Setup
1. Remove the “Token Actions” card and place it within easy view.
2. Whoever took out the trash is the first player. Shuffle the deck and deal cards, face down, based on turn order: Player 1 = 3 cards, Player 2 = 4 cards, Player 3 = 5 cards, and Player 4 = 6 cards. (Look at your cards but keep them secret from opponents.) Stack the rest of the deck face down nearby to form the “trash can.”
3. Arrange the 6 tokens in a row, in the middle of the playing area.
4. Place the die near the tokens.

How to Play
The player with the fewest cards in hand starts the game and play passes to the left. On your turn, follow this sequence in order:

A. Roll the Die
Roll the die and take the token that matches the die result from the middle. Then decide to either STOP or CONTINUE rolling. If you decide to stop, move to Resolve Tokens.

B. Resolve Tokens
Once you choose to stop rolling, you may then resolve each of the tokens you have collected in any order. Place each token back in the middle as you play passes to the left.

Notes:
- You may not resolve any tokens until you decide to stop rolling (without busting).
- Once you start resolving tokens, you may not use any cards gained during that turn. For example, if you resolve a Trash Can token and draw a Feesh card, you must wait to use it on a later turn. However, you may stack cards that have been gained during the same turn.
- You may not stack cards unless a Tree or Bandit Mask action is used. Any cards that have not yet been stacked must remain in your hand.
- Stashed cards are stored face down unless the Bandit Mask action token is used.
- If you ever go to draw a card and there are none left, the end of the game is triggered.

Game End & Scoring
Once the last trash can is drawn, the current player finishes their turn and the game ends. All players then discard any cards remaining in their hands, reveal stashed cards, and sort them by type. Add up the total number of cards per type and compare with opponents. Score points based on who stashed the most, according to the icons in the upper left corner of each card. (Note: You must have at least one card of a type in order to score any points for it.) For example, if you have the most Feesh cards, score five points. If there is a tie, the players involved in the tie receive one fewer point. For example, if two players tie for the majority of Feesh cards, both score four points instead of five. The player with the next most Feesh cards would move to second place and score three points because of the tie for first.

Score one point for each Blammo! card stashed.
Count up and compare points - whoever has the most wins. In case of a tie, whoever has the most variety of cards wins. If there’s still a tie, whoever has the most cards wins.

A Word from Gamewright
It’s amazing how a simple change can alter our perceptions. The word “Raccoon” is often associated with annoying nocturnal pests, best known for raiding our trash and causing a mess. But “Trash Pandas” seem like cuddly creatures that you might want to own as pets! Inventors Lisa and Michael Eskue jumped on this hilarious nickname and created a card game that is as deviously smart as a real trash panda. Punctuated by Kwanthai Moriya’s vibrant illustrations, you’ll get a little taste of what it’s like to be a scrappy backyard scavenger. Just be sure to wash your hands after playing!

Game by: Lisa J. Eskue and Michael E. Eskue
Illustrations by: Kwanthai Moriya

Notes:
- You may not resolve any tokens until you decide to stop rolling (without busting).
- Once you start resolving tokens, you may not use any cards gained during that turn. For example, if you resolve a Trash Can token and draw a Feesh card, you must wait to use it on a later turn. However, you may stack cards that have been gained during the same turn.
- You may not stack cards unless a Tree or Bandit Mask action is used. Any cards that have not yet been stacked must remain in your hand.
- Stashed cards are stored face down unless the Bandit Mask action token is used.
- If you ever go to draw a card and there are none left, the end of the game is triggered.

Game End & Scoring
Once the last trash can is drawn, the current player finishes their turn and the game ends. All players then discard any cards remaining in their hands, reveal stashed cards, and sort them by type. Add up the total number of cards per type and compare with opponents. Score points based on who stashed the most, according to the icons in the upper left corner of each card. (Note: You must have at least one card of a type in order to score any points for it.) For example, if you have the most Feesh cards, score five points. If there is a tie, the players involved in the tie receive one fewer point. For example, if two players tie for the majority of Feesh cards, both score four points instead of five. The player with the next most Feesh cards would move to second place and score three points because of the tie for first.

Score one point for each Blammo! card stashed.
Count up and compare points - whoever has the most wins. In case of a tie, whoever has the most variety of cards wins. If there’s still a tie, whoever has the most cards wins.

