

Trash

2-4 players

52 cards

Difficulty: Easy

Duration: Short

Be the first to fill all ten positions (Ace through 10) with the matching cards.

SETUP

- Each player lays out 10 cards face-down in two rows of five.
- Positions are numbered 1-10, left to right, top to bottom.
- Remaining cards form a central draw pile.

SCORING

- First to complete all 10 positions wins the round.
- Winners reduce their layout by one card in subsequent rounds.
- First to reach a single-card layout and fill it wins the game.

Tip: Save Kings (wild cards) for harder-to-fill positions rather than using them early.

ON YOUR TURN

- Draw from the stock or discard pile.
- Place Ace-10 cards face-up in their matching position.
- Displaced cards chain into their own positions if open.
- Jacks and Queens are dead cards; discard to end your turn.

Trash is a simple and addictive card game where players try to fill positions numbered 1 through 10 by drawing cards and placing them in the correct slot. Its straightforward mechanics make it a favorite among families and younger players.

Objective

Be the first player to fill all ten positions (Ace through 10) in your layout with the corresponding cards.

Setup

1. **Players:** 2 to 4 players.
2. **Deck:** Standard 52-card deck (two decks for 3-4 players).
3. **Layout:** Each player lays out 10 cards face-down in two rows of five, numbered 1-10 from left to right, top to bottom.
4. **Stock:** Place remaining cards in a central draw pile.

Gameplay

1. **Drawing:** Draw the top card from the stock or the discard pile.
2. **Placing:** If you draw an Ace through 10, place it face-up in the corresponding position. The card previously in that spot goes to your hand and you check if it can go in its numbered position.
3. **Chain Reactions:** Continue placing displaced cards until you draw one that cannot be placed (a duplicate of a filled position or a face card).
4. **Wild Cards:** Kings are wild and can fill any position. Jacks and Queens are dead cards — discard them immediately to end your turn.
5. **Discard:** When you cannot place a card, discard it and end your turn.

Winning

The first player to complete all 10 positions wins the round. In multi-round play, winners reduce their layout by one card in subsequent rounds (from 10 to 9, then 8, etc.). The first player to reach a single-card layout and fill it wins the game.

Tips and Strategies

- Wild cards (Kings) are precious — use them for harder-to-fill positions.
- Watch the discard pile for cards you need; you can draw from there on your turn.
- Chain reactions are the key to fast wins — getting lucky streaks can clear many positions in one turn.

Tips & Strategy

Save wild cards for positions that are statistically hardest to fill naturally. The discard pile is an underrated resource — always check it before drawing blind.

While largely luck-based, choosing wisely between the stock and discard pile and managing wild cards introduces light strategic elements.