

RULE BOOK



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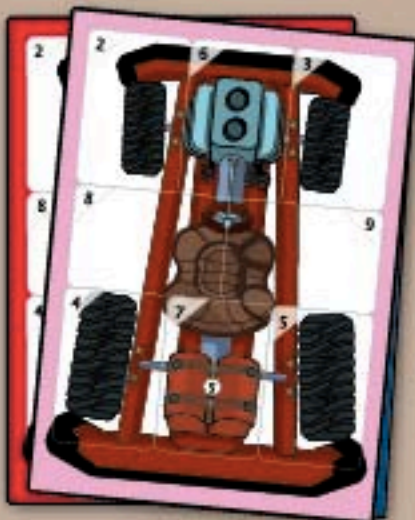
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Part Cards x80**Traction**Grass Tyres
x16Mud Tyres
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Generator
x4Smoke Screen
Generator
x4**Power**Turbo Engine
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x4Bomb Catcher
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x4Battering Ram
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x3Turbo Fuel Dice
x5Jet Fuel Dice
x7**Junk Tiles x100**Acid
x10Glue
x10Oil
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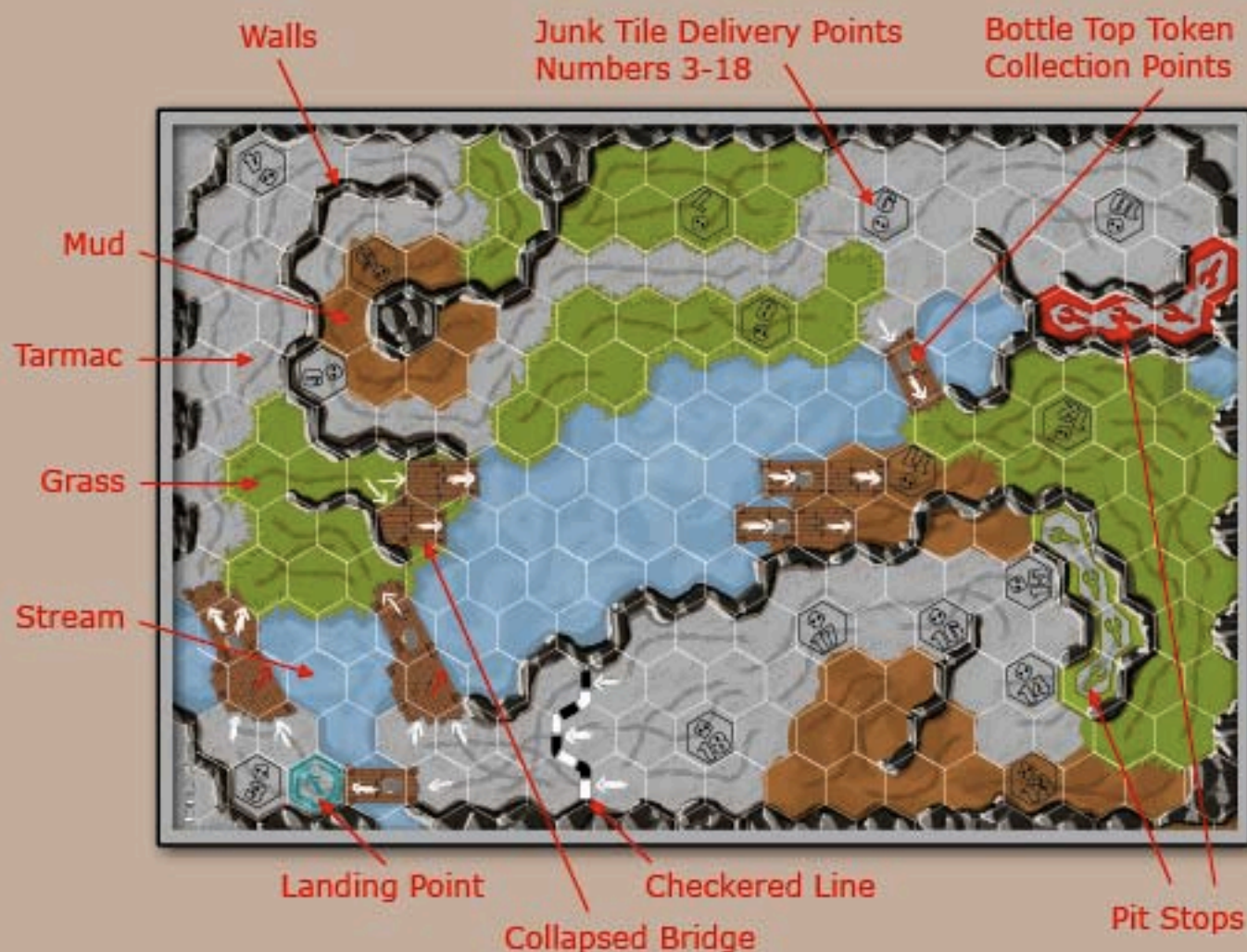
Set Up

