

REMOVAL

Don't feel like
studying the rules?
Watch the video
tutorial.



A renowned local mansion has entrusted you with their removal, and you are ready to ensure everything runs seamlessly. The scale of the job requires additional teams, but you can prove to them why you stand out as the best in the business!

GAME COMPONENTS



75 Item tiles



10 Box tiles



4 Truck boards



Double-sided House board
(front for 3–4 players
and back for 2 players)



12 Helper cards



9 Keepsake cards



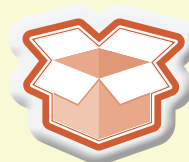
1 Round marker



10 Damage tokens



4 Victory Point markers



1 Replacement tile



1 Bag

GAME OBJECTIVE

You are leading a team of workers and you are handling a big removal. Over the course of **three rounds**, you will load Items into your Truck and deliver them to the new home. Sometimes the load can cause problems, but your Helpers will support you. You earn points for each transported truckload, and the player with the most points at the end of the game will be the winner.

GAME SETUP

Before your first game, carefully punch out the components from the punchboards.

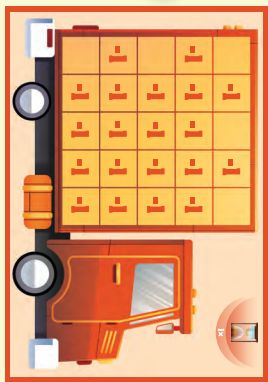
*For the first game or when playing with younger children, we recommend playing without the Keepsake cards. For this variant, ignore everything marked in **blue**.*

- 1** Place the House board in the center of the table with the correct side up, depending on the number of players, ensuring it is easily accessible to all players. You can find the player count for each side of the game board in the top right corner.
- 2** Each player takes a Truck board and a set of 3 Helper cards, plus 1 Victory Point marker in their chosen colour.
- 3** Each player places their Victory Point marker on the start space with this symbol  on the track.
- 4** Place the Round marker on space „1“ of the round track.
- 5** Draw 3 Box tiles randomly and place one on each  area with the green side facing up. The back sides of the tiles remain secret.
- 6** Randomly draw Item tiles from the bag and place one on each area in all rooms when playing with 4 players. If you play with 3 players, leave out any areas marked with 4. When playing with 2, players fill all areas on the reverse side of the game board.
- 7** Place 3 random Items in a 2-player game and 4 random Items in a 3- or 4-player game below the board, in the areas indicated by the arrows. These are your Waiting Items.
- 8** Place the Damage tokens next to the board.
- 9** Place 3 random Keepsake cards next to the board.
- 10** Leave the bag with the remaining Items, the Replacement tile and the rest of the Boxes next to the board.
- 11** Put all excess components back into the box.
- 12** The player who most recently moved house starts the game. If you don't remember, determine the starting player randomly.

Note: From now on, the word ITEMS will refer to both Items and Boxes.



9



2



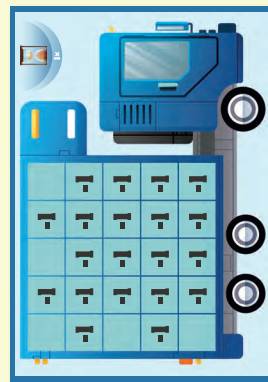
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3

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8



10



COURSE OF THE GAME

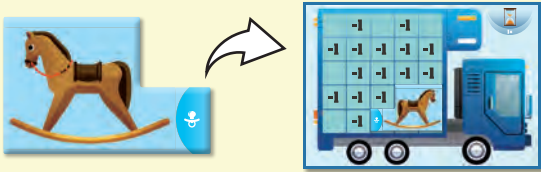
The game is played over **three rounds**. Starting with the starting player, players take their turns one by one in clockwise order. During their turn, a player performs 1 action.

During the game, players take Items from the House board and load them into their Trucks. Players earn points when the Trucks drives off. When there are no more Items left on the House board, the round ends. The board is then refilled with new Items, and the next round begins. After the third round, the game ends, and the final scoring takes place.

AVAILABLE ACTIONS:

- A Pick and Load:** Take an Available Item from the House board and place it into your Truck.
- B Pick and Store:** Take an Available Item from the House board and place it on the space with the  which represents the storage on your Truck board.
- C Load from Storage:** Take an Item from the storage area  and place it into your Truck.
- D Drive and Score:** Your Truck drives off.

