



INTRODUCTION

The Compost Crown is a magical artifact that grants those worthy of it a harvest beyond their wildest dreams. To become worthy, you must prove that you are the most environmentally conscious farmer. You and up to five friends are neighboring farmers who need a good harvest this year. But only one farmer can claim the compost crown...

COMPOST CROWN

OBJECTIVE

End the game with the most compostable cards in your compost pile. Do this by minimizing the number of noncompostable items in your own pile and maximizing the number of compostable items.

MATERIALS

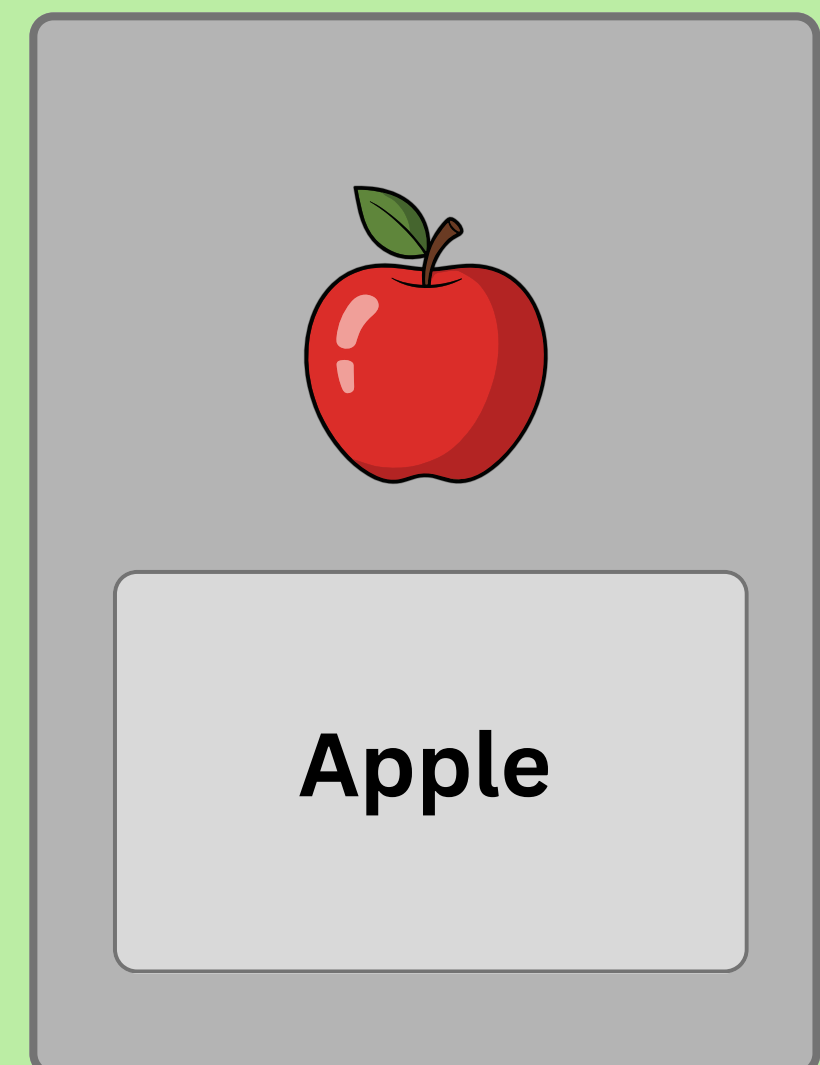
Waste Cards (90)

During gameplay, players draw trash cards and add them to their pile. If the card is compostable, then awesome! If the card is not compostable, it's up to the player to properly dispose of the waste in its corresponding waste bin.

Compost:

The objective of the game is to collect as many of this kind of card as possible.

These cards make up the majority of the trash cards as a whole. At the end of the game, the players will total the amount of compost cards in their pile, and the player with the most compost cards wins!



Trash, Recycling, and Biohazard:

These cards can be properly disposed of by placing them in their respective bins. At the end of the game, for each trash, recycling, or biohazard item that remains in the player's compost pile, they must remove two compostable items from their total count. The list of items that belong in each disposal bin is in the Waste Key. There are three blank Waste cards that can be filled in with an item and an appropriate waste bin.

COMPOST CROWN

Disposal Bins (6)

Players can remove the top-most card from their individual waste pile by getting it into the proper disposal bin. This can be done whenever the player has the appropriate disposal bin in their possession, or when they play an action card that enables them to place their waste in another player's disposal bin. If a player is able to dispose of a piece of waste, because of either of these reasons, they remove the waste card and place it in the general discard pile. After disposing of a piece of waste, the player may draw an action card.



Action Cards (45)

Each time a player removes a piece of waste from their pile by using the appropriate disposal bin to place it in the discard pile, they may draw an action card. Action cards allow the player to influence the game in various ways. Instructions for each specific action card are on the cards themselves. One action card must be resolved entirely before another can be played. Action Cards cannot be stacked on top of each other (ex: players may not stack two shovels to look at the first 12 cards). There is no limit to how many action cards a player can have. If you run out of action cards during your turn, when you end your turn, you may draw one action card.

COMPOST CROWN

Action Cards

Shovel: You may look at the top six cards from your compost pile and move one card to the top.

Strong Wind: A strong gust of wind blew through. Everyone takes their bin card and gives it to the player to their right.

Fling: Take one piece of trash from the top of your compost pile and throw it on top of another player's compost pile.

Trade: Switch bin cards with a player of your choice.

Sneak Disposal: You may dispose of the top card on your waste pile by sorting it into the correct bin

