

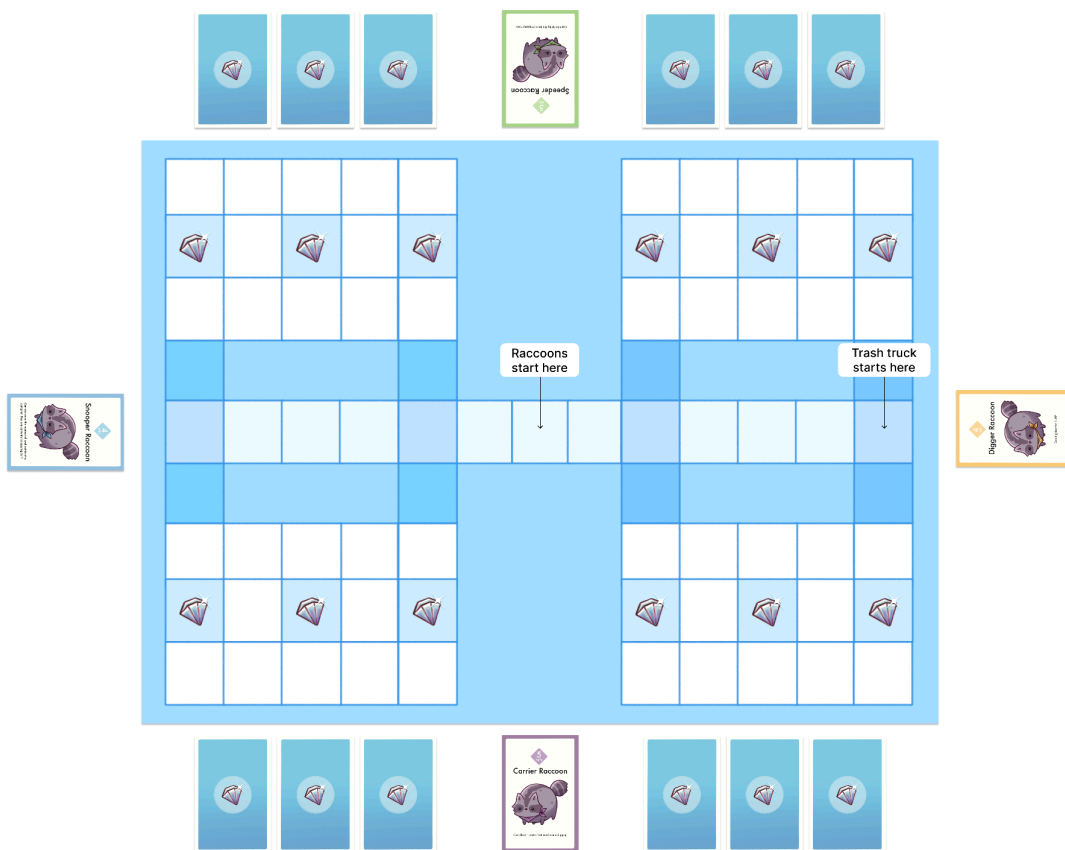
Dumpster Diving Game Manual

Game Pieces:

- **4** raccoon character cards
- **4** raccoon game pieces
- **1** trash truck game piece
- **17** loot cards
- **8** seal point tokens
- **1** game board
- **1** game manual

Game Board Set-Up:

- The game starts with all raccoon game pieces at the center of the board, with 3 loot cards set next to each dumpster face down, and the trash truck at the right side of the board
- Keep raccoon character cards close for reference during play



How To Play:

- Work together to collect as much loot as possible before the trash truck seals the dumpsters down!
- Each raccoon is assigned a set number of movement points (MP), indicated on their character card, which can be used to either move or dig for loot
 - Moving 1 space = **1 MP**
 - Digging (drawing 1 loot card) = **3 MPs**

Winning Conditions:

- Raccoons collectively earn **90 loot points** or more with the loot cards accumulated throughout rounds

Losing Conditions:

- All dumpsters are sealed by the trash company (or each dumpster reaches **2 seal points**)

Raccoon Character Types:

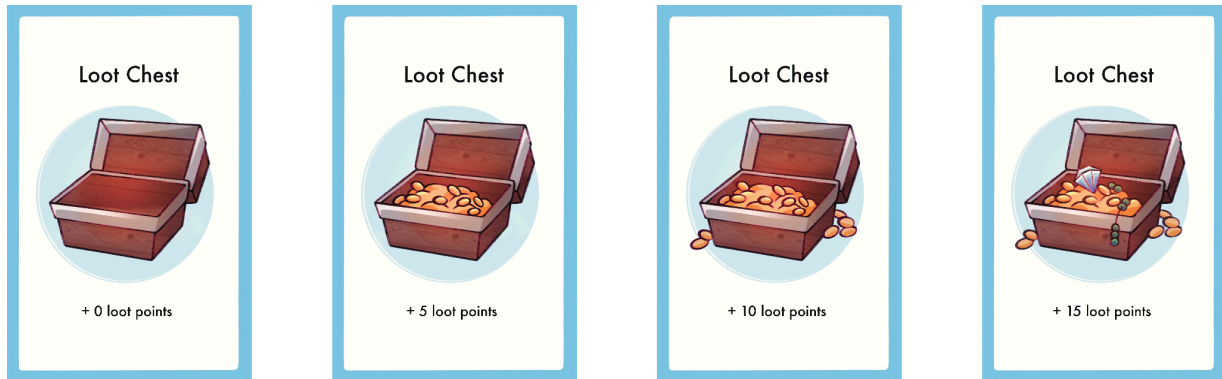
- There are 4 raccoon types players can choose from: the Carrier Raccoon, the Digger Raccoon, the Speeder Raccoon, and the Snooper Raccoon
- Each raccoon is equipped with a unique ability and a different number of MPs