A PICK AND LOAD



Take an **Available** Item and place it into your Truck.

Available Items are those which have no other Items **directly underneath them**.



Example:

Available Items are placed in green-marked areas, while unavailable Items are in red-marked areas.

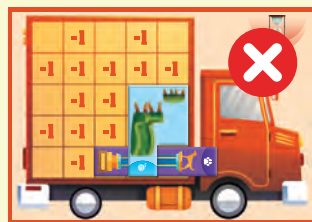
The marked spoon is available because the area directly below it is empty. See the „Helper Cards“ section to find out how the area (marked with a circle) was emptied.



If you want to check if an Available Item fits in your Truck, you may do so. Place the Replacement tile in its spot to mark where it should be returned to.

General rules when loading a tile into a Truck:

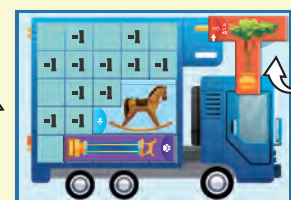
- At least one square of the tile must be positioned directly on the floor of the Truck or other Item(s).
- The whole tile must fit inside the Truck without overlapping or extending beyond its edges.
- A tile can be placed in any available free space and freely flipped to the other side.



Some Items have special features – find out more in the section „Items“.

B PICK AND STORE

Take an Available Item tile from the House board and, instead of placing it directly into the Truck, store it on the  space next to the Truck. The Item can be placed into the Truck later. You can store only one Item at a time.



C LOAD FROM STORAGE

Take an Item from the  space on your Truck board and place it into the Truck. Normal placement rules apply.



D DRIVE AND SCORE

The Truck drives off and you get points for transported Items. After calculating the points the Truck is again emptied. This action is thoroughly described in the section „Drive and Score“.

ITEMS

There are 5 types of Items:

Common Items – These tiles have no special features.

Antiques – The more Antiques you transport, the more points you will score at the end of the game, see the table on page 11.

Boxes – These tiles have 0 to +2 points on their back. These back sides are secret and cannot be looked at until the final scoring!

Heavy Items – At least one square of these tiles must be positioned on the floor of the Truck or on another Heavy Item. They always add +1 point when the Truck drives off.



Delicate Items – When the Truck drives off, you may gain or lose points for these tiles, depending on whether they were damaged during loading or not.

A Delicate Item may get damaged when another Item is placed on it.

After placing a tile, count how many of its squares are positioned directly on the floor of the Truck or on other Items. These are called **contact squares**.



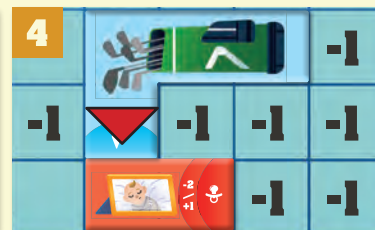
▼ Squares which are resting on the Delicate Item

▼ Squares which are resting on other Items and the floor

✗ Squares which are not resting directly on Items/the floor. These squares are not counted.

Delicate Item gets damaged when **more than half of the contact squares** of the added Item are resting on the Delicate Item.

In the example above the dressing table did not damage the picture as only 1 out of 3 contact squares of the table is positioned on the Delicate Item.



Other examples:

1 1 out of 3 contact squares of the golf bag is on the picture, so the picture is not damaged.

2 1 out of 2 contact squares of the golf bag is on the picture, so the picture is not damaged.

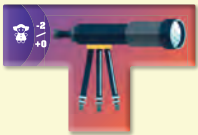
3 2 out of 3 contact squares of the golf bag are on the picture, so the picture is damaged.

4 The golf bag's only contact square is on the picture so the picture is damaged.

When a Delicate Item becomes damaged, place a Damage token on it (if there are no free tokens, use any substitute). When the Truck drives off and an Item has a Damage token on it, you score the indicated minus points. If there is no Damage token, you get the indicated plus points (or 0). After emptying the Truck, place the Damage token back in to the supply.