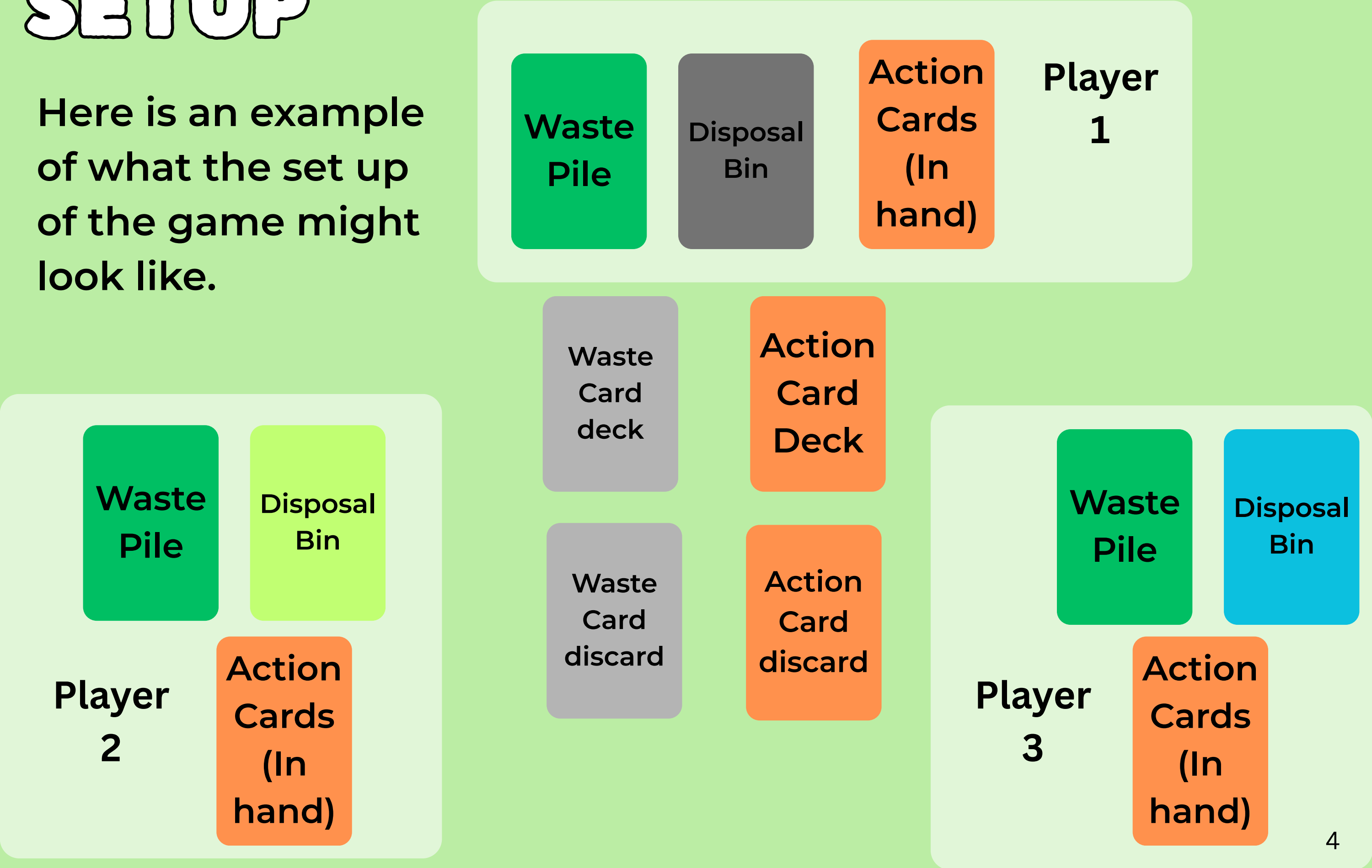
Metal Detector: Check the next three cards in the central trash pile, you may change the position of one of these cards.

Free Trash: Force a player to draw from the central trash pile.

Swap: Swap your disposal bin with any other players bin

SETUP

Here is an example of what the set up of the game might look like.



COMPOST CROWN

Setup Instructions

Begin by separating the waste cards and action cards. Shuffle each pile individually, then place the waste card deck facedown in the middle of the table. Deal each player 5 action cards before placing the remainder facedown next to the waste card deck. For disposal bins, deal out at least one of each variety randomly to players, then continue dealing until all players have one disposal bin. Players should start the game with ONE disposal bin each. If you are playing with two players, choose one disposal bin to go in the middle to be shared between both players and deal out the remaining two bins to each player.

GAMEPLAY

The player who most recently composted something begins play by drawing a card from the central waste pile.

During your turn, you can remove the top piece of waste from your pile and dispose of it if you possess the appropriate disposal bin.

You may play as many action cards as possible to achieve this, and there is no limit to how much waste you can remove from your pile during your turn. Once an action card has been played, it must be fully resolved before another action card can be played.

After playing an action card you can trade bins with another player. This trade must be mutual.

COMPOST CROWN

Lastly, you draw one card from the waste card deck. If you draw a waste card to end your turn and at this time you have no action cards in your hand, you may draw an Action Card. You should always end a turn with at least one Action Card. Your turn ends once you draw from the waste card deck and the next player's turn begins.

Challenges

If at any point a player attempts to dispose of waste in the improper waste bin any other player can challenge the waste disposal.

To challenge a waste disposal, you must challenge it before another piece of waste has been disposed of. You must specify which bin the player used to dispose of the waste, and which bin you believe it actually belongs in.

Once a player challenges a waste disposal, play pauses until players can consult the Waste Key to see which waste bin the card in question belongs in.

If the challenged player was indeed going to place that piece of waste in the improper bin, they must now put that waste card at the bottom of their individual waste pile. If the player who announced the challenge correctly identified the waste bin that should have been used, they may draw an action card.

Once a player has been challenged and lost, their turn ends. If a player gets challenged and turns out to be correct, they can resume their turn, and gameplay continues as normal. There is no punishment for challenging a disposal and being incorrect.

COMPOST CROWN

Waste Disposal Key

A full list of compostable cards is as follows:

Apples, cardboard boxes, coffee grounds, hay, leaves, newspaper, rotten vegetables.

Garbage disposal Bins:

Trash: Ceramic Plate, Plastic Shopping Bag, Empty Bag of Chips

Recycling: Empty Solo Cup, Soda can, Cardboard, Newspaper

Hazardous Waste: Paint Cans, Batteries, Bleach

*** Note that some cards can belong in multiple categories: for example, most paper products can either be sorted into compost or recycling

*** Note that these are general guidelines thought up by individuals based in the United States. For best practice, please consult the waste disposal regulations outlined by your local council, and change the rules of the game to match that.

COMPOST CROWN

DEBRIEF

In 2018, according to the EPA the United States generated 292.4 Million tons of waste. The EPA reported that while 66.2 Million of those tons were compostable food waste, only 3.3 million tons actually ended up getting composted.

<https://www.epa.gov/sustainable-management-food/composting>

How did you feel while playing this game?

What did you find engaging/frustrating?

Did the rules match what you already knew about waste disposal?

Were you surprised by where any of the waste was disposed?

How do the general guidelines provided in the Waste Disposal Key differ from your local regulations?

Was it challenging to correctly sort your waste? Do you think it should be challenging?

How can we encourage people to sort their waste properly?

Do you always dispose of items in the correct manner?

Before playing did you sort your trash? Will you sort your trash moving forward?

Do you feel more confident in your ability to sort trash after playing this game?

CREDITS

The game was developed by Zachary Presnall, Thomas Lesueur, and Cameron Harrop. The visual elements (cards, and rulebook) were designed using media provided by Canva



