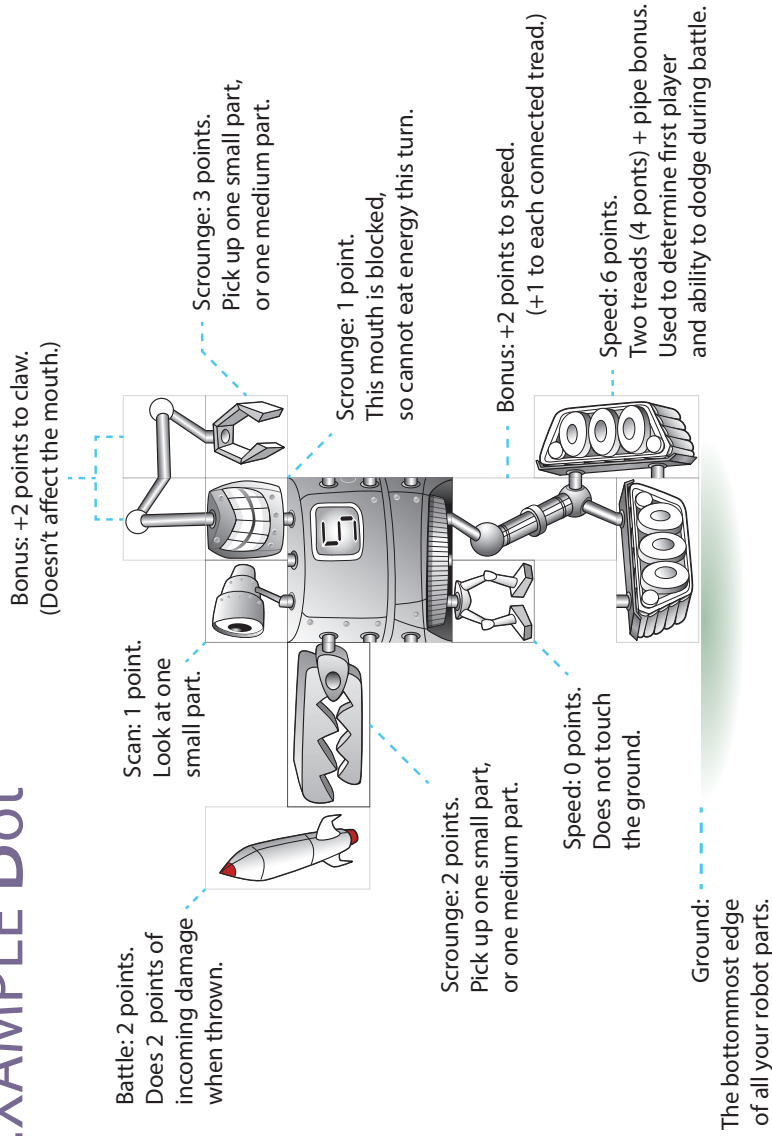


# EXAMPLE Bot

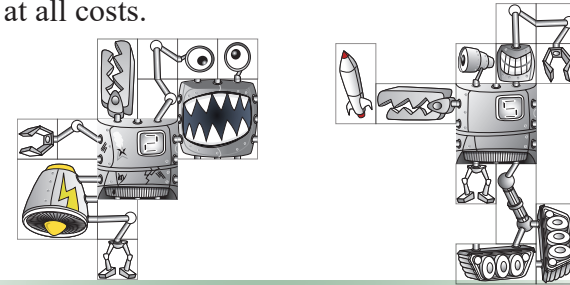


# Junkyard Bots

## INTRODUCTION

No one remembers who created the robots. It was clear the robots had been programmed to fight someone's war, but who these people were, or why they were fighting, will never be known. All that remains of their once mighty civilization is a planet-sized battlefield of junk. And still, the robots keep fighting...

In *Junkyard Bots* each player takes control of one basic robot. By scrounging parts from the battlefield, your robot begins to grow in power: increasing speed, gaining strength and amassing an explosive arsenal. Your robot can also accumulate energy and teleport up to an ancient space cruiser in orbit to escape this wretched planet forever. There is only one way off this planet and the other robots are programmed to stop you at all costs.



