



# Single-Sort



Single-Sort is an action-chaining and component collection strategy game with multiple ways to score. Each turn you'll use the 7 R's of recycling to manipulate cardboard, plastic, glass, and metal at a recycling center in order to create an arrangement that will earn the most points possible. Sort your way to victory!

## Setup

- 1 If this is your first game, punch the cardboard tiles and references. Please recycle the remains.
- 2 Remove these paper rules from the game box.
- 3 Remove the large cardboard references from the box and randomly give each player one reference, being sure to keep the scoring objectives secret. Set the solo reference aside.
- 4 Dump the remaining box contents on the table.
- 5 Spread out the components so they don't overlap.
- 6 The last person to have recycled goes first.

## Components

- |                    |                               |
|--------------------|-------------------------------|
| 90 cardboard tiles | 6 cardboard player references |
| 30 plastic dice    | 1 cardboard solo reference    |
| 12 glass gems      | 1 paper rulebook              |
| 3 metal cubes      | 1 recycling bin game box      |



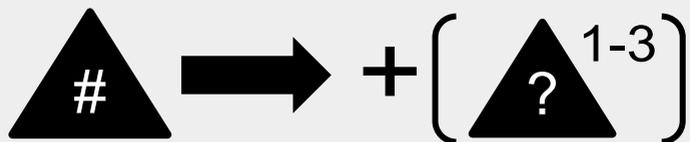
Designed by Corey Andalora and Donnie Coleman

# Single-Sort Turn

-  **Collect:** Draw a face down cardboard from the pile and add it to your collection face up. If the cardboard is dirty, draw another face down cardboard. Draw tiles this way until you draw a clean cardboard.
 

-  **Recycle:** You may swap any one of your components for a different color component of the same type in the pile. If it is cardboard or plastic, the number must match. Immediately end your turn and skip to *Cleanup* when you *Recycle*.
-  **Sort:** If you did not *Recycle*, you may perform 1 Cardboard Action, 1 Plastic Action, and 1 Glass Action, in that order. See possible actions below.
-  **Cleanup:** Before ending your turn, from your collection:
  1. Place all dirty cardboard off to the side and out of play into the *Trash Heap*.
  2. Place remaining components back in the pile until you have no more than the maximum count limit of 10. *Plastics with a 4 showing do not count against this limit.*

## Cardboard Actions



**Repair:** Place any one cardboard from your collection back in the pile face up to take 1 to 3 matching color face up cardboards from the pile that add up to the value of the placed cardboard.



**Reduce:** Place one or more of your matching color cardboards back in the pile to take a plastic of matching color from the pile showing a value equal to the sum of the placed cardboards. *The value cannot be 6.*

OR

## Plastic Actions



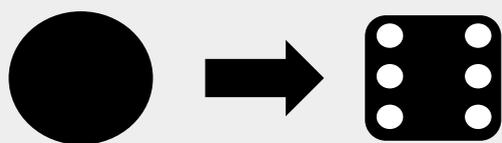
**Rethink:** Roll one or more of the plastics in your collection. Only 1 for 1-2 players, up to 2 for 3+ players, and up to 3 for 5+. *Each plastic rolled must be a different color.*



**Repurpose:** Roll and place two plastics of the same color from your collection back in the pile to take a glass of matching color from the pile.

OR

## Glass Actions



**Reuse:** Place a glass from your collection back in the pile to take a matching color plastic showing the value of 6 from the pile.



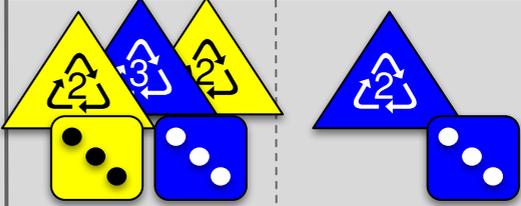
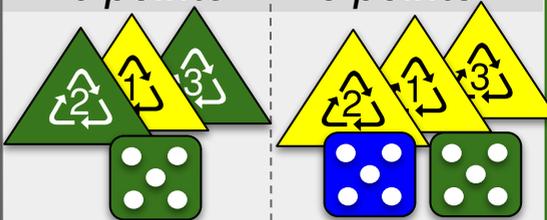
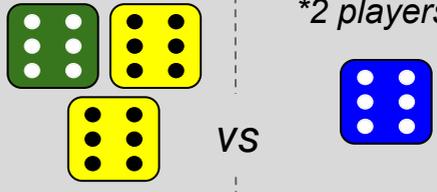
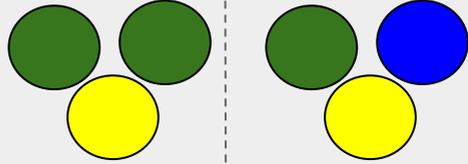
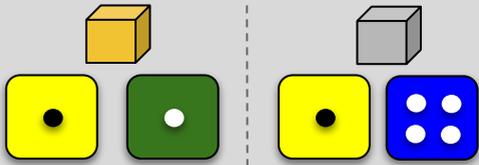
**Return:** Place glass from your collection back in the pile to take any metal from the pile. The glass does not have to match in color. 3 are required for 1-3 players, 2 for 4-6.