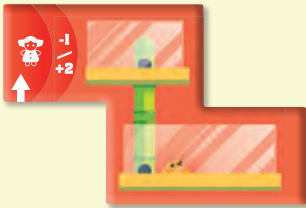
Delicate Items do not damage other Delicate Items. Those tiles can safely rest on each other.

Delicate Items never get damaged when they are being placed into the Truck. They can safely be placed in spaces created under other Items.



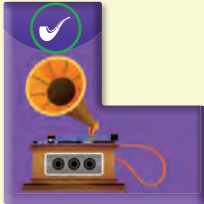
Some Delicate Items are also Antiques – during the game and when the Truck drives off, these tiles are treated as Delicate Items. At the end of the game, they are scored as Antiques.

Some Delicate Items can be placed only in one position, with arrows pointing towards the roof of the Truck. These Items can still be flipped over to their back side.



Symbols on Item tiles:

There are symbols on all Item tiles. These symbols represent the ownership of an Item by a member of the family. If, by adding an Item, you create a pair of identical symbols in your Truck, you immediately gain one additional action. This action is mandatory. Symbols on Boxes can also give you an additional action. Do not count the symbol from the Item on the  space.



Note: If, as a result of this additional action, you gather another pair of symbols, you do not receive another additional action, and the symbols are considered used. Do not count symbols from one pair to create another pair.

DRIVE AND SCORE

When a player decides to play the action Drive and Score, they receive the following Victory Points:

- I. 10 points for driving off.
- II. +3 points if no „-1“ squares are visible OR -1 point for each visible „-1“ square
- III. Points for Delicate Items and Heavy Items:
 - +1 point for each Heavy Item
 - +/- points for Delicate Items

Count the points and record them on the Victory Point track. Remove all tiles from the Truck (not from the ) and place them on your private stack of transported Items. The stack of transported Items should not be divided or looked at until the final scoring.

Examples:

Carl gets:

- I. 10 points for driving off.
 - II. -2 points for two visible „-1“ squares.
 - III. 2 points for the safe and piano and +2 for an undamaged hamster cage, so total of a +4 points.
- Counted up, Carl gets +12 points. He moves his Victory Point marker forward by 12 spaces. Tiles from the Truck are placed on his private stack of transported Items (the backpack stays on the  space).



Anna gets:

- I. 10 points for driving off.
 - II. An additional 3 points as no „-1“ squares are visible.
 - III. 0 for the violin and 2 for the aquarium, but the damaged telescope scores -2 points, so a total of 0.
- Counted up, Anna gets +13 points. She moves her Victory Point marker forward by 13 spaces. All tiles from the Truck are placed on her private stack of transported Items.



When the Truck drives off, you do not look at the back sides of the Boxes!

HELPER CARDS

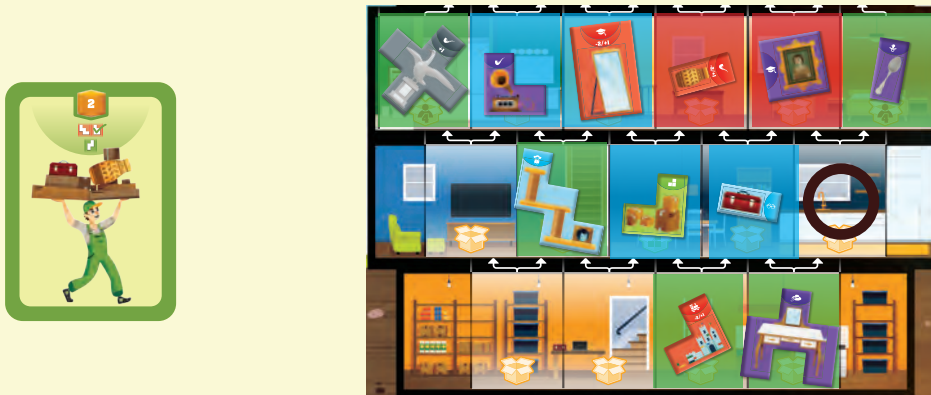
Just before playing an action, you may use one or more Helper cards, which will alter this action. Each card can be used **only once and needs to be discarded** after use. At the end of the game, unplayed cards will give you as many Victory Points as the numbers shown on them.