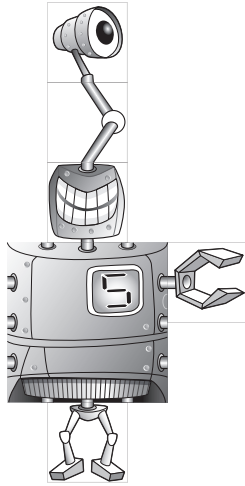
Designed by: Stone Librande  
Copyright © 2019, Stonetronix Designs, Inc.

## SET UP

*Junkyard Bots* can be played with 2-4 players. Each player starts the game with six colored starter parts:

- 1 body (set to 5 power)

- 1 small eye
- 1 small mouth
- 1 small claw
- 1 pair of feet
- 1 pipe



Using your parts, build your initial robot face up in front of you. (The pipe can attach to the part of your choice.)

The body is made up of a stack of three cards, with the numbers 0-5 on the front and back. Place the card with the number 5 on top of the body stack.

This number is the robot's **power**

**meter.** As the game progresses, your robot may take damage which lowers its power. A robot with no power explodes and is out of the game.

Remove any extra starter tiles from the game. Mix up all the other parts in three face-down piles: small, medium, and large. These piles form the **Junkyard**.

Give a **boost crystal** to the fastest robot. (Choose randomly if it is a tie.) The player with the boost crystal will go first during the round. Play moves around the table in a clockwise direction.

②

## EXAMPLE Bot

**Scan: 4 points.**  
Look at one large part, two medium parts, four small parts, or any other combination of parts that adds up to 4 or less points.

**Scrounge: 4 points.**  
This large mouth can eat up to 4 points of energy at once.

**Scrounge: 2 points.**  
The medium claw and the small claw can work together to pick up a 4 point part.

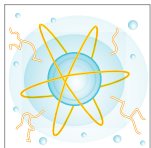
**Scrounge: 0 points.**  
This large claw has just been picked up and is not attached to the body.

**Scrounge: 2 points.**  
Small claw (1 point) + pipe (1 point).

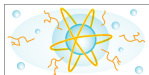
**Bonus: +1 point to feet.**

**Speed: 6 points.**  
Jet (4 points) + feet (2 points).  
Jet does not need to touch ground.

**Ground:**  
The bottommost edge of all your robot parts.



## ENERGY

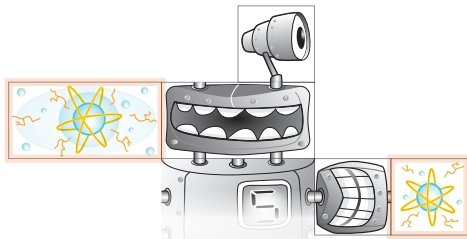


Energy parts power up your robot and are necessary to win the game. At the end of the game, if your robot has not exploded, and has eaten more energy than any other robot, then you win!

To accumulate energy your robot must first collect it from the Junkyard during the **Scrounge** phase using a mouth. (See the **Mouth** rules for details about picking up energy.) Then your robot eats it during the **Return to Factory** phase.

**Energy can never be picked up in a claw;** it can only be collected and eaten using a mouth.

After eating energy, place it face up near you. It no longer needs to be next to your robot's mouth. (It is considered to be "inside" your robot's body.)



This robot collected a medium and small energy part during the Scrounge phase. It will eat both of them during the Return to Factory phase and score 3 points!

## TURN SEQUENCE

Junkyard Bots is played in a series of rounds. Each round has seven phases that occur in this order:

1. **REVEAL:** Each player turns over one random small part in the Junkyard. These stay face-up in the middle of the Junkyard for everyone to share.
2. **SCAN:** All players use their robots' eyes to look at parts in the Junkyard. Place these face-up near you. Only the player that scanned the parts can scrounge them this round.
3. **SCROUNGE:** Starting with the fastest robot, either take one part from the Junkyard or take one of your scanned parts.
  - Claws can **hold** robot parts and bombs.
  - Mouths can **eat** energy.
 Continue scrounging around the circle until all robots run out of free space and everyone passes.
4. **BATTLE!** Starting with the fastest robot, decide who to attack this turn. You can only attack if you have at least one claw holding a bomb.
5. **RETURN TO FACTORY:** All players attach parts to their robots and eat energy. Place all unused parts in the Junkyard.
6. **CHECK FOR VICTORY:** The game ends if either:
  - A robot has eaten 10 or more energy.
  - A robot exploded during this round.
 When either of these events occurs, all surviving robots compare energy.  
**The robot that ate the most energy during the game wins!**
7. **END TURN:** If no one has won the game, then start a new round. The robot with the highest speed takes the boost crystal and will go first during the next round.

