Example 1:

Nathan has played the «6» but it is Thaïs who wins this trick: she played the «1».



Example 2:

Not a single player wins this trick: all the cards have the same value and supress each other. These three cards are discarded.



Example 3:

As there is no «1» in this trick, Robin wins it with his «6».



2

SECOND STEP: Risk-taking phase

This step is played in clockwise order.

The first player is the one with the most face-up character cards in front of them. In case of a tie regarding the number of face-up character cards, the player with the highest total value in their character cards will start first. If there's still a tie, then the player with the most «6» cards, then the most «5», etc... will start first.

If there's still a tie, **then it's up to the players** to determine who will start first!

ACTIONS

On their turn, a player can take one of the following actions:

- Flip the top gun card of the pile.
- Discard one of their character cards. By doing so, the player can shuffle ALL the gun cards into a face-down pile. The player will then flip the top card of the gun pile.
- Discard as many of their character cards as there is active players. This action allows the player to skip their turn.

3



If a player has no remaining face-up character cards, they can attempt a «**Double CLIC**»:

- Flip the first card of the gun pile. If it's a «**CLIC**», the player can then, if they wish to do so, flip a second gun card. If this card is also a «**CLIC**», then the player takes (if possible) as many character cards in the play area as there is active players.

Example:

There's 3 active players remaining. Thaïs has 4 character cards in front of her. Nathan has 3 cards, and Robin has just 1.

On his turn, Robin discards his remaining card. This action allows him to shuffle the 6 gun cards.



Then, he flips the top card of the gun pile: it's a «**CLIC**». Robin decides to flip a second gun card: Again, it's a «**CLIC**»!

He chooses to take 2 cards from Thaïs and 1 card from Nathan. If he wanted to do so, Robin could have alternatively taken 3 cards to Nathan.

If they had less than 3 cards altogether, Robin would have taken the entirety of the remaining face up character cards.

4