- 1) Decide which of the two tracks you would like to race on and place the board where all players can easily reach it.
- 2) Each player selects a Player Kart Card and the Kart of the same color and puts their Player Kart Card down on the table in front of them. Each player should also take one of the Player Reference Cards.
- 3) Shuffle the Junk Tiles and place them to one side face down with the spanner facing up.
- 4) Divide the Part Cards into two piles, the green cards in one pile and the red cards in another and place them to one side. It may be helpful to arrange the Part Cards into sets, (the 4 Turbo Engine cards together, the 4 Bomb Catcher cards together, etc.) so that they can easily be found when attempting to buy any parts for your Karts.
- 5) Put the Bottle Top Tokens and the Checkered Flag Counters also to one side, along with all the dice.
- 6) Determine a starting player. They then place their Kart behind the Checkered Line on one of the three white arrows facing in that direction. Play will continue clockwise from the starting player.



JUNKYARD LAYOUT

There are two tracks one on either side of the board. These tracks consist of several different surfaces including mud, grass, tarmac etc. There is a stream that runs through the center of the junkyard with various crossing points. Open water may only be crossed where marked. There are large bridges that have collapsed in the middle leaving only the two ends. You may attempt to jump these bridges, but your dice roll must be high enough to reach the other side. All spaces crossing the stream are one-way only as indicated by the direction of the white arrows and may not be crossed in the opposite direction. Stone walls separate the junkyard and make up the track. A Kart may never cross a wall. A Kart bumped into the stream will stay in the water until the start of that players turn. They then place their Kart on the Landing Point facing in the direction of the blue arrow to begin their turn.



BOX LAYOUT

There are a lot of components in this game, so to help you put them away easily, here is a picture of how they go back in the box.

Bottle Top Tokens →
 Checkered Flag Counters →
 Part Cards →



The board is then folded and placed inside the box. All Player Kart and Reference cards go in next along with these rules.



Object Of The Game

Players race their Karts around the junkyard and win by completing five laps.

Each time a player completes a lap and passes the Checkered Line, they collect a Checkered Flag Counter.

- The first player to collect five Checkered Flag Counters wins the game.
- All Checkered Flag Counters collected must be visible to the other players.
- When a player crosses the Checkered Line they must cross at least one bridge before crossing the Checkered Line again, to complete a full lap.



Team Racing

It's great fun to play as a team if there are 4, 6 or 8 players available. Play with; 2 teams of three, 2 teams of four or even 2, 3 or 4 teams of two. The rules remain the same except that the winning team will require all the members of their team to collect 5 flags each to win. Once a player in a team has 5 flags, they continue in the race to help other players in their team but may not collect any more flags. Team members may swap Junk Tiles between each other, but only if their Karts are adjacent to one another on the track. They may even swap Part Cards, but both Karts must be in the same Pit Stop (not necessarily in adjacent spaces).

Swapping is instigated by the player whose turn it is and only in Phase 2 (See page 6).

Improving Your Kart

At the start of the game all players have the same basic Player Kart Card. As they race around the junkyard they may stop in any one of the two Pit Stops and buy parts to improve their Kart's performance. The green Part Cards can only be obtained from the green Pit Stop and the red Part Cards from the red Pit Stop. These are added to the Player Kart Cards in specific locations indicated by the number on the corner of the Part Card and may not be placed just anywhere.



Starting Set 1

OPTIONAL Set Up (Makes the game a bit quicker to play)

Set up the game as normal with the exception of:

- On the reverse side of each Player's Kart Card are two starting sets marked 1 and 2, unique for that Race-Kart character. Each player starts the game with their choice of either starting set already in place.

Note: If playing with this optional set up rule, all players must agree to participate.

Starting Set 2

On their turn each player will do the following 6 Phases in sequence order. Not all Phases and actions within each Phase are compulsory, but once a player begins a Phase they may not return to a previous one. Note: For a condensed version of Sequence Of Play, see page 19.

Phase 1. Accomplish Dastardly Deeds

When racing around the junkyard, you will collect Junk Tiles that are traps or weapons and buy various gadgets to use against other players. Any traps or weapons you attempt to use against other players must be placed in one of the six spaces immediately around your own Kart.

Some restrictions apply. Junk Tile traps or weapons may not be placed:

- Across a solid wall (except for *Missiles*).
- On a space already containing a trap or another Kart (except for *Missiles* and *Bombs*).
- On any stream.
- On any Pit Stop.

You may however place Junk Tile traps & weapons on:

- A Junk Tile Delivery Point, Bottle Top Collection Point and bridge.