# TURN DETAILS

## 1. REVEAL

At the start of the round, each player must select one small face-down part in the Junkyard and flip it face-up. (If no small face-down parts remain in the Junkyard then skip this action.)

Parts revealed this turn (along with other face-up parts from previous turns) are available to all players during the **Scrounge** phase.

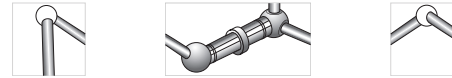
## 2. SCAN

Starting with the fastest robot and moving around the circle in clockwise order, each player draws face-down parts from the Junkyard, reveals them, and puts them near, but not touching, their robot.

During the **Scrounge** phase, these parts can only be picked up or eaten by the player that scanned them.

To determine the number and size of parts to scan, count the total value of your eyes (plus any attached pipes). That number represents the total value of the parts you can look at on your turn.

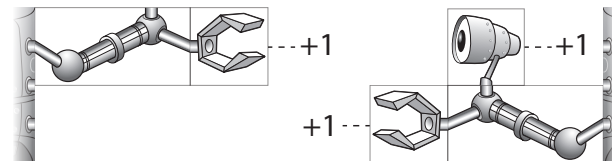
## PIPES



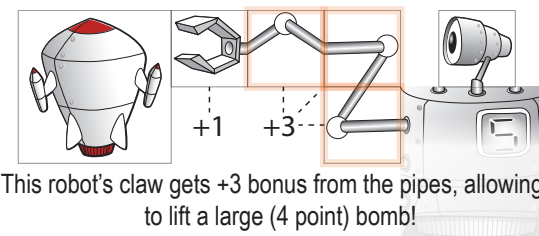
Pipe allows you to extend the reach, speed and strength of other parts on your robot. By itself, a pipe has no active effect. However, when a pipe is attached to a robot part, that part will gain a bonus.

A small pipe adds +1 point to the attached part.

A medium pipe also adds +1 point. You can use the medium pipe as a “splitter”, which allows you to attach two parts to it; in this case each attached part gains +1 point.



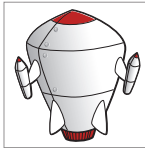
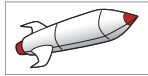
You can attach any number of pipes together into a long chain to stack the bonus:



This robot's claw gets +3 bonus from the pipes, allowing it to lift a large (4 point) bomb!

Pipes can be freely moved around and attached to different parts during the **Return to Factory** phase.

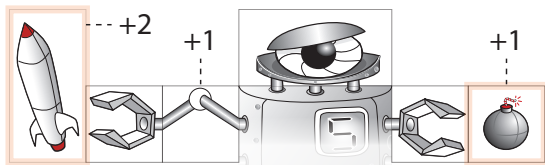
## BOMBS



Occasionally, your robot will uncover weapons of destruction while searching through the junkyard debris. These can be thrown at enemy robots in order to damage them and lower their power.

To throw a bomb it must be held next to a claw (or claws) during the **Battle** phase.

Speed (see **Movers**) is used defensively to dodge the bombs that your opponents throw at your robot. After calculating the bomb's incoming damage, subtract your robot's speed from it to determine how much power your robot loses.

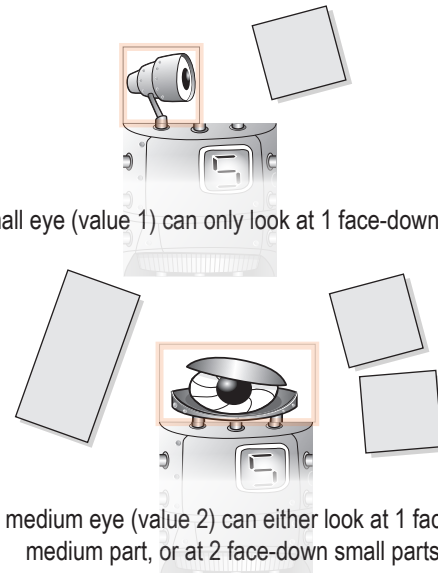


This robot could throw two bombs during the Battle Phase. The explosion would do 4 damage, minus the enemy's speed.