OR

# Game End?

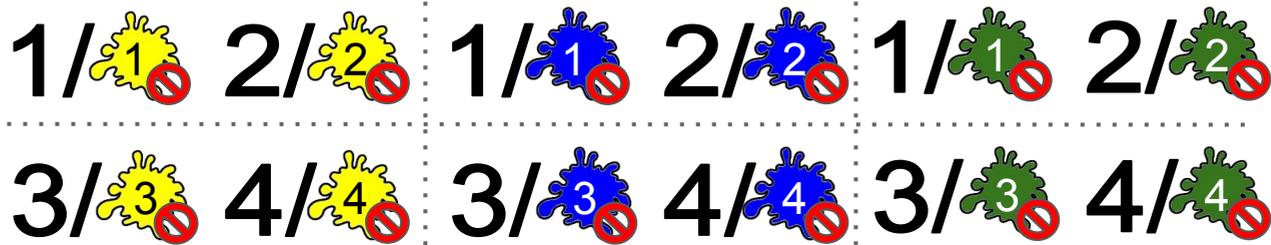
When the last face down clean cardboard is drawn and the player that drew it finishes their turn, the game ends. If the very last face down cardboard drawn is dirty then the game immediately ends and the player does not complete their turn. Each player calculates their score. Highest score wins and ties share victory.

## Scoring!

Scoring Method	Description	Examples
$X / \triangle \triangle$	Score points equal to each pair of clean cardboard values. They do not have to be the same color.	 2 points      0 points
$1 / \square \quad 2 / \square \quad 0 / \square$ <i>*Plastic showing 4 don't count against your collection limit</i>	Score 1, 2, and 0 points for plastics showing values 1, 2, and 4 respectively.	 1 point      4 points
$3 / \square : + (\triangle^*) \geq 3$ <i>*If your cardboard adds up to 3, ALL matching color plastic 3s score 3 points.</i>	Score 3 points per plastic showing 3, only if you have cardboards of matching color that add up to 3 or more.	 6 points      0 points
$5 / \square : + (\triangle^*) \geq 5$ <i>*If your cardboard adds up to 5, ALL matching color plastic 5s score 5 points.</i>	Score 5 points per plastic showing 5, only if you have cardboards of matching color that add up to 5 or more.	 5 points      0 points
$14 - \# \text{ 1st} : \square, 8 - \# \text{ 2nd} : \square$ <i>*Must have at least 1. Ties all get the full points for either most or second most.</i>	Score points equal to 14 minus the player count if you have the most plastics showing 6. Score 8 minus the player count for the second most.	 12 points      vs      6 points <i>*2 players</i>
$5 / \bullet + 2 / \circ$	Score 5 points per glass of one color and 2 points per glass of every other color.	 12 points      9 points
$14 / \square$ $+3 / \square : \square, +2 / \square : \square, +1 / \square : \square$	Score 14 points per metal. Also score +3 points per plastic 1 for gold, +2 for silver and +1 for bronze.	 22 points      17 points

# Individual Goals

Each score reference has one of six different goals. It remains secret from the other players until the end of the game.