Newspaper



Newspaper



Newspaper



Newspaper



Newspaper



Newspaper



Newspaper



Newspaper



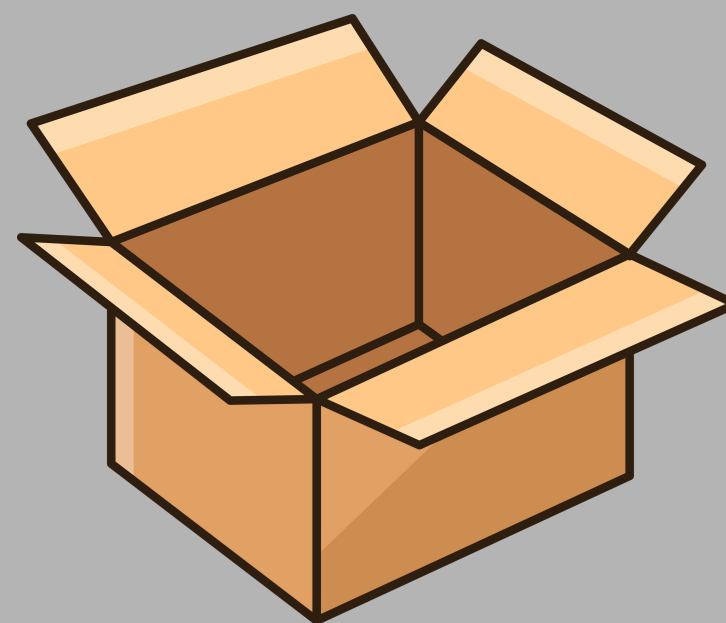
Newspaper



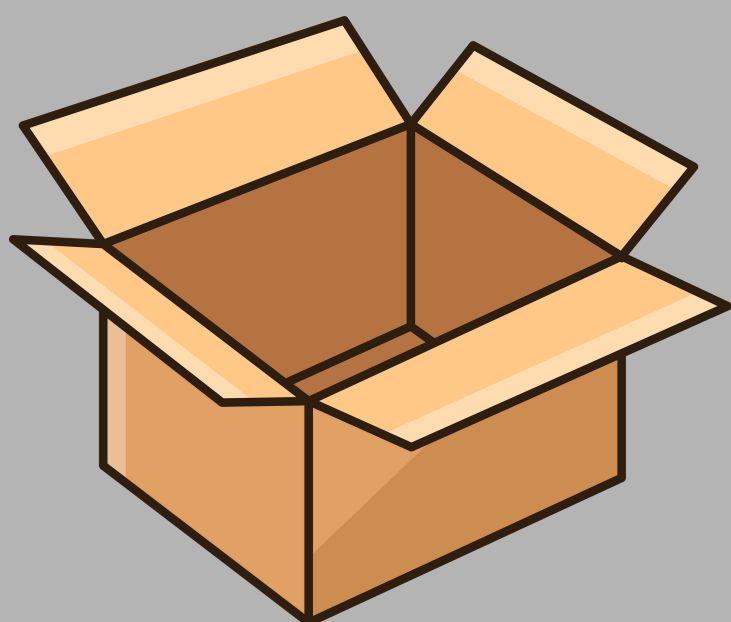
**Cardboard
box**



**Cardboard
box**



**Cardboard
box**



**Cardboard
box**



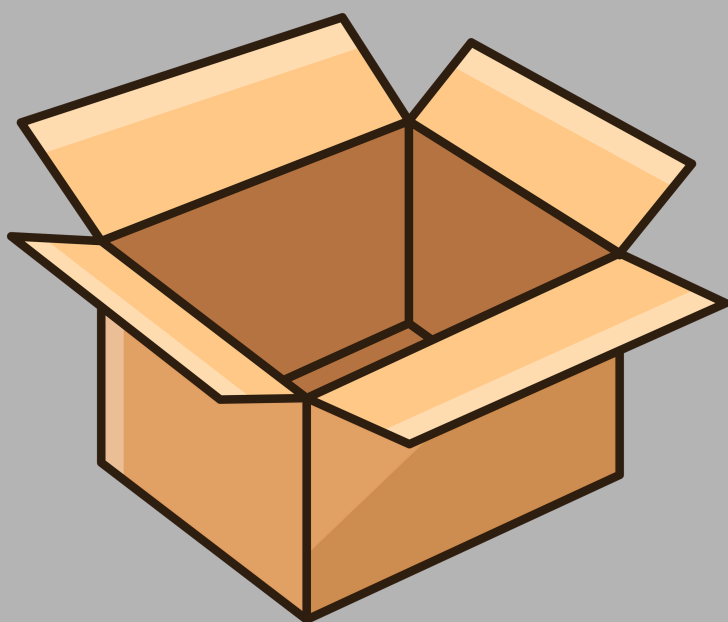
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box**



