

Müll + Money

A game for 2 to 4 players by Dr. Jürgen Strohm. Condensed rules by Eric Postpischil, <http://edp.org>.

Introduction.

Play: Get materials, fill orders, dispose of waste, and improve your factory.

Goal: Get the most points, from improving your factory and earning money.

There are 53 Action cards:

- 9 Order (with a gear icon).
- 8 Raw Materials (with a container icon).
- 8 Growth (with a right arrow).
- 7 Innovate (with a terminal icon).
- 7 Waste Disposal (with a recycle icon).
- 4 Adviser (with $\times 2$ and $+5$).
- 4 Hire/Fire (with an up-down double arrow).
- 3 Waste Inspection (with a can and a left-right double arrow).
- 2 Bribery (with a 1).
- 1 Pollution Check (with a person wearing a gas mask).

Euro notes are denominated in units of millions. This should be understood even when not explicit in the rules.

There are eight “-10” credit markers and four “-10 \times 2” credit markers.

- A player may take credit at any time. They receive 10 (million) euros with a “-10” credit marker. Avoid this.
- When markers are exhausted, more may be created. Two “-10” markers are interchangeable with one “-10 \times 2”.

Each player receives a factory board:

- The top row shows (above the holes) how many (hundreds of) workers are needed to fill an order.
- The second row shows (above the holes) how much raw material is needed to fill an order.
- The third row shows (above the holes) how much waste is produced when filling an order.
- The colored tower at the right provides space to hold unused raw materials.
- The two rows at the bottom show how much waste is stored at the factory.

The game board has rows marked “5” to “1” and columns marked “14” to “20”.

- The rows show how many (hundreds of) workers each business has.
 - The columns show how much revenue each business gets from one order.
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Score.

Each player’s score is the sum of:

- The column in which their factory is (14 to 20).
- The numbers below the pegs in the first three rows on their factory board.
- Half the number of (millions of) euros they have, rounded up.
- The negative values of their credit markers (not halved).

Ties are broken by cash in hand.

Setup.

Give each player 15 (million) euros, 5 black raw materials, 4 pegs of one color, and the matching factory board.

- Money should be kept hidden, in both value and number of notes.

Put one peg in each of the “5” spaces in the first three rows. Put the fourth peg to the left of the bottom two rows.

Put the small wood factories on the game board in row “5” and column “14”.

Place the euro marker to show the start player.

Play.

Lay Out Cards.

Deal several sets of three cards. Deal one more set than the number of players.

When a card already in a set is dealt to the set, discard the new card and replace it (repeatedly if necessary).

When a Pollution Check is dealt:

- A player whose waste peg is in the yellow area must pay 5 euros to the bank and move their factory 1 space left.
- A player whose waste peg is in the red area must pay 10 euros to the bank and move their factory 2 spaces left.
- Do not move to the left of column “14”.
- A player with a Bribery card may pay 1 (million) euros and discard the card, avoiding all other consequences.

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- Put the Pollution Check card aside, replace it, and continue. (Do not discard it; it shows there will be a reshuffle.) When the deck empties, shuffle the discards and continue.

Select Cards.

Starting with the start player and proceeding clockwise, each player takes one set of cards and places them face up in front of themselves. Discard the last set.

Play Cards.

The start player plays one card, passes (only allowed with one card left), or discards one card.

- A Raw Materials card may not be discarded.

After passing, a player may not play a card in this round. Their retained card is kept face up.

Play continues clockwise until each player passes or has no cards.

The card actions are:

- **Order:** Fill a purchase order in exchange for money.
 - You must have at least as many workers (on the game board) as your factory needs (in your first row).
 - Move the number of raw materials consumed (in your second row) from your tower to the common stock.
 - Increase your waste by the amount in your third row. If waste would exceed 16, you cannot fill an order.
 - Receive the amount of money indicated by the column your factory is in on the game board.
- **Raw Materials:** Take the number of raw materials shown in your factory. Sell them in a once-around auction.
 - The player to the left of the auctioneer bids or passes. Bidding continues clockwise.
 - A player must have cash in hand to cover their bid. To bid higher, they must first take credit.
 - The highest bidder puts the raw materials on their tower.
 - A winning auctioneer pays the bank. A different winning player pays the auctioneer.
- **Growth:** Move your factory right one space on the game board.
- **Innovate:** Pay 5 (million) euros to the bank and move a peg in your top three rows right one space.
- **Waste Disposal:** Move your waste peg left three spaces (but stop at zero).
- **Hire/Fire:** Move your factory up or down one space on the game board.
- **Waste Inspection:** Move your waste peg left one space. Each other player moves right one space.
 - (But stop at zero or 16.)
- **Adviser:** This card may be used to repay a debt, increase revenue from an order, or double another action.
 - To repay a debt, return a “-10” credit marker and 10 (million) euros to the bank.
 - To increase revenue, play an Order card at the same time and receive an additional 5 (million) euros.
 - To double an action, play another card at the same time:
 - Raw Materials: Sell one lot of twice the usual size.
 - Growth or Hire/Fire: Move two spaces instead of one.
 - Innovate: Move one peg two spaces or two pegs one space and pay 10 (million) euros.
 - Waste Disposal: Move six spaces instead of three.
 - Waste Inspection: Each player moves two spaces instead of one.

Pay Workers.

Pay the bank 1 (million) euros for each (hundred) workers you have (shown by the row your factory is in).

Change First Player or End Game.

The game ends at the end of a round when a factory reaches column “20”, even if it does not remain in the column.

If the game does not end:

- If the Pollution Check card appeared this round, shuffle it, the discards, and the deck to form a new deck.
- Rotate the start player clockwise and play another round.

If the game ends, perform another pollution check and then add the scores as described in the Score section.