A Word from Gamewright
It’s amazing how a simple change can alter our perceptions. The word “Raccoon” is often associated with annoying nocturnal pests, best known for raiding our trash and causing a mess. But “Trash Pandas” seem like cuddly creatures that you might want to own as pets! Inventors Lisa and Michael Eskue jumped on this hilarious nickname and created a card game that is as deviously smart as a real trash panda. Punctuated by Kwanthai Moriya’s vibrant illustrations, you’ll get a little taste of what it’s like to be a scrappy backyard scavenger. Just be sure to wash your hands after playing!

Game by: Lisa J. Eskue and Michael E. Eskue
Illustrations by: Kwanthai Moriya

Notes:
- You may not resolve any tokens until you decide to stop rolling (without busting).
- Once you start resolving tokens, you may not use any cards gained during that turn. For example, if you resolve a Trash Can token and draw a Feesh card, you must wait to use it on a later turn. However, you may stack cards that have been gained during the same turn.
- You may not stack cards unless a Tree or Bandit Mask action is used. Any cards that have not yet been stacked must remain in your hand.
- Stashed cards are stored face down unless the Bandit Mask action token is used.
- If you ever go to draw a card and there are none left, the end of the game is triggered.

Game End & Scoring
Once the last trash can is drawn, the current player finishes their turn and the game ends. All players then discard any cards remaining in their hands, reveal stashed cards, and sort them by type. Add up the total number of cards per type and compare with opponents. Score points based on who stashed the most, according to the icons in the upper left corner of each card. (Note: You must have at least one card of a type in order to score any points for it.) For example, if you have the most Feesh cards, score five points. If there is a tie, the players involved in the tie receive one fewer point. For example, if two players tie for the majority of Feesh cards, both score four points instead of five. The player with the next most Feesh cards would move to second place and score three points because of the tie for first.

Score one point for each Blammo! card stashed.
Count up and compare points - whoever has the most wins. In case of a tie, whoever has the most variety of cards wins. If there’s still a tie, whoever has the most cards wins.

A Word from Gamewright
It’s amazing how a simple change can alter our perceptions. The word “Raccoon” is often associated with annoying nocturnal pests, best known for raiding our trash and causing a mess. But “Trash Pandas” seem like cuddly creatures that you might want to own as pets! Inventors Lisa and Michael Eskue jumped on this hilarious nickname and created a card game that is as deviously smart as a real trash panda. Punctuated by Kwanthai Moriya’s vibrant illustrations, you’ll get a little taste of what it’s like to be a scrappy backyard scavenger. Just be sure to wash your hands after playing!

Game by: Lisa J. Eskue and Michael E. Eskue
Illustrations by: Kwanthai Moriya

Notes:
- You may not resolve any tokens until you decide to stop rolling (without busting).
- Once you start resolving tokens, you may not use any cards gained during that turn. For example, if you resolve a Trash Can token and draw a Feesh card, you must wait to use it on a later turn. However, you may stack cards that have been gained during the same turn.
- You may not stack cards unless a Tree or Bandit Mask action is used. Any cards that have not yet been stacked must remain in your hand.
- Stashed cards are stored face down unless the Bandit Mask action token is used.
- If you ever go to draw a card and there are none left, the end of the game is triggered.

Game End & Scoring
Once the last trash can is drawn, the current player finishes their turn and the game ends. All players then discard any cards remaining in their hands, reveal stashed cards, and sort them by type. Add up the total number of cards per type and compare with opponents. Score points based on who stashed the most, according to the icons in the upper left corner of each card. (Note: You must have at least one card of a type in order to score any points for it.) For example, if you have the most Feesh cards, score five points. If there is a tie, the players involved in the tie receive one fewer point. For example, if two players tie for the majority of Feesh cards, both score four points instead of five. The player with the next most Feesh cards would move to second place and score three points because of the tie for first.

Score one point for each Blammo! card stashed.
Count up and compare points - whoever has the most wins. In case of a tie, whoever has the most variety of cards wins. If there’s still a tie, whoever has the most cards wins.

