

Trash (Garbage)

The rules on one page

Players

2 to 6, each playing alone

You need

One standard 52-card deck for 2 players, two decks for 3 or 4, three decks for 5 or 6

Goal

Be first to have the right card face up in every place of your layout

Game ends

When a player who is down to 1 card fills that place and wins the round

Setup

1. Use one standard 52-card deck with no jokers for 2 players. For 3 or 4 players, shuffle two decks together. For 5 or 6, shuffle three.
2. Pick a dealer any fair way, such as cutting the deck for the lowest card.
3. Deal 10 cards face down to each player. Each player sets them out in 2 rows of 5 without looking at them. This is your layout.
4. Each card in the layout is a place for one rank. The top-left card is the ace place. The top row runs ace, 2, 3, 4, 5 from left to right, and the bottom row runs 6 to 10.
5. Put the rest of the cards face down in the middle as the stock. There is no discard pile yet. The player on the dealer's left goes first, and turns pass clockwise.

How to play

1. **Draw a card.** Take the top card of the stock or the top card of the discard pile. The first player in a round has no discard pile yet, so they draw from the stock.
2. **Put it in its place.** An ace to 10 goes in the place of its rank. Pick up the face-down card that sits there, put your card in that spot face up, and turn the picked-up card over. That card is the next one you place.
3. **Keep going.** Keep placing cards the same way. Every card you put down frees another, so one draw can fill several places.
4. **Use jacks as wild cards.** A jack is wild. It can go face up in any place that still holds a face-down card. Take the card from that place and keep going.
5. **End your turn.** Your turn ends when you hold a queen, a king, a number whose place already has the right card face up, or a number you have no place for. Put that card face up on the discard pile. The first discard of a round starts the pile beside the stock.

6. Win the round. The first player to have a face-up card in every place of their layout wins the round. A jack counts as filling its place. Gather all the cards and shuffle them for the next deal.

7. Deal the next round. The winner of the round gets one card fewer in their next layout and loses their highest place. After 1 win they have ace to 9, after 2 wins ace to 8, and so on. Everyone else is dealt as many cards as before. The winner plays first in the next round.

What each card does

Card	What you do with it
Ace through 10	Put it in its own place and take the face-down card from there
Jack	Wild. Put it in any place that still holds a face-down card
Queen or king	Your turn ends. Discard it
A number whose place already holds the right card	Your turn ends. Discard it
A number above your highest place	Your turn ends. Discard it

Your layout as you win rounds

Rounds you have won	Cards dealt to you	Your places
0	10	Ace to 10
1	9	Ace to 9
2	8	Ace to 8
3 to 8	7 down to 2	One fewer place for each win
9	1	Ace only. Fill it and win the round to win the game

Scoring

A player who is down to 1 card has only the ace place. When that player fills it with an ace or a jack and wins the round, they win the game.