Remove a bomb from the game when it explodes.

For more information about throwing bombs, damage, and dodging, see the **Battle** phase rules.

This small eye (value 1) can only look at 1 face-down small part.



This medium eye (value 2) can either look at 1 face-down medium part, or at 2 face-down small parts.

## 3. SCROUNGE

Starting with the fastest robot and moving around the circle in clockwise order, each player either selects one part from the Junkyard, or selects one part from the parts they just scanned.

Continue going around the circle (multiple times, if necessary) selecting one part at a time until either:

- all robots have run out of claw and mouth space,
- there are no more valid parts to scrounge, or
- everyone has passed.

You cannot rearrange your attached robot parts during this phase.

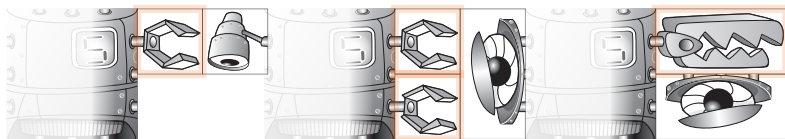
## Scrounging Robot Parts and Bombs:

If you select a face-up robot part or a bomb, then you “pick it up”, using a claw. To show that the claw is holding the part, you must place the part so that it is adjacent to that claw. If you do not have suitable space to place it, then you cannot select it.

You are not allowed to “drop” a part you picked up earlier this phase to make room for something else. Once you pick up a part you must hold on to it for the rest of this phase.

The small claw (value 1) can only hold one small part. The medium claw (value 2) can hold either one small part or one medium part.

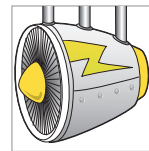
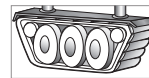
Small and medium claws can work together to hold bigger parts. That part must be placed so that it is adjacent to all the claws holding it.



Parts that you pick up must touch one edge of the claw (or claws) that are holding them.

The large claw (value 4) is special, and can hold more than one part, provided the total value of those parts is 4 or less. There must be enough free space next to the large claw so that all the parts it is holding are adjacent to it.

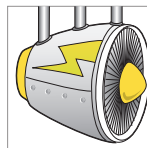
## MOVERS



Feet, treads and jet engines give your robot **speed**. Speed is used to determine the fastest robot (the owner of the **boost crystal**) and to **dodge** incoming bombs. A fast robot with a lot of movers will be able to scrounge the best parts first and can run away from all but the most destructive of attacks.

Your robot's speed is calculated by adding up the value of all of your movers (plus attached pipes). For example, a robot with two treads (2 points each) would have a total speed of 4.

Unlike the other robots parts, the feet and treads have special attachment restrictions. The bottom edge of these parts must touch the “ground” to contribute to the speed value. The ground is always considered to be the lowest edge of your robot. Feet and treads that are not aligned along this lowest edge contribute a speed value of 0.

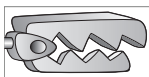


**Large Mover Bonus:** Jets do not have to touch the ground and always provide your robot with 4 points of speed (plus attached pipes).





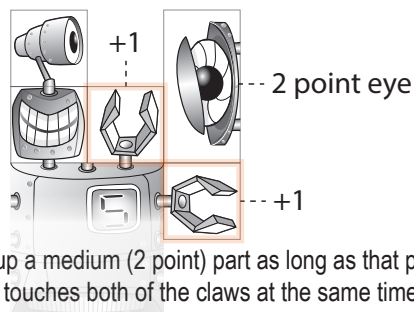
## CLAWS



Claws have two abilities. You use them to pick up parts in the Junkyard during the **Scrounge** phase. They can also throw bombs during the **Battle** phase.

The small and medium claw can only pick up and hold one part per round. Claws cannot pick up energy parts.

Multiple claws can work together to pick up a larger part:



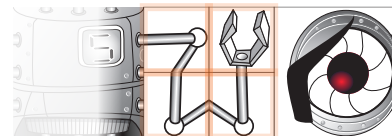
This robot can pick up a medium (2 point) part as long as that part is placed so that it touches both of the claws at the same time.