Note: A trap or a weapon may only be set off once. After it has been triggered, remove it from the board and place it face down on the bottom of the Junk Tile supply pile.

Gadgets. Some Part Card gadgets i.e Bomb Catcher & Missile Deflector have two uses and the second of these uses 'Sneaky Stuff' should also be done in this Phase. (See page 15 for *Bomb Catcher* & *Missile Deflector* Sneaky Stuff uses).



Cost of part

Phase 2. Buy Parts For Your Kart

When stopped in a Pit Stop you may buy Part Cards using your collected Bottle Top Tokens. These parts are added to your Player Kart Card. You must fit all Part Cards bought and may not buy Part Cards for spaces already occupied, unless you first return unwanted Part Cards to the appropriate supply piles. You may buy as many Part Cards as you can afford. You may only buy red Part Cards from the red Pit Stop and green Part Cards from the green Pit Stop. The cost of each part is printed on the Part Card within a symbol of a Bottle Top Token. Spent Bottle Top Tokens go back into the supply pile.

Fill your Jet and Turbo engines with fuel

From any position on the track, exchange fuel Junk Tiles (See page 10 for *Fuel*) for the appropriate dice (white for Turbo, red for Jet). Place these dice on top of the appropriate part.

Note: You may only exchange fuel Junk Tiles for dice if you have the appropriate engine fitted to your Player Kart Card.

Phase 3. Roll For Movement

You race around the junkyard by rolling the green dice (plus any white and/or red dice if allowed) and move your Kart forwards the number of spaces of the dice total. Normally when starting on tarmac you will roll 3 green dice. Certain Part Cards fitted to your Player Kart Card will allow you to either roll extra dice (such as Turbo and Jet Engines) or add extra movement points to your total dice roll (such as when using special Tyres). You can also choose to roll less than the allowed number of dice, but you must move the entire total of the dice rolled and must always roll a minimum of 1 green die, unless restricted by certain traps or if you are choosing to reverse instead. (See *Reversing*, page 7).

Note: All dice selected must be rolled together. **For example,** you may not roll 3 green dice then decide you want to add a white Turbo Fuel die after seeing the result. Your speed is not affected when driving through mud, grass and over bridges. However, if you **start** your movement from any one of these terrains, **the following restrictions apply:**



Grass: When starting your turn on grass, you may only roll 1 green die and may not use Turbo or Jet Fuel Dice. (Add +1 to your dice total for each Grass Tyre you have fitted to your Player Kart Card).

Example: If you roll a 4 and you have two Grass Tyres fitted to your Player Kart Card, your total is 6, therefore you are able to move 6 spaces.

Mud: When starting your turn on mud, you may only roll 1 green die and may not use Turbo or Jet Fuel Dice. On a 3 to 6 dice roll, you may continue moving that amount. If you roll a 1 or 2 you are stuck in the mud and may not try again until your next turn. (Add +1 to your dice total for each Mud Tyre you have fitted to your Player Kart Card). **Example:** If you roll a 1 and you have two Mud Tyres fitted to your Player Kart Card, your total is 3, therefore you are not stuck in the mud and may move along 3 spaces.

Warning: Without any Mud Tyres fitted you could be stuck in mud for a very long time.

Tip: If you have no Mud Tyres fitted to your Player Kart Card, it may be better to reverse out of the mud and not risk being stuck. (See *Reversing* below.)

Bridge: When starting your turn on a bridge, you may only roll 1 green die and may not use Turbo or Jet Fuel Dice.

Note: If trying to make a jump across a Collapsed Bridge, you'll need a high dice roll to make it across.

If you don't make the required dice roll to get to the other side, you hit the stream and stay in the water until the start of your next turn. To start your next turn, place your Kart on the Landing Point facing in the direction of the blue arrow.

Reversing

As a movement option, you may choose NOT to roll any dice and instead reverse your Kart, 1, 2 or 3 spaces. You reverse one space at a time, straight back or back to the left or right. On each step, as you reverse, the front of your Kart must always face toward the last space it just moved out of. **See diagram below**, (blue arrows show reverse movement).

The following rules apply:

- You may not bump another Kart when reversing.
- Bridges are one way only (See *Moving Across Bridges*, page 8). Once on a bridge if your Kart gets turned to face the opposite direction, you must reverse off the bridge in the direction of the white arrows.



Phase 4. Place A Junk Tile If Possible

The junkyard is constantly having junk delivered during the race. After rolling your dice for movement in Phase 3, if the green dice total is 3-18 and there is a Junk Tile Delivery Point with that number unoccupied on the board, take a Junk Tile from the supply pile without looking at its face and place it face down on that Junk Tile Delivery Point. If there is a Kart, trap or another Junk Tile on that space, it is considered occupied and nothing is delivered there.

Note: Only the total of the green dice is taken into account for junk deliveries.