Helper 1 – Ignore characteristics of Items: During this action no Delicate Items get damaged AND Heavy Items do not need to be placed on the floor or on other Heavy Items AND tiles with arrows can be turned freely. If you don't use this card, it will score you 1 Victory Point at the end of the game.



Example: The safe was not placed on the floor and the picture did not get damaged and the hamster cage can be turned and then placed on its side.

Helper 2 – Take an unavailable Item, which lies directly above a currently Available Item. If you don't use this card, it will score you 2 Victory Points at the end of the game.



Example: Available Items lay on areas marked in green, unavailable Items on red and blue areas. If a player plays the Helper 2 card, Items on blue areas are also available. The area marked with the circle is already empty, because another player picked up the Item using their Helper 2 card.

Helper 3 – Items on the Truck may overlap and/or ignore characteristics of Items (same as Helper 1). Any points and symbols on covered tiles still count. If you don't use this card, it will score you 3 Victory Points at the end of the game.



Example: Thanks to Helper 3, Items are laid on top of each other, the last „1“ square is covered, the piano does not need to be placed on the floor, and the mirror has not been damaged.

END OF A ROUND

The round ends when the last Item has been picked up and placed.

- 1 Move the Round marker onto the next space.
- 2 Fill the bottom row of the board with Waiting Items.
- 3 Draw 3 Box tiles randomly and place one on each  area with the green side facing up. The back sides of the tiles remain secret.
- 4 Prepare the Item tiles as you did during setup.
- 5 Place 3 random Waiting Items in a 2-player game and 4 Items in a 3- or 4-player game below the board, in the area indicated by the arrows. During preparation of the third round, don't place any Waiting Items.



The next round continues with the current order of players. The game ends when the third round ends.

END OF THE GAME

The game ends when the last Item of the third round is picked up and placed. Then:

- 1** All Trucks drive off and score: Each player counts how many „-1“ squares are visible on their Truck. If there are less than 10 of them, then the Truck scores points according to the rules described in the section „Drive and Score“. **If a player has 10 or more „-1“ squares visible**, then the player does not receive +10 points for the Truck driving off nor minus points for the „-1“ squares – **the Truck is worth 0 points**. That player still scores points for Delicate and Heavy Items and empties their Truck.



Example:
There are twelve „-1“ squares visible, so Anna gains:
I. 0 points for driving off her Truck,
II. 0 points for „-1“ squares.
III. 2 points for the aquarium and 1 point for the safe,
Counted up, Anna gets 3 points, and all tiles from the Truck are added to her private stack of transported Items.

- 2** Any Item left on the  space is considered lost. Players with an Item left on the  space lose 2 points and discard it. This Item is not counted in the final scoring.
- 3** Players review their stacks of transported Items and add all points to their current score from:
- a) Points on the back sides of the Boxes,
 - b) The amount of Antiques, according to this table:

Amount of Antiques	1	2	3	4	5	6	7	8	Every additional one
Points	3	5	8	10	13	15	17	20	+2 points

- 4** Players also score points for any unused Helper cards.

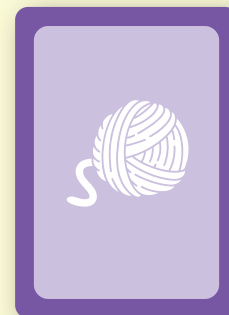
The player with the highest score wins. In case of a tie, the player with less Antique tiles wins. If there is still a tie, all tied players share the victory.

ALTERNATIVE VARIANT – KEEPSAKE CARDS

Keepsake cards are optional. These cards indicate which Items have a special value for their owners. Transporting these Items will make their owners very grateful.

During the game setup, draw 3 Keepsake cards (regardless of the number of players) and place them where all players can see them. All Items with the same symbols as on the drawn cards become Keepsakes. The game is played according to the standard rules. After the final scoring, the player who has transported the most Keepsakes gets an additional 4 points. Each card and symbol is considered separately. All tied players get 2 points.

Example: *The card indicates that all Items with the ball of wool symbol are Keepsakes. Players search through their stacks of transported Items to find Keepsakes. Anna has transported a basket and lava lamp, Carl has transported a globe. Anna has transported more Keepsakes, she gets 4 points. Now, two more Keepsake cards are considered and scored in the same manner.*



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