**Large Claw Bonus:** The large claw can pick up multiple robot parts and bombs in a turn (all at the same time). The total value of those parts must be 4 or less.

During battle you may choose to throw any number of bombs held in your claws at any number of targets. See the **Battle** phase rules for details.

Each pipe gives a +1 bonus to an attached claw, allowing the claw to pick up larger objects. The selected part must be placed so that it is adjacent to one edge of the claw at the end of the chain.



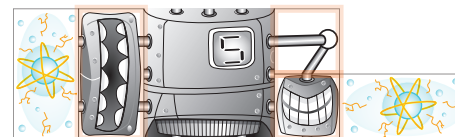
The pipes add +3 to the claw, allowing it to pick up a large robot part.

## Scrounging Energy:

If you scrounge energy then it must be placed adjacent to a mouth. Claws cannot be used to pick up energy.

Mouths/Energy follow the same placement rules as Claws/Robot Parts (above).

- Energy must be placed next to one edge of the mouth.
- You cannot “drop” energy you scrounged earlier.
- A small or medium mouth can only eat one energy.
- The large mouth can eat up to 4 points of energy at once.
- Multiple small and medium mouths can work together to eat larger energy parts.
- Pipes give bonuses to attached mouths.



The medium mouth scrounges a medium energy. Because it is attached to a pipe, the small mouth also scrounges a medium energy.

### Blind Scrounging:

It is safest to scrounge face-up parts from the Junkyard. However, if you want to take a risk you can scrounge a face-down part. Announce whether you are attempting to pick up a robot part (using a claw), or attempting to eat energy (using a mouth) and then select a face-down part in the Junkyard.

Without looking at that part, place it in a free space next to the claw(s) or mouth(s) of your choice.

At the end of the **Scrounge** phase, everyone simultaneously reveals their face-down parts.

- If the revealed part is being held by a **claw**:
  - Keep any robot parts.
  - Return any energy face-up to the Junkyard.
- If the revealed part is being eaten by a **mouth**:
  - Keep any energy.
  - Return any robot parts face-up to the Junkyard.
- If the revealed part is a **bomb**:
  - Oops! The bomb explodes! Immediately take

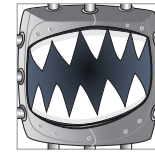


damage equal to the value of the bomb. (You **do not** get to subtract your speed from the blast.) If your power is reduced to zero then your robot explodes!

### End of Scrounging:

At the end of this phase all players move their scanned parts back into the Junkyard face-up. Next round, those parts will be accessible to everyone.

## MOUTHS

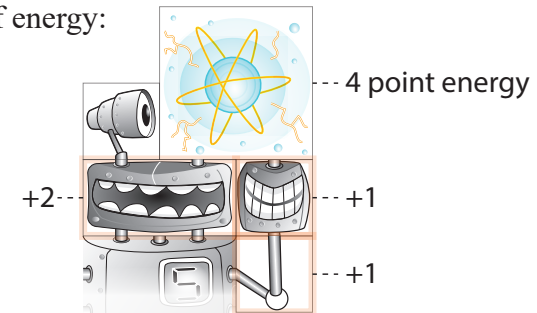


Mouths attached to your robot consume energy during the **Return to Factory** phase.

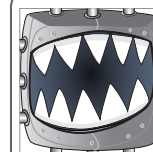
Before eating energy you must first collect it during the **Scrounge** phase. When you collect an energy part, place it in an empty space next to a mouth.

Each small and medium mouth can only collect and eat one energy per turn.

Multiple mouths can work together to eat larger amounts of energy:



This robot can eat a large (4 point) energy as long as the energy is placed so that it touches both of the mouths at the same time.



**Large Mouth Bonus:** The large mouth can collect and eat multiple energy in a turn (all at the same time). The total value of that energy must be 4 or less.



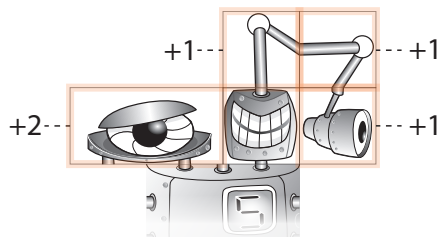


## EYES



The eyes of your robot enable it to survey the Junkyard for parts during the **Scan** phase.

The total value of all of your eyes (plus attached pipes) determines the total value of the face-down parts you can look at.