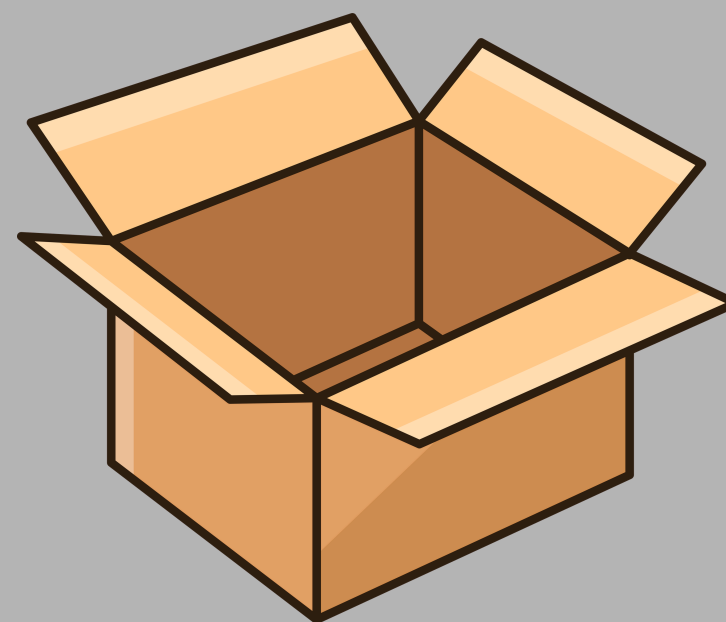
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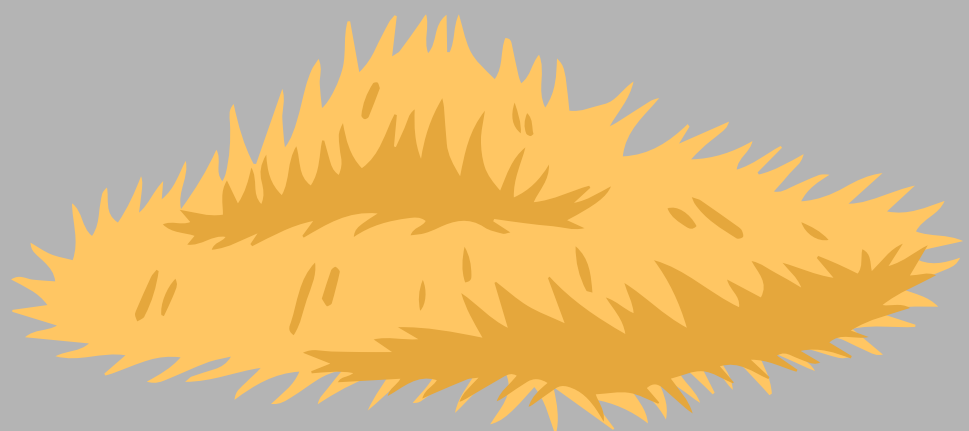
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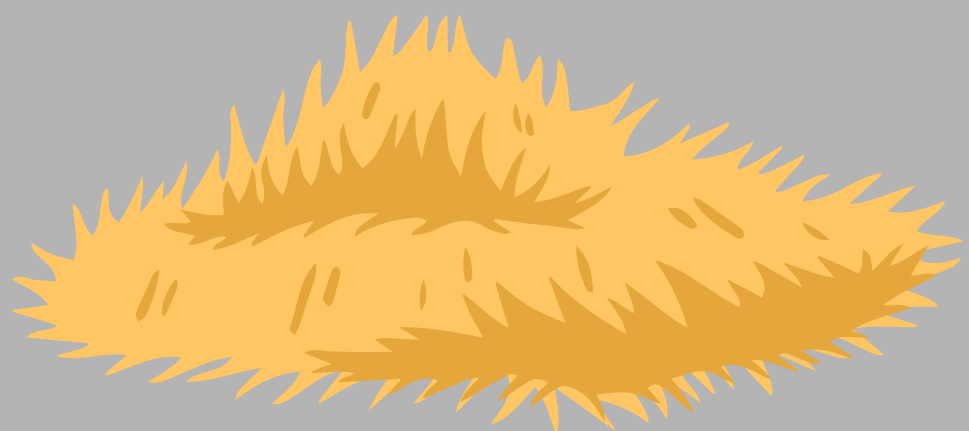
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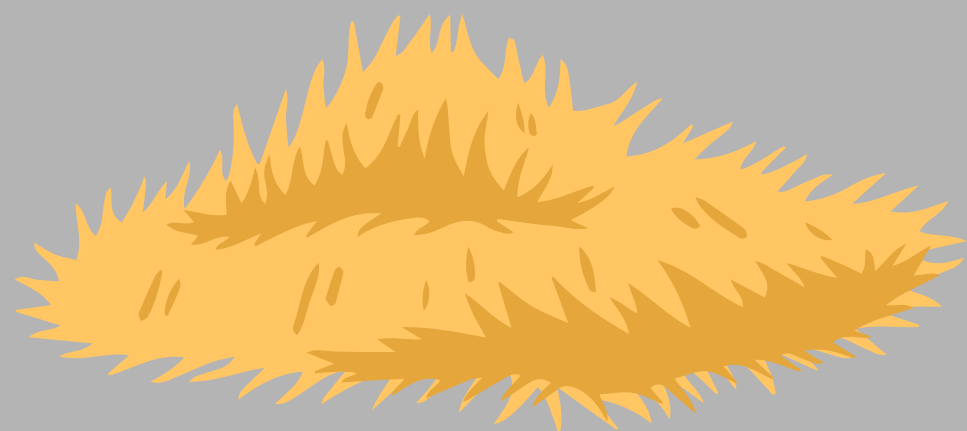
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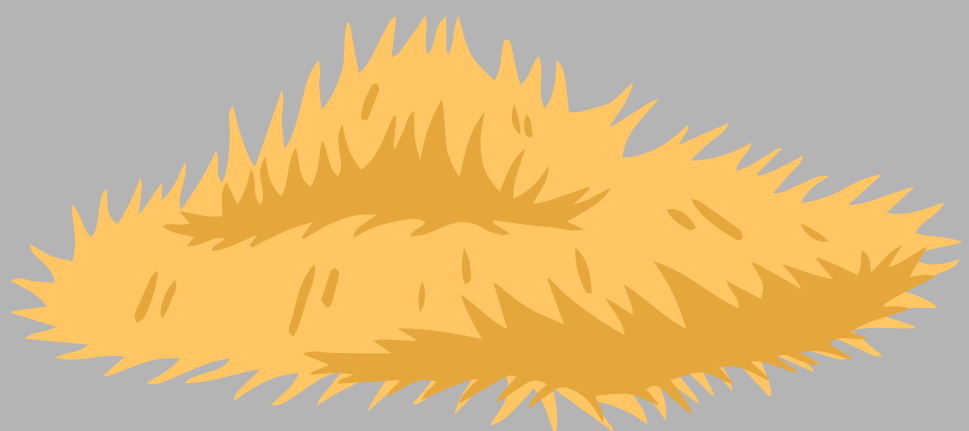
Hay