Phase 5. Move Your Kart

After you have rolled your choice of dice allowed and placed any required Junk Tiles, you may now move your Kart. When moving, you move one space at a time in a straight line or to the left or right. On each step, as you move, the back of your Kart must always face toward the last space it just moved out of.

See diagram to the left, (green arrows show forward movement).

Sometimes you may need to complete a full circle to maneuver yourself on to a desired Junk Tile, or in order to bump another Kart into grass, mud, water, or a trap that's been laid. There are times you may be facing the wrong way and will need to circle around to the correct direction of the track.

Moving On Or Over Traps

If you enter any space with a trap on it, you must immediately apply any effects of that trap if applicable (See *Junk Tile List* pages 10 to 12). Once the trap is resolved for good or bad, you may continue moving if allowed (by the trap) and if you have movement points remaining.



Moving Across Bridges

Bridges can only be entered from any adjacent space in the direction of the white arrows, some have two entry points. You must exit from them only into the space directed by the white exit point arrows. The red arrows on some bridges indicate where a Kart may be bumped into the stream when on a bridge (See *Bumping Other Karts When Moving*, below).

Moving Through One Space Wide Areas

You may choose to drive along the track in either direction, including areas of the track that are only one space wide, even if doing so would cause you to bump or be blocked by other Karts.



Bumping Other Karts When Moving

During your move, you have the choice of bumping other Karts if you are in a position to do so. When bumping a Kart, you bump a Kart into the next space in the direction your Kart was traveling at the moment of impact. The bumped Kart retains facing the same way it was prior to being bumped, so there is no spinning of the Kart. You then overtake and continue your movement (if the area is free) past the bumped Kart. If however there is no way around the bumped Kart, you remain in the space that the bumped Kart was in before being bumped and lose the remainder of your movement. You may not bump the same Kart more than once in the same turn, but you may bump other Karts along the way and keep moving.

The following also apply:

- A Kart bumped into the stream will stay in the water until the start of that player's turn. They then place their Kart on the Landing Point facing in the direction of the blue arrow to begin their turn.
- A Kart bumped on to a trap (or next to certain traps) follows the rules for that particular trap.
- A Kart bumped on to a Junk Tile or Bottle Top Token Collection Point, may immediately take the Bottle Top Tokens allowed from the supply pile (See *Bottle Top Tokens*, page 13) or the Junk Tile.
- If you bump a Kart off a Bottle Top Token Collection Point, thereby taking its place, you may immediately take the Bottle Top Tokens allowed from the supply pile.
- You may only bump a Kart on to or off a bridge in the direction of the arrows.
- You may not bump a Kart over a wall.
- You may not bump a Kart when reversing.
- Only one Kart may be moved by bumping, if two or more Karts are in a row such that they would all have to move one space, they cannot be bumped.



Bumping Other Karts Into The Stream

When bumped into the stream, a player will start their turn on the Landing Point. If there is a trap on this position they must follow the rules for that particular trap before moving. If there is another Kart on this position they miss their turn. They may only take their turn if the Landing Point is not already occupied by another Kart.

The following movement rules apply to all for fairness:

- You move your Kart one space at a time. Once a Kart has moved forward or backwards into a space, it counts as being moved regardless of whether your hand is still on the Kart or not. You may not retract a move unless it is shown to be illegal.
- You must always move the full total amount shown on the dice, if you are able to. If you cannot move your full dice total, you must move as far as possible, even if this means bumping into another Kart or running over a trap.
- During your turn, it is always your choice how and where to move. You may even choose to move into an undesirable space in order to stop your movement early, like entering a trap.
- You may NOT crash into a wall to stop moving if you can turn and still continue movement.
- Before rolling for movement, if there is no possible way for you to move even one space forward and you do have space to move backwards, you must choose to reverse instead (See *Reversing*, page 7).

Phase 6. Pass The Dice

Pass the green dice to the next player. They will start their turn and repeat Phase 1 to 6.

JUNK TILES



Junk Tiles

Junk Tiles are placed on the board face down as the game progresses (not at set up) on the Junk Tile Delivery Points. They are replenished throughout the game by the green dice rolls, but never to a Junk Tile Delivery Point that is occupied.

Junk Tiles contain a wealth of crafty items, weapons, traps and more, that you can use against your opponents or use for your benefit. Each time you drive or are bumped on to a Junk Tile facing down (spanner facing up), you may keep it for future use. There is however a limit to the number of Junk Tiles you may collect. This is determined by the Saddlebags you have fitted to your Player Kart Card to keep your Junk Tiles in.