This robot could look at parts with a total value of 5 points. For example, it could look at one large (4 point) part + one small (1 point) part, or five small parts, or any other combination of parts that adds up to 5.



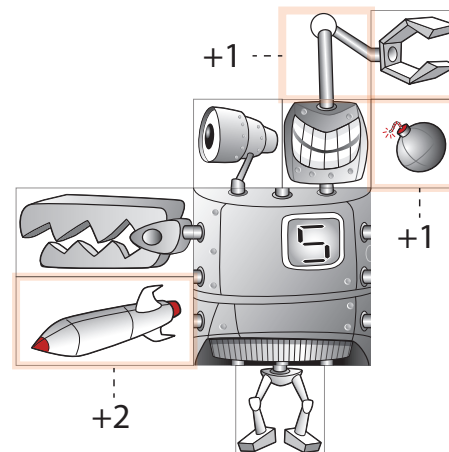
**Large Eye Bonus:** Secretly look at the parts you scan. If you don't like them, you may return them to the Junkyard face-down and scan again, as normal. You may only re-scan once per round.

## 4. BATTLE!

During this phase, all robots holding at least one bomb can attack other robots if they wish. The fastest robot attacks first, followed by the other robots in clockwise order.

### Incoming Damage:

If a player decides to attack then they pick another robot as their target. Choose any number of your bombs to "throw". These bombs explode and are removed from the game. The total **incoming damage** of the explosion is equal to the point value of the bombs, plus a bonus for any pipes attached to a claw that threw a bomb.



This robot could attack for 4 points of incoming damage. 2 points for the medium bomb on the left + 1 point for the small bomb on the right + 1 bonus point for the pipe attached to the claw.

You may attack multiple robots during your turn. However, you must completely resolve one attack before moving on to your next target.

### Dodging:

After incoming damage has been calculated, the target robot then determines its current speed. This represents its ability to **dodge** the incoming blast. Faster robots are harder to hit!

Subtract the target robot's speed from the incoming damage to determine how much total damage the target will take. (If the result is 0 or less, then the attack has no effect, but the bombs still explode.)

### Taking Damage:

The target robot reduces its power by the total amount of damage it took. (Incoming minus Dodge)

### End of Battle:

After all robots are done throwing bombs, any robot that has its **power meter at zero explodes**. The game will end during the **Check for Victory** phase.

**Note:** Since robots explode at the end of the **Battle** phase, every robot gets an opportunity to attack, even if its power is zero (due to an earlier attack).

If your robot is still holding a bomb at this point, drop it, face-up, in the Junkyard. These bombs do not explode; they are accessible to everyone next round.

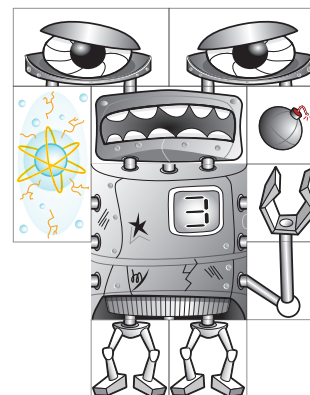
## BODY



The central component of your robot is its body. The number in the window is the **power meter**. Each point of bomb damage that your robot takes lowers its power by 1 point. As your robot takes damage, place the correct body number on top of its body stack.

**If the power of your robot is reduced to 0, it explodes and you are out of the game!**

The body has twelve **sockets** around its perimeter. A robot part attached directly to the body must align with **at least one** of these sockets.



Robot parts can attach to the body in thousands of different ways!

## PARTS

Parts come in three different sizes: small (1 point), medium (2 point), and large (4 point). The larger the part the better!

During the game your robot will grow by picking up parts. Parts that can be attached (eyes, claws, mouths, movers and pipes) are referred to as **robot parts**. There are also **bomb parts** which are held in your robot's claws (until thrown at an opponent), and **energy parts** that are eaten using its mouth.