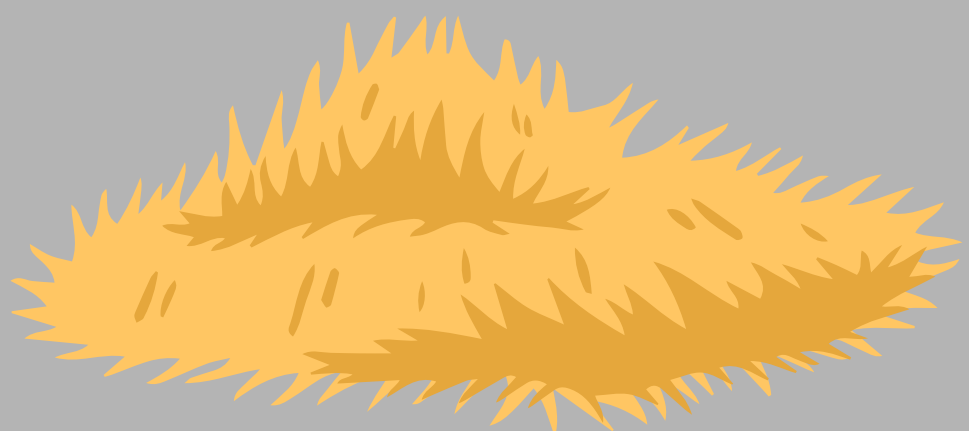
Hay



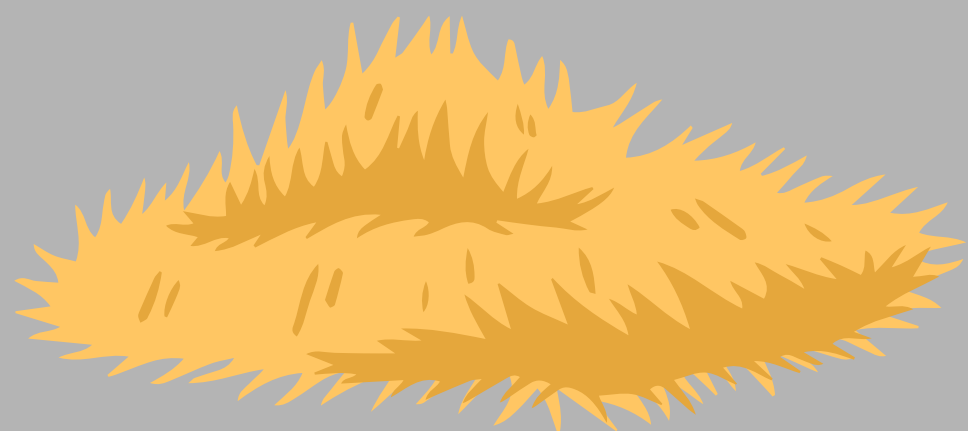
Hay



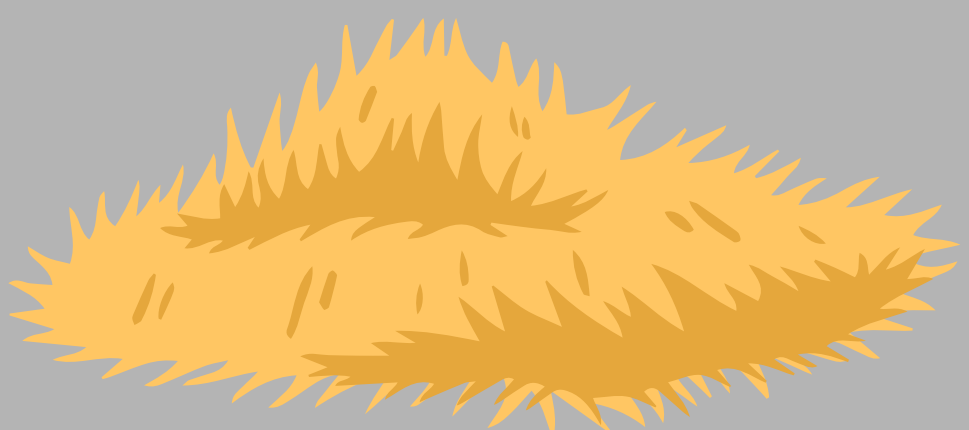
Hay



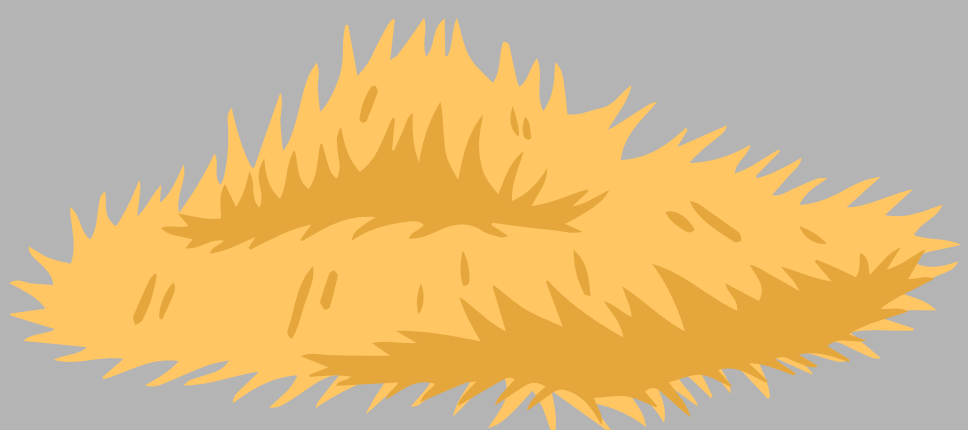
Hay



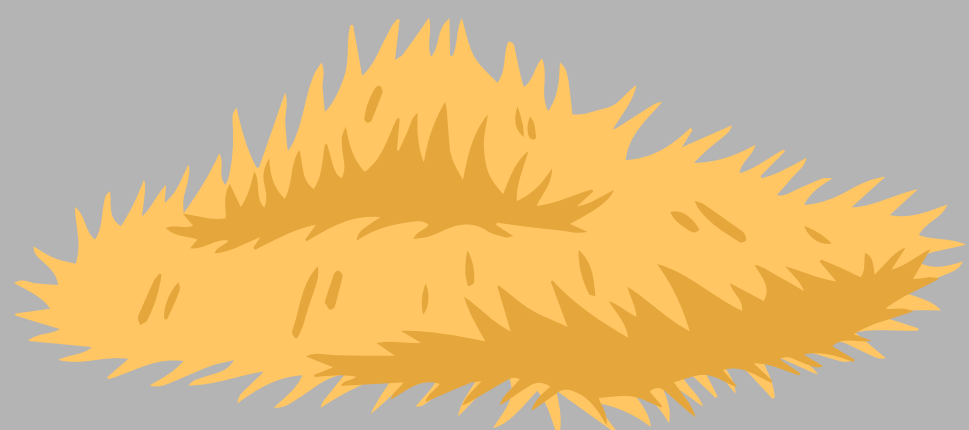
Hay



Hay



Hay



Hay



**Rotten
Cabbage**



**Rotten
Cabbage**



**Rotten
Cabbage**



**Rotten
Cabbage**



**Rotten
Cabbage**