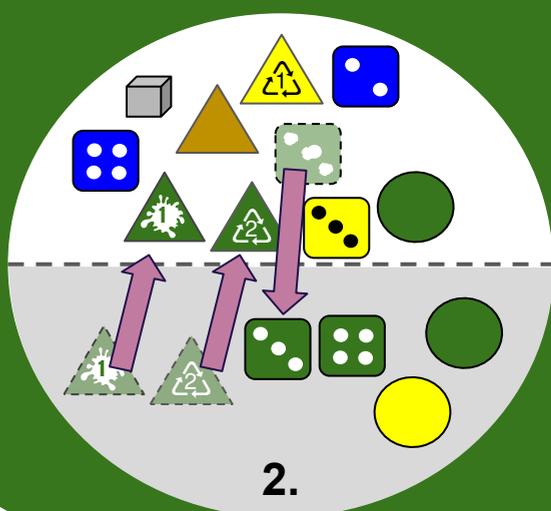
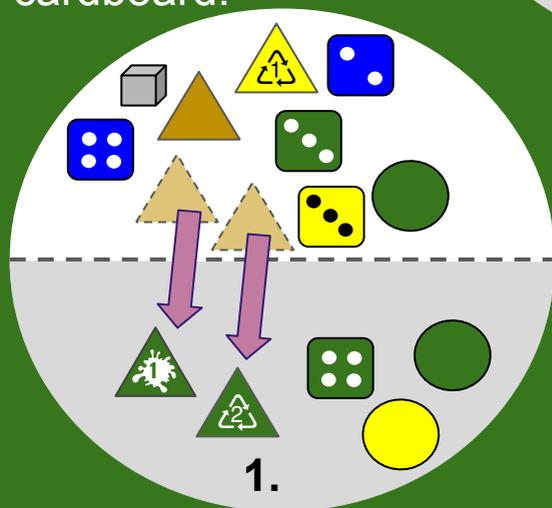


At the end of the game, gain points equal to the values on dirty cardboard in the *Trash Heap* that match your goal's colors and values.

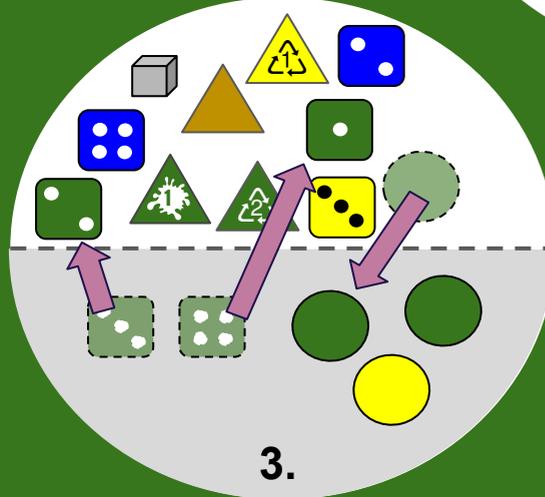
See the solo reference section for how to play single player.

## Example of a Turn

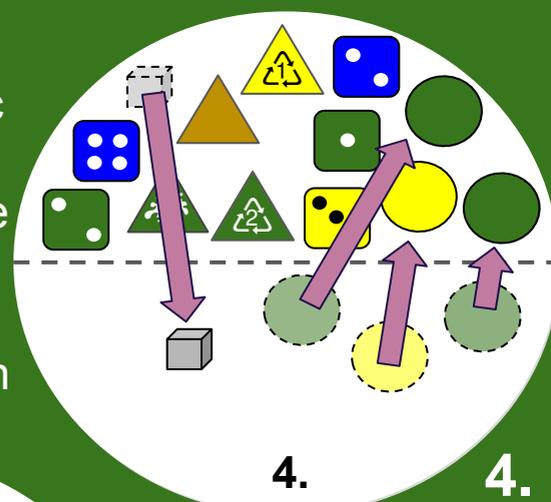
1. Jill starts her turn by drawing a tile. It is a dirty green 1 cardboard so she draws again. The next is a clean green 2 cardboard.



2. With her cardboard action, she *Reduces* a dirty green 1 and a clean green 2 for a green 3 plastic.



3. With her plastic action, she *Repurposes* the green 3 plastic and green 4 plastic for green glass.



4. With her glass action she *Returns* two green glasses and one yellow glass (3+ players) to take the silver metal.

## Frequently Asked Questions

- ? How are ties for most plastics showing 6 determined?
- ! Every player tied gets the points. This means if 3 players in a 4 player game all have the most plastics with a 6, they all get 10 points!
- ? Why would I want to use up my turn by performing Recycle?
- ! This can be a useful tactic to pull out component that you really need in order to score more points.