Loot Cards:

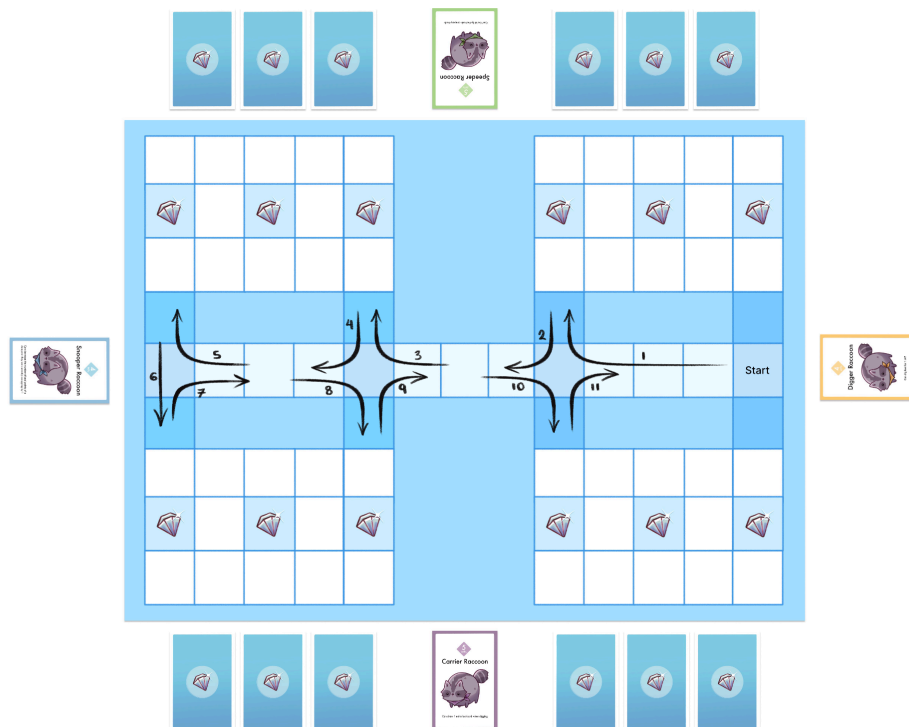
- There are 4 types of loot cards, allowing raccoons to receive **0, 5, 10, or 15 loot points** upon digging
- Raccoons dig for loot cards by landing on the tiles in dumpsters marked with a diamond icon and spending 3 MP

- All loot cards dug up by raccoons count toward the 90-point winning requirement
- If digging in a dumpster with 1 seal point, digging (or drawing a loot card) costs **4 MPs** instead of 3

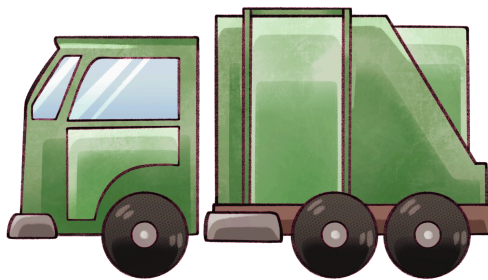


The Trash Truck:

- The trash truck will be moving around the board at the **end of each player's turn!** Its movement is determined by rolling a die
 - The number shown on the die corresponds to how many spaces the truck moves
 - The truck moves according to this route:



- If the truck passes a raccoon on the board, that raccoon will be "hit" by the truck, meaning they **skip their next turn** and **forfeit the loot card** they drew last
- If the truck lands on the same tile as a raccoon, that raccoon is out of the game
 - Raccoons out of the game play as the truck. For every player out of the game, the truck gains one extra die to roll (excluding the first player out)
- If the trash truck lands at a medium blue tile (at the fork between two dumpsters), **both** of those dumpsters gain **1 seal point**
- If the trash truck lands at an adjacent tile to a dumpster (lands on a dark blue tile), that dumpster gains **1 seal point**
 - Indicate how many seal points each dumpster has with the blue seal point tokens



Dumpsters:

- Dumpsters with loot cards still available are "safe zones", and the trash truck cannot enter them
- When all of a dumpster's loot cards are drawn, that dumpster **can now be accessed by the truck** and is no longer safe for raccoons