**Rotten
Cabbage**



**Rotten
Cabbage**



**Rotten
Cabbage**



**Rotten
Cabbage**



Soda Can



Soda Can



Soda Can



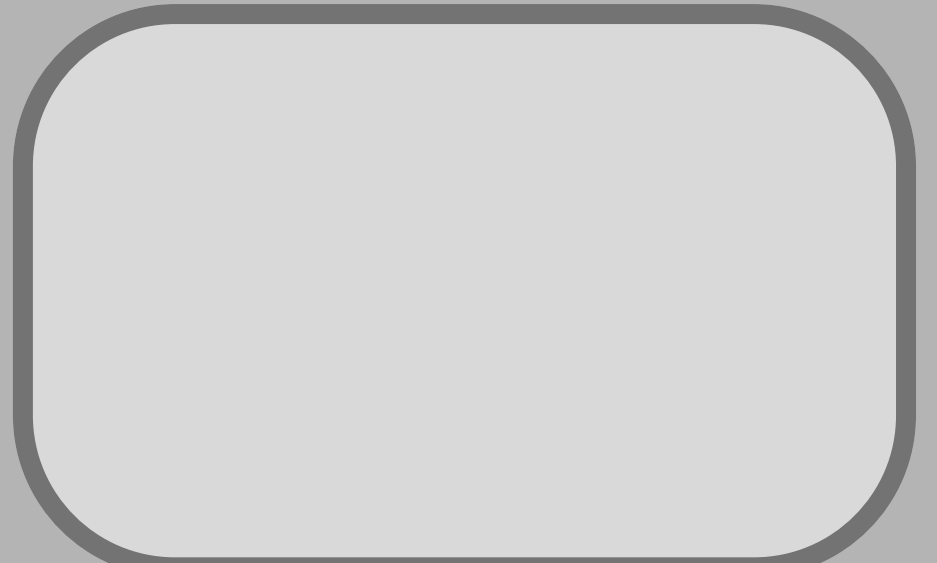
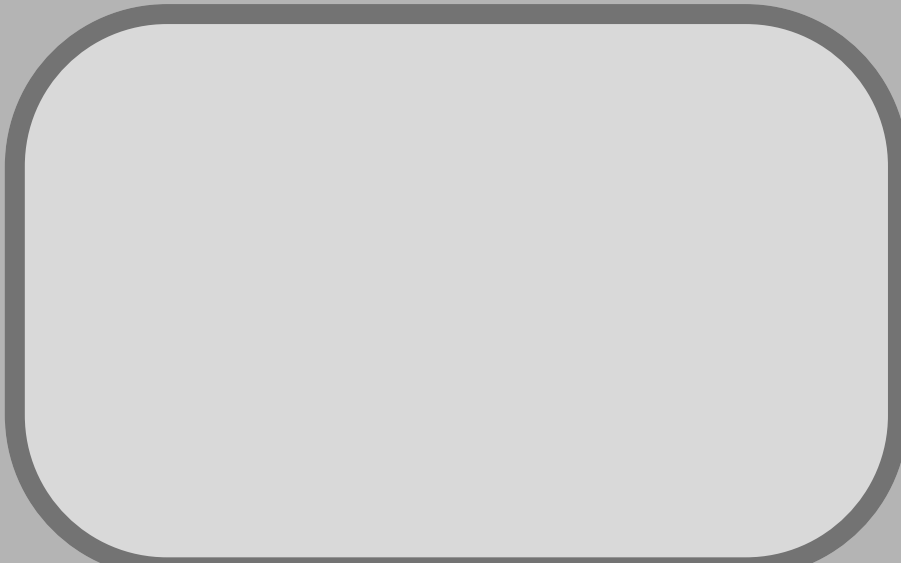
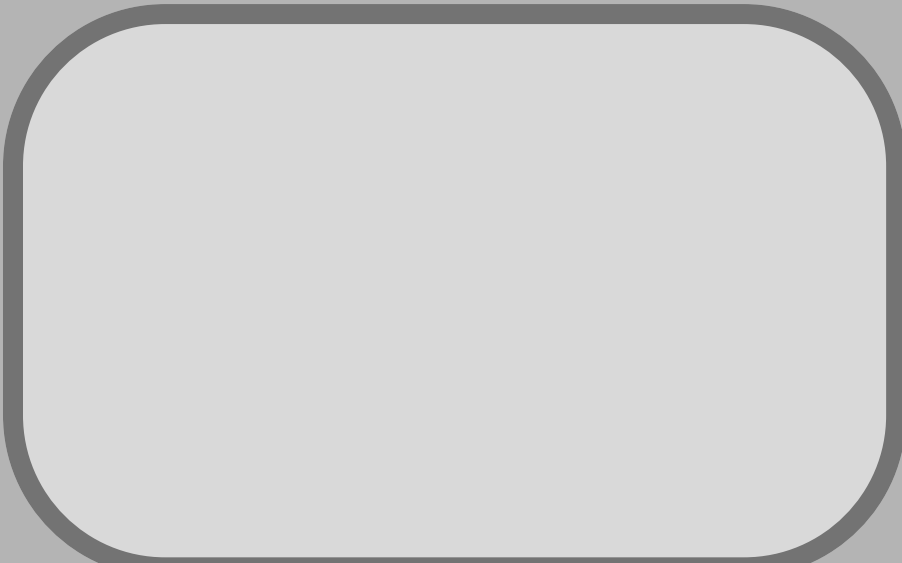
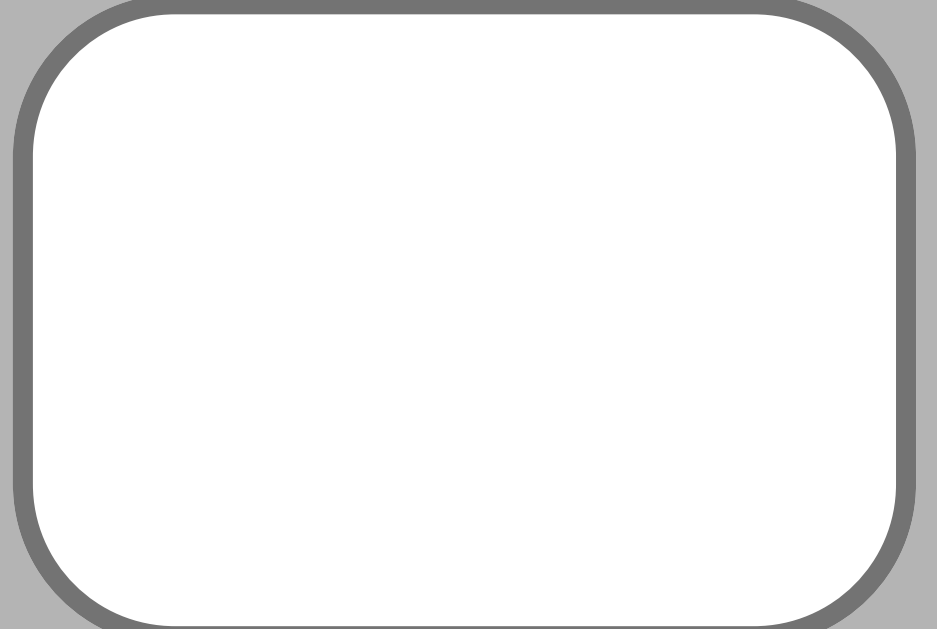
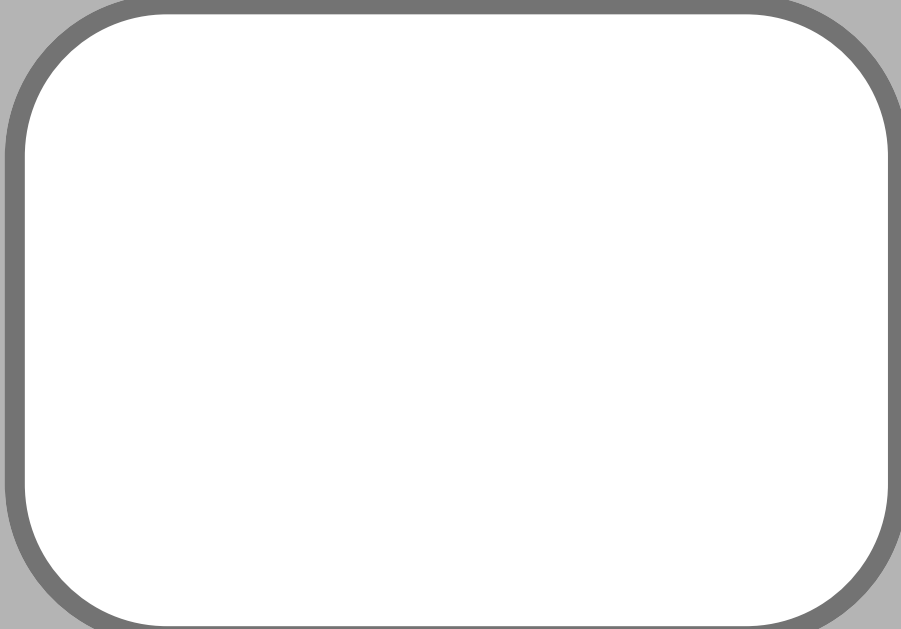
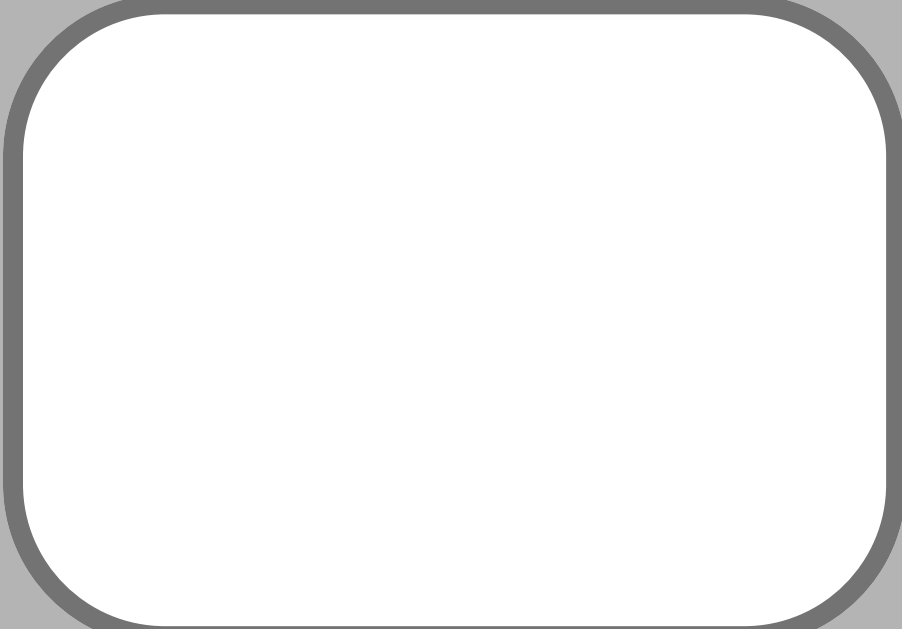
**Red Solo
Cup**