Store up
to five
Junk Tiles
here



Junk Tile Storage

All your acquired Junk Tiles must be stored in your Saddlebags. Saddlebags have a small white hex shape with a number on it. This shows you how many Junk Tiles can be stored there. You start the game with Saddlebags that will fit up to five Junk Tiles. These Saddlebags are already printed on your Player Kart Card. Place up to a maximum of 5 acquired Junk Tiles in this space. You will lose any Junk Tiles contained here if you place a Part Card over this space and may not pick up any more until you buy other Saddlebag Part Cards, which fit in locations numbered 4 and 5 on your Player Kart Card. Once you have fitted more Saddlebag Part Cards, divide and store all your Junk Tiles between your chosen Saddlebags. You may only move your Junk Tiles from one Saddlebag to another during your own turn. Your Junk Tiles may be kept either face up or face down (hidden from others). The choice is yours.

Warning: You will lose Junk Tiles stored in Saddlebags that are hit by a Missile, Bomb, etc.

Note: You may NOT discard Junk Tiles back into the supply pile to make room to pick up others. If you have unwanted Junk Tiles, you will either have to use them or when playing Team Racing, may give them to other team mates (See *Team Racing*, page 5).

Fuel



Turbo Fuel

Without it you have no chance of running your Turbo Engine. When you have a Turbo Engine fitted to your Player Kart Card, you can exchange a Turbo Fuel Junk Tile during phase 2 for any available white dice. Place them on your Turbo Engine and use them as you see fit during your roll for movement in phase 3. You may exchange a Turbo Fuel Junk Tile for the available white dice from any position on the track. Leave all your unused white dice on your Turbo Engine and return all used dice to the supply pile.



Jet Fuel

Highly flammable, but it's the only way to run your Jet Engine. As with Turbo Fuel, once you have a Jet Engine fitted to your Player Kart Card, you can exchange a Jet Fuel Junk Tile during phase 2 for any available red dice. Place them on your Jet Engine and use them as you see fit during your roll for movement in phase 3. You may exchange a Jet Fuel Junk Tile for available red dice from any position on the track. Leave all unused red dice on your Jet Engine and return all used dice to the supply pile.

There's a risk in using this highly volatile Jet Fuel:

- If you roll five or more 6's of any dice color combination (red, white, green) during your roll for movement in phase 3 when using Jet Fuel Dice, the Jet Engine explodes. If this happens, you lose all your red dice and your Jet Engine Part Card and you end your turn.

Movement Traps



Magnet

The pulling power of this magnet can give you an edge in a race where every inch counts. You can use it to pull back an opponent that's ahead of you or even use it to pull a team mate up from behind. Set the Magnet down in an adjacent empty space around your Kart and choose a target Kart that is 10 or less spaces away from the magnet. Count the space the target Kart is on and also the space the Magnet is on.

You may not pull a Kart: through another Kart or through walls (you must count around these) or over any bridge in the wrong direction. The target Kart is pulled back on to the Magnet facing in any direction of the players choice. The Magnet is then discarded face down to the Junk Tile supply pile.

Tip: You may even use a Magnet to pull your own Kart along one space, before rolling for movement. This could be useful if you are stuck in mud and need just that little extra pull.

Note: A Magnet will not work against Karts with Anti-magnetic Field Generators fitted (See Page 17).



Spring (As in "bouncy")

Not much for causing damage, but it sure is a nuisance.

If you enter or travel over a Spring trap, you must stop on it and roll 1 die:

- On a 1 to 3 dice roll, the Spring triggers and flings you back to the space where you started your move facing any direction and ending your turn. Remove the trap.
- On a 4 to 6 dice roll, the Spring trap is stuck. Leave it in place and continue your movement.

Note: If you are bumped on to a Spring trap, it will NOT trigger. When it's your turn, continue your movement as normal and leave the trap in place.

Liquid Traps



Acid

The appearance of this liquid may fool you into thinking it's of no danger, but to a rubber Tyre it's murder. The standard Tyres printed on your Player Kart Card happen to be acid-proof. If you have no Mud or Grass Tyres fitted to your Player Kart Card you may drive over the trap without stopping, leave the trap in place. However if you drive over this trap with any Mud or Grass Tyres fitted to your Player Kart Card, stop and roll 1 die:

- On a 2 to 5 dice roll, the Acid melts any Mud or Grass Tyres fitted in that position of your Player Kart Card causing you to end your move. Discard the affected Tyre by placing it back into the green Part Card supply pile and remove the trap.
- On a 1 or 6 dice roll, you manage to avoid it and may continue your movement, but leave the trap in place.



Glue

Splat this tube of super-ultra-sticky Glue on the track to present a sticky problem to pursuing Karts. Any Kart entering or bumped on to a Glue trap must stop and end their turn.

They leave the trap in place until their next turn. On their next turn they remove the trap before rolling for movement, but they can only roll 1 die. Remove the trap before moving off.



