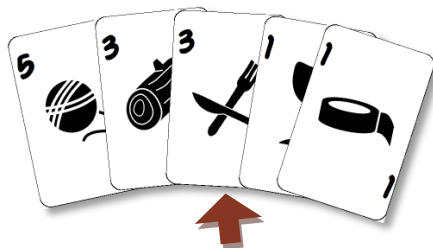# JUNK LAND

Grab it. Scrap it. Store it. Build it.

It's been nearly half a century since the Garbage Wars. Junk Land is the only home you know, and collecting scrap is the only way you know how to live.
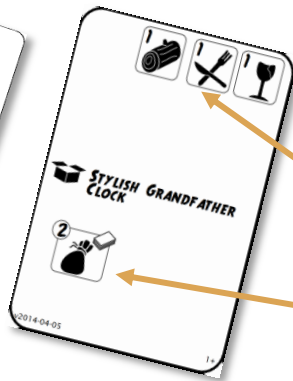
...actually, it's a great way to live! Let's get to work. Where's my duct tape?

In this resource-driven card game for 1-4 players, you're an optimistic, scrappy adventurer set in a paradoxically lush wasteland of junk. You need to be the first to build one of the many super cool things you can make with the scrap you collect. But you can only carry so much at a time.
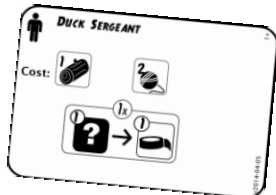
Estimated game time: 8-10 minutes per player.

Items are handy things you collect.

They are composed of **Resources**

Many will also have **Bonuses**

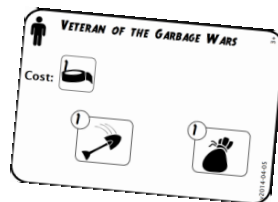These are **Resources**: String, Wood, Metal, Glass, and Duct Tape. Treat them like currency.

Blueprints are things you can build. Once built, they are just like Items.

Friends provide powerful bonuses that are always available.

Some friends cost you **Resources** initially.

To win, you must build one of the **Victory Blueprints** before any of your opponents. How? With junk! You're a scrappy adventurer in a post-apocalyptic world. You will fight for, acquire, and re-purpose junk. Happy adventuring!

INITIAL SETUP

Select the starting player at random. We suggest that the player who most recently took out their trash goes first. Give the starting player the **Initiative Arbiter** Friend card.

Separate the Resources according to their type.

Set aside the 5 Blueprints with trophies on them (Victory Blueprints). These are: Steampunk Zeppelin, Post-Modern Tree House, Cow-Throwing Trebuchet, Pollution-Powered Submarine, Pretentious Exhibit of Junk.

Separate the rest of the cards into decks by Items, Friends, and Blueprints. Shuffle each of the decks separately.

Arrange the cards on the table according to the figure to the right (note: figure is for 2 players). The Victory Blueprints are placed face-up along the top, the next row has

the Resource decks, then Blueprints, then Items and Friends on the bottom row. Draw the top 4 Blueprints, and place them face-up below the Resources. On the bottom row, draw Items equal to the number of players and Draw 1 Friend, placing them face-up next to their respective deck. The only difference between 2 and 4 players are the number of face-up Items. **Solo Campaign:** see that section for special setup instructions.

CARD PILES

Capacity

Throughout the game, you will acquire various cards. You may organize your cards into two kinds of Piles: Resource Piles and Junk Piles. At the end of your turn, you may only have as many Piles as you have **Capacity**. To start, you have 3 Capacity.

Resource Piles are Resources cards of a single type, and can have an unlimited number of that Resource.

Junk Piles are piles of Items or Blueprints you have acquired, and can have an unlimited number of Items or Blueprints. At any time on your turn, you may re-arrange cards in your Junk Piles.
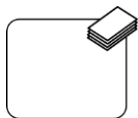
Friends do not go into any Piles, do not count against your Capacity, and their Bonus may always be used.
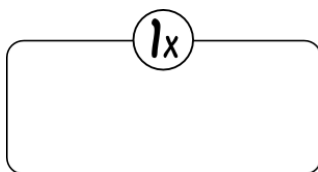
BONUSES

Most cards have a **Bonus**, depicted by the icons along the bottom. These Bonuses have a variety of icons that depict various things.
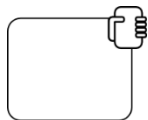
"**When Taken**". Use this bonus one time, immediately upon obtaining this card.

Increase your Capacity by 2. You may have 2 more Junk or Resource Piles at the end of your turn.

You may convert 2 Wood to 1 of any Resource, once per turn.

Pile Required. To use this bonus, this card must remain on the top of its Junk Pile. You may choose not to use this Bonus and bury this card in a Junk Pile.
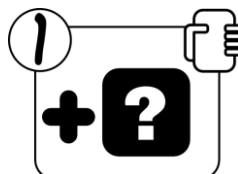
Increase your **Initiative** by 1. The player with the highest initiative goes first (see Gameplay for more details).

Take either 1 wood or 1 metal when you obtain this card.

Once Per Turn. You may use this bonus at most once per turn.

Take 1 **Resource** card of your choosing when you acquire this card

You may **Remove** one non-Victory Blueprint from the face-up purchase row. Place it face-up on the bottom of the Blueprint pile.

GAMEPLAY

Junk Land is played in a series of **Adventures**, simulating the players moving from place to place in a garbage-filled wasteland. In an Adventure, each player takes one turn. The starting player is the one with the highest **Initiative** at the beginning of the Adventure, and turns continue to the left. If players tie for Initiative, then pass the Initiative Arbiter Friend left until it reaches a tied player. Immediately upon playing the Initiative Arbiter, pass it one player to the left.

On your turn, you may do one of the following:

- **Take 1 Item**, OR
- **Build 1 Blueprint**, OR
- **Take 1 Resource**, OR
- **Take 1 Friend**

Thus, without counting Bonuses, you may obtain <u>at most one</u> Item, Blueprint, or Friend per turn. **EXCEPTION:** Victory Blueprints may be built at any time on your turn.

To **Build a Blueprint**, you must provide the Resources required, as depicted on the card. Place those Resources on their piles in the middle of the table and place the Blueprint in one of your Junk Piles.

To **Take a Friend**, you must pay the required Resources (if any) to the Resource pile. Friends do not count against your Capacity, so their Bonus is always available.

At any time on your turn, you may **Scrap** an Item or Blueprint in your possession. Remove the Item or Blueprint from your Piles and immediately gain the Resources that the item was composed of. Place Scrapped cards in the game box. **EXCEPTION:** Duct Tape may never be re-used and is thus never recovered from Scrapping.

At the end of your turn, you must return any extra Resources you cannot carry. Items or Blueprints that you cannot carry go face-up on the bottom of their respective pile.

At the end of each Adventure, place all leftover face-up Items and Friends on the bottom of their respective decks, *still face-up*. When any of the decks reach a face-up card, re-shuffle and place it back face-down. Replenish Items and Friends cards as with the initial game setup (1 new Item per player, and 1 Friend), and 1 new friend. If no Blueprints were Built or Removed, then **Remove** the left-most Blueprint and place it face-up on the bottom of the deck. Shift all Blueprints to the left, and replenish back to four Blueprint cards from the deck.

Victory immediately goes to the player who builds a Victory Blueprint first.