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- Custom Deck of 56 Cards:
  - 40 numbered cards
    (4 of each number, 1-10),
  - 4 Trashed cards, 8 Wild cards & 4 Stop cards.
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OBJECT OF THE GAME
Be the first player to win 3 rounds of play by getting both rows of your face down cards all face up and in numerical order (Round 1 order is 1-10, Round 2 order is 1-9 and Round 3 order is 1-8).

SET UP
Select a dealer to shuffle the deck and deal.
The dealer deals out 10 cards, 1 at a time and face down, to each player.
Each player places their 10 cards; face down, in front of them.
Place the rest of deck face down, as a Draw pile, near the center of the play area. Turn up the top card from the Draw pile, placing it face up next to the Draw pile, to start the Discard pile.
The complete set-up, for a two-player game, is shown below.

HOW TO PLAY
The player to the left of the dealer goes first and play passes to the left.

On your turn, you can take the top card from the Discard pile or the top card from the Draw pile. It is okay if other players see the card you pick. Next, try to use the card you drew to replace a card in your two rows of face down cards.

In your mind, number the two rows of your cards from 1 to 10 (going from left to right) so that the first card in the top row is a 1, then next to it is a 2, and so on, with the 2nd row starting with a 6, then a 7, and so on.

You must place the newly drawn card in its proper place.

EXAMPLE: If you draw a 7, you go to the seventh position in your rows and remove the face down card already there, replacing it with the face up 7. However, if you flip over the card in the seventh spot and discover it is already a number 7, you discard the 7 card you drew, face up to the Discard pile.

Once you successfully replace a card, you now look at what was the face down card in that position and see if you can use it to replace a face down card in that card's numerical position. For example, after replacing the card that was in the seventh position with the 7, you look at the other card that was face down in that position and find it is a 2 card. You now can use it to replace the face down card in the second position.

You keep going until you get a card that you cannot play on any of your remaining face down cards. You then end your turn by discarding the unplayable card, face up to the Discard pile.

EXAMPLE: If you uncover a 3 and already have a 3 face up, you cannot play the new 3 and must discard it, ending your turn. It is now the next player's turn, and so on.

NOTE: If the Draw pile runs out before anyone completes their layout, take all of the cards beneath the top card on the Discard pile and shuffle them. This will become the new Draw pile, with the remaining top card from the Discard pile starting the Discard pile.
THE SPECIAL CARDS

WILD CARDS
If you draw or uncover a Wild card, you can play it on any face down card of your choice, and continue your turn. If you draw or uncover a numbered card that goes in the position where you already have a Wild card, you get to replace the Wild card with the number card. Then, you play the Wild card on another face down position in your rows. This can lead to a big turn!

STOP CARDS
If you draw or uncover a Stop card, your turn is immediately stopped. You discard the Stop card to the Discard pile and your turn ends.

TRASHED CARDS
If you draw or uncover a Trashed card, you are in luck! You can “trash” another player, by playing the Trashed card against them. You can steal any face up number card (BUT, not Wild cards!) from any opponent. You simply take their number card, and replace it with the Trashed card. They will have to get rid of the Trashed card later by either getting a Wild card or the correct number card for that position. You now take their card and place it where it belongs in your card layout. Note: Sometimes you cannot use a Trashed card because there is nothing available to steal that you need. In that case, you must discard the Trashed card. The next player can pick up the Trashed card, from the discard pile, if they are able to use it. It is painful to discard a Trashed card and then have it played against you on the next turn, but it can happen!

END OF FIRST ROUND
The first round ends when one player has all of their cards in order from 1 through 10.

The dealer shuffles and deals again. All players are dealt 10 cards (same as first round) except for the winner of the first round - that player is dealt 9 cards. This means the winner of the first round will have one less card in their layout. After winning one round, a player only has nine slots to fill (1-9). This makes the number 10 card unplayable for that player, because they no longer have a 10 slot to fill.

Players do not move down to the “next level” (9 cards) until they are the first to complete their layout of 10 cards in a round.

SUBSEQUENT ROUNDS
Each player must keep track of the number of cards they need for their layout in the current round. Since some players may have completed their 10-card layout on a previous round, they will have dropped to 9 cards. While others may have completed a 10-card layout and a 9-card layout, so they will be working on an 8-card layout.

The first player to win three rounds (meaning, they’ve completed a layout of 10 cards, a layout of 9 cards and a layout of 8 cards) wins the game.

WINNING
The game ends when one player wins their third round (8-card round) - that player wins the game!

RULES FOR A MORE CHALLENGING GAME
For a more challenging version of TRASHED, simply remove 2 of the Wild cards from the deck at the beginning of the game.

By playing with less Wild cards, it will be trickier to complete a layout.

RULES FOR A LONGER GAME
For a longer game of TRASHED, continue playing round after round until one player wins ten rounds (layout of 10 cards, layout of 9 cards, layout of 8 cards, and so on all the way down to 1).

We are happy to hear your questions or comments about TRASHED.

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