Oil

This slippery puddle will send any Kart unfortunate enough to encounter it, skidding out of control. If you enter an Oil trap, your Kart spins out of control into the space where the arrow on the trap is pointing, facing the opposite direction and ending your turn.

Place this dastardly trap where it will do the most damage such as at the edge of the stream or next to another trap.

- If there is another Kart on the space where the arrow is pointing, the trap is not triggered. You may continue your movement over the trap. Leave the trap in place.

Exploding Traps And Weapons



Time Bomb

Just driving around and past this trap has no effect and the trap remains in place. BUT, there are other ways that you could set this trap off:

Any Kart that ends its turn in a space adjacent to this trap, rolls 1 die:

- On a 4 to 6 dice roll, you are lucky and the Time Bomb keeps ticking. Leave the trap in place.
- On a 1 to 3 dice roll, the Time Bomb explodes.
- If you drive over the Time Bomb trap, it explodes.
- If you are bumped on to the Time Bomb trap, it explodes.
- If you are bumped on to a space adjacent to the Time Bomb trap, immediately roll 1 die as per above to determine if the Time Bomb explodes.

A Time Bomb explosion will affect your Kart and any other Karts adjacent to the Time Bomb.

All affected Karts are spun to face the opposite direction and they each roll 2 dice to determine any damage caused to their Kart.

- On a 2 to 9 dice roll, the part indicated by the number on the Part Card (if attached) is destroyed. Return any destroyed Part Card to the supply pile. Remove the Time Bomb trap.



Missile

Don't be fooled by the size of this little maniac. It would sooner bite your behind than give you the time of day!

To set one loose:

- Place the Missile in an adjacent empty space around your Kart and choose your target (only one Kart, trap or Junk Tile may be designated as a target).
- Count the number of spaces to your target, DO NOT include the space that the Missile is on. Missiles can travel over any space including walls, other traps, Karts and Junk Tiles.
- Then, roll 2 dice to determine how far it flies.
- A Missile that fails to reach its target is a dud and returned back to the supply pile.
- If you reach a targeted Kart with your dice roll, the Missile will explode and send the Kart spinning to face the opposite direction. The player who's Kart is hit now rolls 2 dice for damage. On a 2 to 9 dice roll, the part indicated by the number on the Part Card (if attached) is destroyed. Return any destroyed Part Card to the supply pile.
- If the Missile hits a trap or Junk Tile as the target, it is destroyed and returned to the supply pile.



Bomb

A Bomb is a poor man's Missile. Roll Bombs at a Kart, trap or Junk Tile to blast them. Bombs only roll in a continuous, straight, unobstructed line to their target.

To roll a Bomb:

- First choose your target (only one Kart, trap or Junk Tile may be designated as a target).
 - Then place the Bomb in an adjacent empty space around your Kart that has a continuous straight line of empty spaces to your target. It may not be placed or rolled over a wall.
 - Roll 1 die to determine how far it rolls.
 - Count the number of spaces to your target, DO NOT include the space that the Bomb is on.
- A Bomb that fails to reach its target is a dud and returned back to the supply pile.
- If you reach a targeted Kart with your dice roll, the Bomb will explode and will send the Kart spinning to face the opposite direction. The player who's Kart is hit now rolls 2 dice for damage. On a 2 to 9 dice roll, the part indicated by the number on the Part Card (if attached) is destroyed. Return any destroyed Part Card to the supply pile.
 - If the Bomb hits a trap or Junk Tile as the target, it is destroyed and returned to the supply pile.



These numbers determine damage to show which part is lost when hit by an explosion. They also show where the Part Cards are located on the Player Kart Cards.



Part Cards



Buying and adding parts to your Kart when stopped in a Pit Stop will give you future benefits, such as better traction on grass and mud, extra cargo space, more speed and trap avoidance. Some parts allow you to enhance certain attacks on your opponents or even reverse the tables on them when they attack you.

All Part Cards fit to your Player Kart Card in specific locations and may not be mounted just anywhere. You can only mount or exchange no more than one part per numbered location on your Player Kart Card. You may mount or exchange as many Part Cards as you like when stopped in the Pit Stops as long as you pay for them.

The number on the corner of the Part card is used for locating the card to your Player Kart Card, and also to identify which Part Card is lost when rolling dice for damage.

Locating the card and when rolling dice for damage



Pit Stops (Where you buy Part Cards from)

You buy parts for your Kart while stopped in a Pit Stop.

Pit Stop spaces have a spanner symbol on them.

There are two Pit Stop locations in the junkyard, one green and one red, each four spaces long. The first is positioned just before the Checkered Line, and the second is halfway around the track. You may enter a Pit Stop from either end.