**Red Solo
Cup**



**Red Solo
Cup**

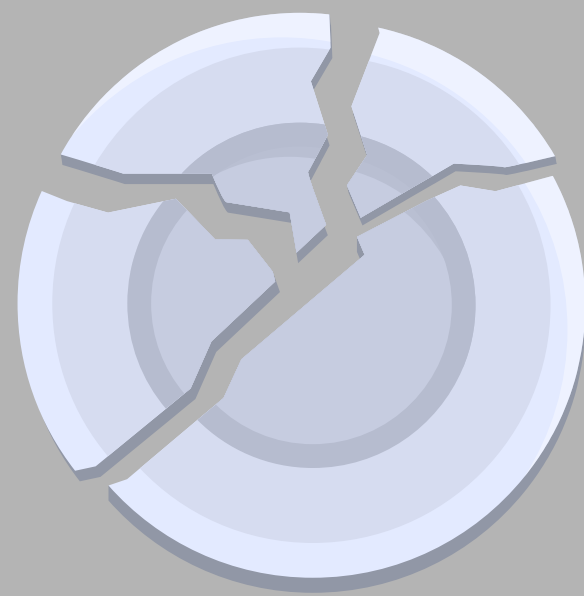




**Broken
Plate**



**Broken
Plate**



**Broken
Plate**



**Plastic
Shopping
bag**



**Plastic
Shopping
bag**



**Plastic
Shopping
bag**



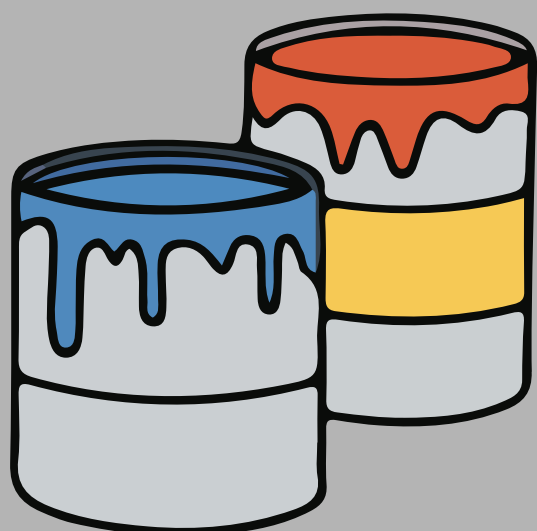
**Empty Bag
of Chips**



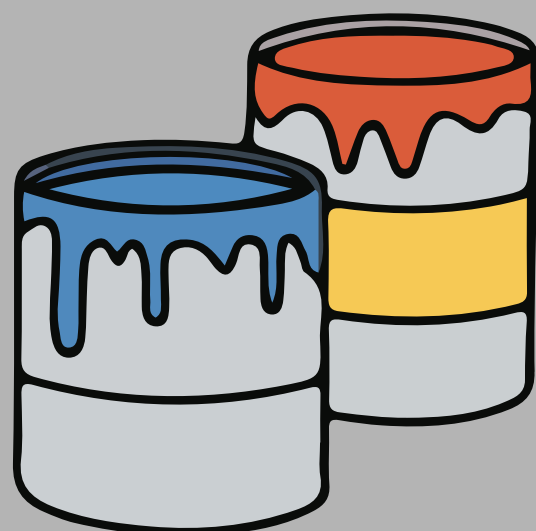
**Empty Bag
of Chips**



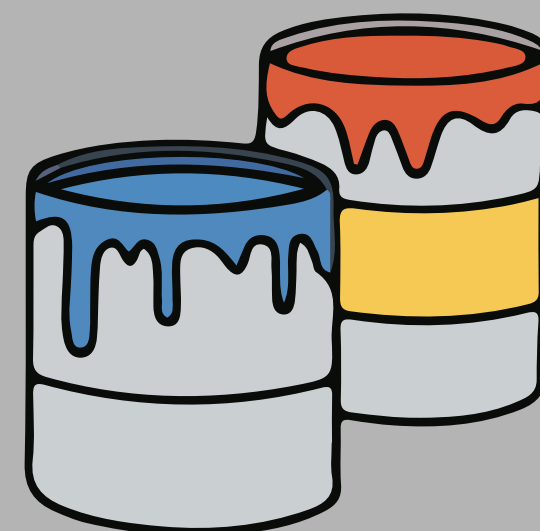
**Empty Bag
of Chips**



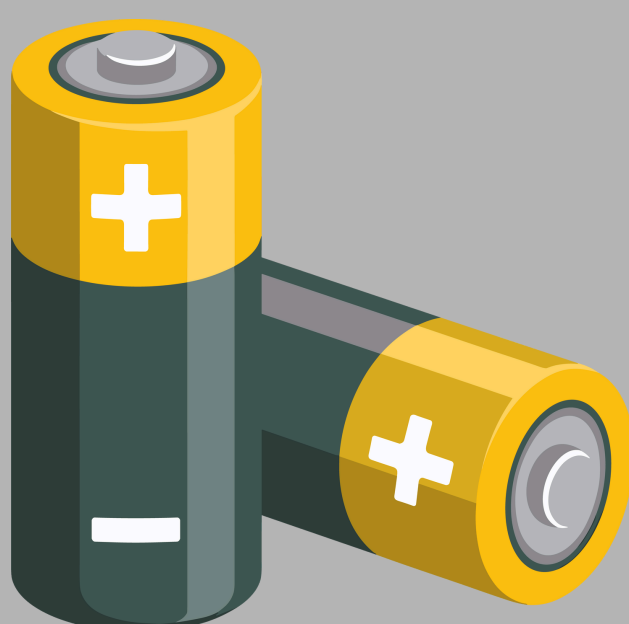
**Full paint
cans**



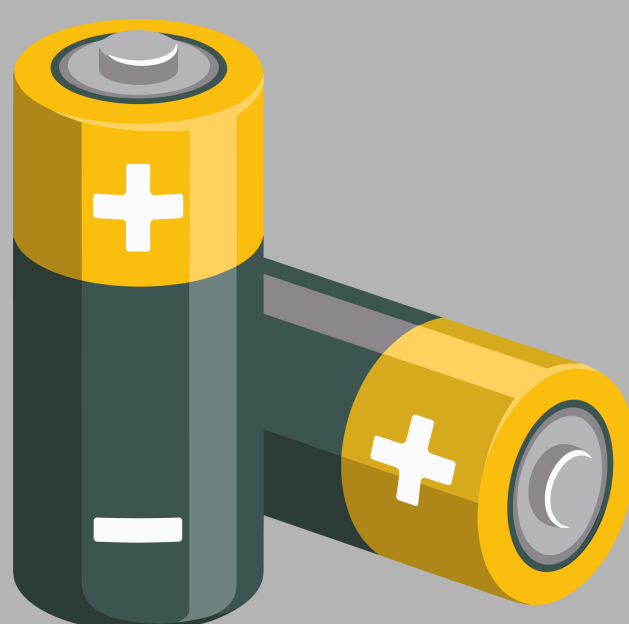
**Full paint
cans**



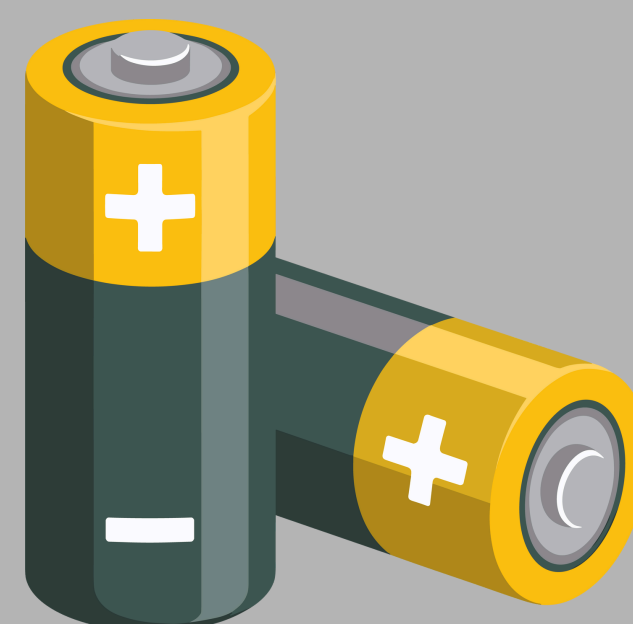
**Full paint
cans**



Batteries



Batteries



Batteries



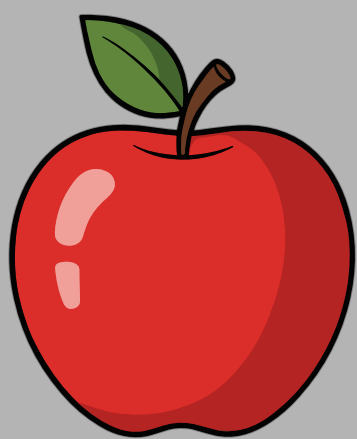
**Bleach
(not empty)**



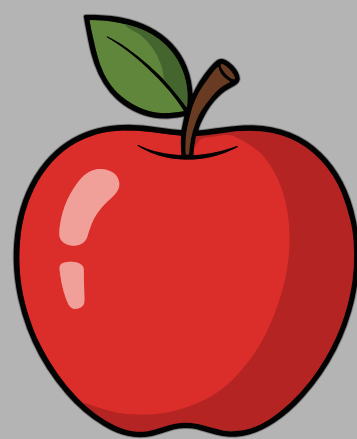
**Bleach
(not empty)**



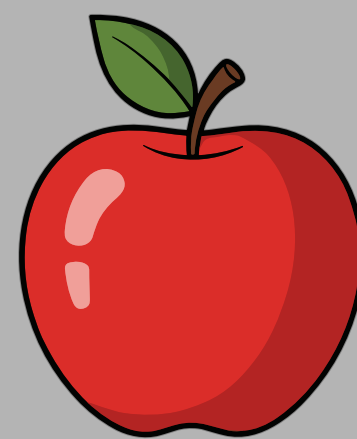
**Bleach
(not empty)**



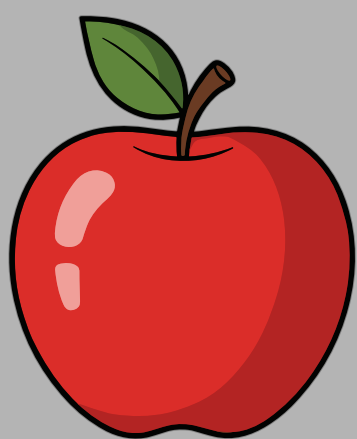
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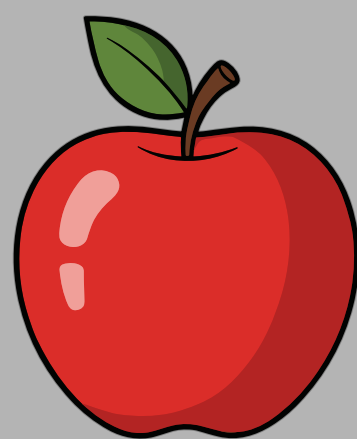
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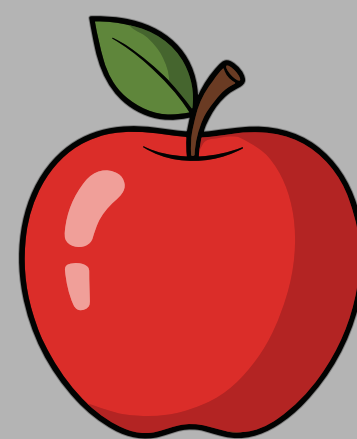
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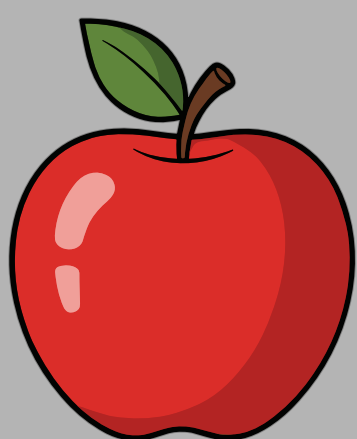
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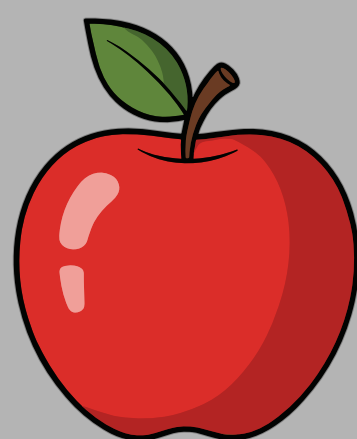
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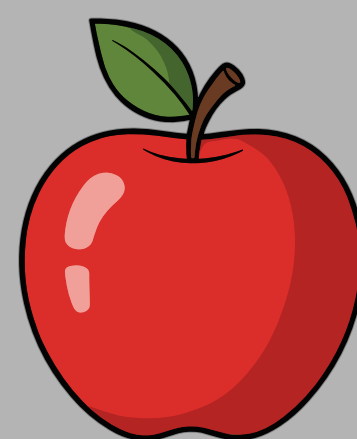
Apple



Apple



Apple



Apple



Leaves



Leaves



Leaves



Leaves



Leaves



Leaves



Leaves



Leaves



Leaves



**Coffee
Grounds**



**Coffee
Grounds**



**Coffee
Grounds**



**Coffee
Grounds**



**Coffee
Grounds**



**Coffee
Grounds**



**Coffee
Grounds**



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Grounds**



**Coffee
Grounds**



Shovel

You may look at the top six cards from your waste pile and move one card to the top



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Strong Wind

A strong gust of wind blew through. Everyone takes their bin card and gives it to the player to their right.



Strong Wind

A strong gust of wind blew through. Everyone takes their bin card and gives it to the player to their right.



Strong Wind

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Fling

Take one piece of trash from the top of your compost pile and throw it on top of another player's compost pile.