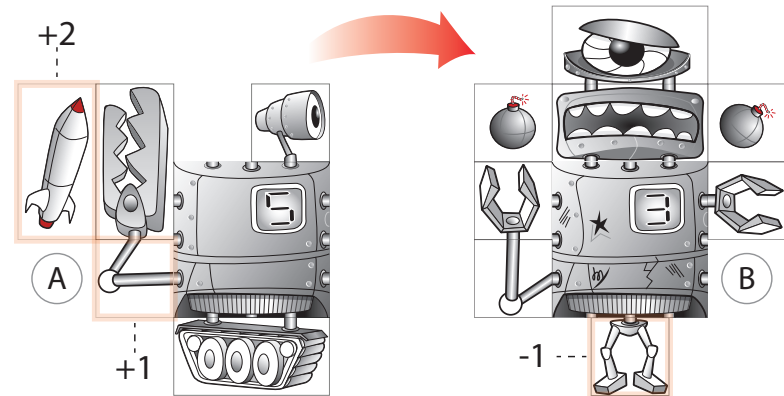
### Part Restrictions

A robot can have any number of parts, as long as no parts overlap each other.

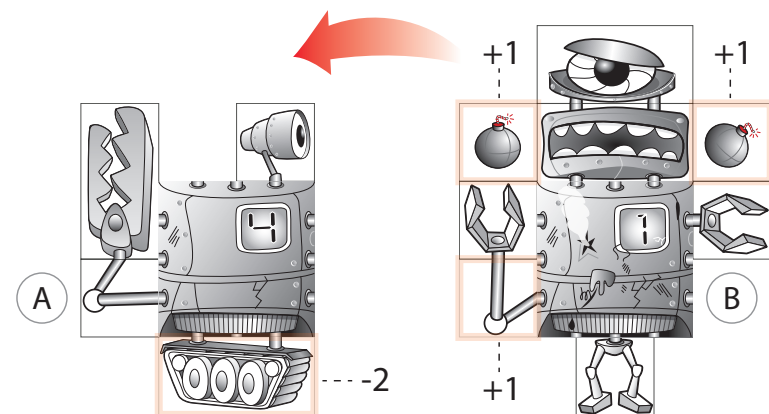
Robot parts must be linked to at least one socket that leads back to the body. (Possibly going through pipes and other parts with multiple sockets.)

Bombs and energy parts are not directly attached to your robot and do not require a socket. However, bombs must be placed next to a claw, and energy must be placed next to a mouth.

If your robot ever has a part that cannot fit in a valid position then immediately “eject” it by returning it face-up to the Junkyard.



Robot-A attacks robot-B. The bomb explodes for 3 incoming damage.  
Robot-B dodges with a speed of 1. It takes 2 damage!



Robot-B wants revenge! It throws two bombs for 3 incoming damage.  
Robot-A dodges with a speed of 2. It takes 1 damage!

## 5. RETURN to FACTORY

The fastest robot builds and eats first, followed by the other robots in clockwise order. (**Note:** In most cases, all players will do this phase simultaneously. However, there may be instances when you want to see how a previous player built their robot before deciding on how best to build yours.)

### **Building your Robot:**

You may reconfigure your robot using your existing parts, plus any new parts you scrounged this round.

You can move robot parts around freely, as long as you follow the **Part Restriction** rules. Any robot parts that cannot be attached to your robot are “ejected” and are placed face-up in the Junkyard.

Your claws must be empty at the end of this phase.

### **Eating Energy:**

Pick up all energy parts that are next to your robot’s mouths and place them in front of you. This energy is considered to be “inside” your robot’s body.

The total amount of energy that your robot has eaten is public information; you cannot hide your energy from the other players.

Once any player eats 10 or more points of energy then the game ends during the next phase.

12

## 6. CHECK FOR VICTORY

During this phase you determine if the game is over and who has won.

There are two ways to end the game:

- Any robot has eaten 10 or more energy, or
- Any robot has exploded!

When the game ends, all surviving players count the total amount of energy their robot consumed during the game. **The robot that ate the most energy wins!**

If there is a tie then compare power meters. The robot with the most remaining power wins. If there is still a tie then those robots share the victory. (Celebrate by clanking your claws together!)

## 7. END TURN

If no one has won the game then give the **boost crystal** to the fastest robot and start a new round.

### **Who’s the Fastest?**

Compare speed values to determine which player has the fastest robot. (See the **Mover** rules for information on calculating speed.) Give that player the boost crystal. They will go first next round.

If two or more robots tie for the highest speed, then the player that currently holds the boost crystal chooses which one of the tied players to give it to.

13