When stopped in a Pit Stop you may do any of the following:

- Buy and add new parts to your Kart by placing them on empty card spaces on your Player Kart Card. You must fit all Part Cards bought and may not buy parts for spaces already occupied unless you first return the unwanted Part Cards. You may only buy red Part Cards from the red Pit Stop and green Part Cards from the green Pit Stop.
- Replace Part Cards on your Player Kart Card by exchanging unwanted Part Cards with newly bought ones. Unwanted Part Cards are put back into the appropriate supply pile.

Bottle Top Tokens (What you buy Part Cards with)

Bottle Top Tokens are used as currency to buy parts for your Kart.

You collect them when you drive over a Bottle Top Token Collection Point.

These symbols are marked on the track on some of the bridges and have a number on them.

You collect the number of Bottle Top Tokens depicted by the number on the bridge and keep them to buy Part Cards.

- A Player may not hoard more than 10 Bottle Top Tokens. If a player has already 10 Bottle Top Tokens they may not collect any more when going over a bridge. Once a player has spent some of their Bottle Top Tokens, they may continue to collect Bottle Top Tokens, but must not exceed 10.
- The cost of each part is printed on the corner of the Part Card within a symbol of a Bottle Top Token.
- When paying for a Part Card, the Bottle Top Tokens used go back into the supply pile.

You collect Bottle Top Tokens when:

- Driving over, being bumped on to, or finishing your movement on one of the Bottle Top Token Collection Points.

Cost of part



Traction

**Grass Tyres**

These tyres are made for driving on grass. For every Grass Tyre fitted to your Player Kart Card, when starting movement from a grass space, you add +1 to your die roll.

Example: If you roll a 6 and have 2 Grass Tyres fitted to your Player Kart Card you move 8 spaces.

**Mud Tyres**

These tyres are made for driving in the mud. For every Mud Tyre fitted to your Player Kart Card, when starting movement from a mud space, you add +1 to your die roll.

Example: If you roll a 4 and have 1 Mud Tyre fitted to your Player Kart Card, you move 5 spaces.

Note: If you roll a 1 or 2 when starting from a mud space and have no Mud Tyres fitted to your Player Kart Card, you are stuck in the mud and may not try again until your next turn.

Tip: If you have at least 2 Mud Tyres fitted to your Player Kart Card, you are guaranteed to move even if you only roll a 1.

Power

**Jet Engine**

This powerful but somewhat dangerous engine can give you all the thrust you need.

Activating the Jet Engine:

- During Phase 2, you may exchange an acquired Jet Fuel Junk Tile for any available red dice from the supply pile, (up to 7 red dice can be available at any one time, depending on how many red dice are held by other players). Place all your acquired red dice on to your Jet Engine.

Note: You may not trade in a Jet Fuel Junk Tile for Jet Fuel Dice, unless you have a Jet Engine fitted to your Player Kart Card.

- During Phase 3, decide if you will use your Jet Engine. If you do, decide how many of your red dice to use and combine them with your green dice. Keep any unused red dice on your Jet Engine. The used red dice go back into the supply pile and are now available for the next player.

Warning: Because of the volatile nature of this fuel, if you roll five or more 6's of any dice color combination (red, green, white) when using red dice, the whole Jet Engine breaks loose and leaves the track without you, ending your turn. Return the Jet Engine Part Card and all Jet Engine Fuel Dice back to the supply piles.

Note: If you add a Jet Engine to your Player Kart Card and have no other Saddlebags other than the one that is printed on your Player Kart Card, you lose all the Junk Tiles contained in this Saddlebag. However you can first exchange a Jet Fuel Junk Tile for any available red dice from the supply pile before discarding the other Junk Tiles. If you don't use it you lose it.



Turbo Engine

When fitted to your Player Kart Card, a Turbo Engine will give you that extra boost just when you want it. Of course you'll need Turbo Fuel for this engine to operate.

Activating the Turbo Engine:

- During Phase 2, you may exchange an acquired Turbo Fuel Junk Tile for any available white dice from the supply pile, (up to 5 white dice can be available at any one time, depending on how many white dice are held by other players). Place all your acquired white dice on to your Turbo Engine.
- Note:** You may not trade in a Turbo Fuel Junk Tile for Turbo Fuel Dice, unless you have a Turbo Engine fitted to your Player Kart Card.
- During Phase 3, decide if you will use your Turbo Engine. If you do, decide how many of your white dice to use and combine them with your green dice. Keep any unused white dice on your Turbo Engine. The used white dice go back into the supply pile and are now available for the next player.

Note: Turbo and Jet Engines may both be used together provided you have the proper fuel. The potential exists to roll 15 dice on tarmac with the right equipment. That's about twice around the track by the shortest route possible! If you pull this off without your opponents ganging up on you first, you deserve to enjoy the ride.

Note: If you lose a Turbo Engine or Jet Engine to damage, any unused fuel dice you have on them are also lost.