Fling

Take one piece of trash from the top of your compost pile and throw it on top of another player's compost pile.



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Shovel

You may look at the top six cards from your waste pile and move one card to the top



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Fling

Take one piece of trash from the top of your compost pile and throw it on top of another player's compost pile.



Sneak

You may dispose of the top card on your waste pile by sorting it into the correct bin, even if that bin is in another players possession



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Metal Detector

Check the next three cards in the central trash pile, you may change the position of one of these cards.



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Metal Detector

Check the next three cards in the central trash pile, you may change the position of one of these cards.



Free trash!

Force a player to draw from the central waste pile.



Free trash!

Force a player to draw from the central waste pile.



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Free trash!

Force a player to draw from the central waste pile.



Free trash!

Force a player to draw from the central waste pile.



Free trash!

Force a player to draw from the central waste pile.



Recycling Bin



Trash Bin



Hazardous
Waste Bin



Recycling Bin



Trash Bin



Hazardous
Waste Bin



Swap

Swap your disposal bin
with any other players
bin



Swap

Swap your disposal bin
with any other players
bin



Swap

Swap your disposal bin
with any other players
bin

During a turn you may...

Choose to play an action card or dispose of waste

Then...

If you have no action cards, draw one

And at the end you...

Draw from the Waste pile

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Choose to play an action card or dispose of waste

Then...

If you have no action cards, draw one

And at the end you...

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Then...

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And at the end you...

Draw from the Waste pile



Swap

Swap your disposal bin with any other players bin



Swap

Swap your disposal bin with any other players bin



Swap

Swap your disposal bin with any other players bin