A Word from Gamewright
It’s amazing how a simple change can alter our perceptions. The word “Raccoon” is often associated with annoying nocturnal pests, best known for raiding our trash and causing a mess. But “Trash Pandas” seem like cuddly creatures that you might want to own as pets! Inventors Lisa and Michael Eskue jumped on this hilarious nickname and created a card game that is as deviously smart as a real trash panda. Punctuated by Kwanthai Moriya’s vibrant illustrations, you’ll get a little taste of what it’s like to be a scrappy backyard scavenger. Just be sure to wash your hands after playing!

Game by: Lisa J. Eskue and Michael E. Eskue
Illustrations by: Kwanthai Moriya

Notes:
- You may not resolve any tokens until you decide to stop rolling (without busting).
- Once you start resolving tokens, you may not use any cards gained during that turn. For example, if you resolve a Trash Can token and draw a Feesh card, you must wait to use it on a later turn. However, you may stack cards that have been gained during the same turn.
- You may not stack cards unless a Tree or Bandit Mask action is used. Any cards that have not yet been stacked must remain in your hand.
- Stashed cards are stored face down unless the Bandit Mask action token is used.
- If you ever go to draw a card and there are none left, the end of the game is triggered.

Game End & Scoring
Once the last trash can is drawn, the current player finishes their turn and the game ends. All players then discard any cards remaining in their hands, reveal stashed cards, and sort them by type. Add up the total number of cards per type and compare with opponents. Score points based on who stashed the most, according to the icons in the upper left corner of each card. (Note: You must have at least one card of a type in order to score any points for it.) For example, if you have the most Feesh cards, score five points. If there is a tie, the players involved in the tie receive one fewer point. For example, if two players tie for the majority of Feesh cards, both score four points instead of five. The player with the next most Feesh cards would move to second place and score three points because of the tie for first.

Score one point for each Blammo! card stashed.
Count up and compare points - whoever has the most wins. In case of a tie, whoever has the most variety of cards wins. If there’s still a tie, whoever has the most cards wins.
Note: The number in parentheses () on each card indicates how many times that card shows up in the deck.

**Card Guide**

**Shiny:**
Trash Pandas LOVE shiny objects. Use a Shiny card to distract another player while you steal one of their stashed cards. Add that card to your hand. You may steal a face up or face down card. If you steal a face down card, you do not look at it until you have taken it. The target player may use a Doggo or Kitteh from their hand to block this action. If they do, discard the Shiny card.

**Yum Yum:**
Also known as chocolate. Yum Yum is played on another player's turn to force them to take an additional roll once they have decided to stop. If the player busts, they may use Blammo! or Nanners cards as normal. If the player does not bust, they may decide to continue their turn instead of stopping as they had originally planned.

**Feesh:**
Stinky, but tasty. Use a Feesh card to look through the discard pile and fish (take) any one card. If possible, you may use that new card on this same turn. i.e. - you may take a Blammo! or Nanners to prevent a bust.

**MMM Pie!**
Everyone loves leftover pizza. Use MMM Pie! when resolving your token results to resolve a token a second time. For example, if you use it to resolve the Trash Can token, you would draw four cards instead of two.

Note: You may NOT use multiple MMM Pie! cards on a single token.

**Nanners:**
Trash Pandas go bananas for Nanners. Nanners are used when you are about to bust. Discard the Nanners card to cancel your last die roll. It is treated as if it was not rolled and you had decided to stop. Once a Nanners is played, you may not continue rolling unless another player uses a Yum Yum card on you.

**BlaMMO!**
Also known as carbonated energy. Use a Blammo! to re-roll, ignoring the previous result. This is often done to prevent a bust, but you may decide to re-roll a die before busting if you want to try for a different result. When stashed, Blammo! cards are treated differently from other point cards as they are each worth one point, regardless of majority.

**Doggo:**
This hulking dog is not happy about all these garbage shenanigans. If another player tries to steal from you, discard Doggo to prevent them from doing so. As a bonus, you may immediately draw two cards from the trash can.

Note: If there are fewer than two cards, draw what's available.

**Kitteh:**
This cat is neither soft, nor warm – it is a cold and evil ball of fur. If another player targets you with a Steal action, you may discard a Kitteh card to turn the tables on them. Instead of them taking a random card from your hand, you take a random card from their hand. (That player may use a Doggo card or another Kitteh card to defend against this.) If you use a Kitteh to defend against a Shiny steal attempt, you would then steal from that opponent's stashed cards as if you were using a Shiny card.