- ? Can you recycle dirty cardboard for clean cardboard and vice versa?
- ! Yes.
- ? How many of each cardboard is there in the game?
- ! For each cardboard color there are:
  - o #1 - 7 clean, 3 dirty
  - o #2 - 6 clean, 2 dirty
  - o #3 - 3 clean, 1 dirty
  - o #4 - 2 clean, 1 dirty
  - o #5 - 1 clean, 1 dirty
  - o #6 - 1 clean, 1 dirty
  - o #7 - 1 clean





# Alone at the MRF

a Single-Sort Solo Variant



## Setup

Set aside the six cardboard player references. They won't be used. Only this reference is used for single player mode. The rest of setup is the same as multiplayer. Dump out the contents of the box and separate components without altering orientation and you are ready to begin.

## Rule Changes

For single player, you draw exactly 2 face down cardboards every turn. Of those 2, choose 1 to keep and return the other back to the pile face up. You may still optionally *Recycle* a component into a different color and end your turn. You perform actions the same as in a multiplayer game. The limit for your collection is still 10 as well.

The scoring for most and second most plastic sixes has been replaced. Score 4 points if you have one plastic 6, 10 points if you have two plastic 6s, and 18 points if you have three or more plastic 6s. No bonus points are awarded with metals. You only get a base 12 points. Individual Goals are replaced with 5 points for each dirty cardboard with a 5 on it in the trash heap at the end of the game.

## Game End

The game ends when there are less than 2 face down cardboards remaining in the pile. Score your collection.

## Solo Score Ranks

**0-20:** Wasteful

**21-35:** Ineffective

**36-50:** Adequate

**51-60:** Going Green

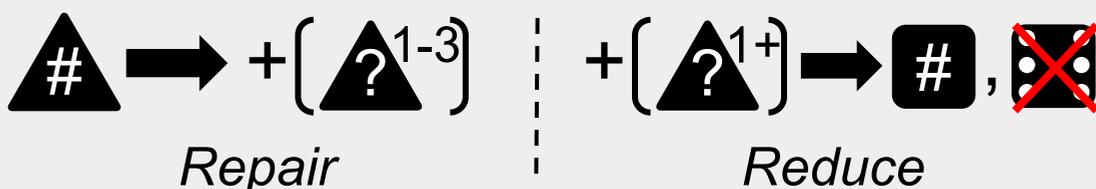
**61-70:** Sustainable

**71+:** Zero Emissions

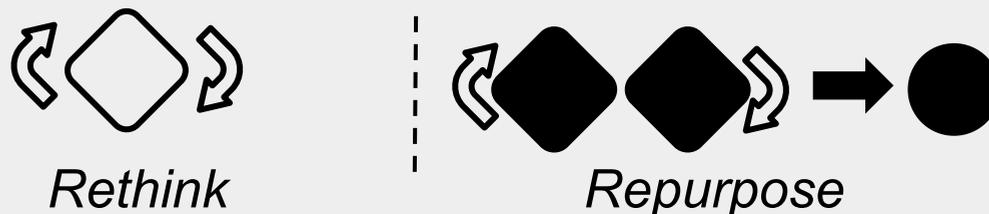
# Solo Turn Reference

- **Draw 2 face down cardboards and keep 1**
  - Place the one you don't keep in the pile face up
- **Optional: Recycle** a component for a different color
  - Skip actions and go to Clean Up
- **Perform actions**

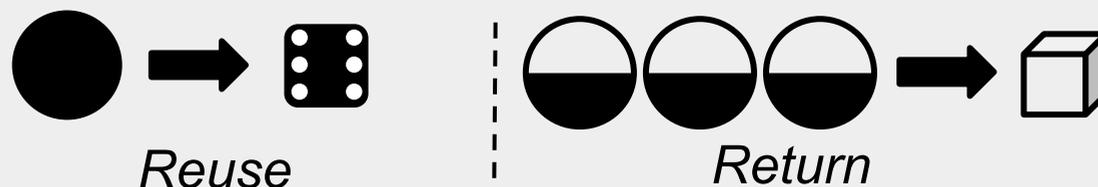
**May perform ONE Cardboard Action:**



**May perform ONE Plastic Action:**



**May perform ONE Glass Action:**



- **Clean up**
  - Place dirty cardboard in the trash heap
  - Place components back into the pile until you have no more than 10 in your collection
  - *Plastics with value of 4 ignored towards limit*

# Solo Turn Reference

# Solo Score Reference

X /  

1 /  2 /  0 / 

3 /  :+ (\*)  $\geq 3$

5 /  :+ (\*)  $\geq 5$

4:  10:  18:    +

5 /  + 2 / 

12 / 

5 /  |  | 

# Solo Score Reference