Defense & Sneaky Stuff



Bomb Catcher

Defense:

- **Catch.** The Bomb Catcher will catch and disable a rolling Bomb if you are quick and lucky. If you have this Part Card fitted to your Player Kart Card and a Bomb reaches your Kart, roll 1 die: On a 4 to 6 dice roll, it catches the Bomb and renders it useless. On a 1 to 3 dice roll, it malfunctions and the Bomb explodes. Follow normal *Bomb* Junk Tile rules, see page 12.

Sneaky Stuff:

- **Snatch.** You can also use your Bomb Catcher in Phase 1 of your turn to try and snatch a Junk Tile from an adjacent Kart. To attempt a snatch, choose one adjacent Kart, (only one attempt at only one Kart per turn) roll 2 dice, if this corresponds to one of their Saddlebags, the player presents to you the Junk Tiles contained there, face down. You then select one and add it to your own Junk Tiles. You may not attempt a snatch if you have no available space in your own Saddlebags.



Missile Deflector

Defense:

- **Deflect.** When fired on by a Missile, the Missile Deflector is a handy thing to have on your side. It can knock a Missile off course, possibly sending it back in the direction of its sender. If you have this Part Card fitted to your Player Kart Card and a Missile reaches your Kart, roll 1 die: On a 5 or 6 dice roll, the Missile is deflected all the way back to the sender. But beware it may return if the sender also has a Missile Deflector fitted and deflects it back at you by rolling a 5 or 6 as well. When someone misses by rolling a 1 to 4, it explodes spinning their Kart to face the opposite direction. Follow normal *Missile* Junk Tile rule, see page 12.

Sneaky Stuff:

- **Smash.** You can also use the Missile Deflector in Phase 1 of your turn to try and smash a Part Card on an adjacent Kart. To attempt a smash, choose one adjacent Kart (only one attempt at only one Kart per turn) roll 2 dice. If you manage to hit a part indicated by the number on the Part Card (if attached), the victim must return the destroyed part to the appropriate Part Card supply pile. The Missile Deflector will also destroy Junk Tiles contained in any Saddlebag that is hit.

Attack



Missile Launcher

This device will let you fire Missiles much further.

If you have a Missile Launcher fitted to your Player Kart Card and want to launch a Missile, (see page 12, *Missile*) then you roll 3 dice instead of only 2 dice.



Bomb Launcher

This device will let you roll Bombs much further.

If you have a Bomb Launcher fitted to your Player Kart Card and want to roll a Bomb, (see page 12, *Bomb*) then you roll 2 dice instead of only 1 dice.

Note: With a Bomb Launcher fitted to you Player Kart Card, you are able to place Bomb Junk Tiles over a wall.



Battering Ram

Any Kart you bump with this Part Card fitted to your Player Kart Card, can be bumped one or two spaces, the choice is yours.

Storage



Saddlebags

Fit extra Saddlebags to your Player Kart Card, so you are able to carry many more Junk Tiles. You can carry 4 more Junk Tiles in every extra Saddlebag Part Card fitted to your Player Kart Card.

Note: Once you have fitted more Saddlebag Part Cards, divide and store all your Junk Tiles between your chosen Saddlebags. You may only move your Junk Tiles from one Saddlebag to another during your own turn. Your Junk Tiles may be kept either face up or face down (hidden from others). The choice is yours.

Defense



Anti-magnetic Field Generator

Magnets can be a real nuisance, but this device fitted to your Player Kart Card will stop them from attracting you. It creates an anti-magnetic field around your Kart neutralizing the effect of any Magnet used against you. See *Magnet*, page 10.



Time Bomb Freezer

Time Bombs can be very destructive, but you don't have to worry if you have one of these fitted to your Player Kart Card, as it will freeze the clock of the Time Bomb until you pass by.

Note: You may be inadvertently helping other players while stopped adjacent to a Time Bomb with one of these fitted to your Player Kart Card, because the Time Bomb will not explode while you are there.

Warning: If you or another Kart drives directly over a Time Bomb, even with a Time Bomb Freezer fitted, the Time Bomb will explode regardless. See *Time Bomb*, page 11.



Smoke Screen Generator

Very handy device to have fitted to your Player Kart Card if you are being targeted by a Missile or a Bomb. This device will deduct 2 from the total of all dice rolled for Missile or Bomb attacks against you. See *Missile* and *Bomb*, page 12.

Example: If an opponent rolls 2 dice to target your Kart with a Missile and their total is 9, then the Missile will only travel 7 spaces.

Note: If you add a Smoke Screen Generator to your Player Kart Card and have no other Saddlebags other than the one that is printed on your Player Kart Card, you lose all the Junk Tiles contained in this Saddlebag.

RACE-KART CREW OPTIONAL PLAY



Race-Kart Crew

Junkyard Races is based around eight speed enthusiasts that are crazy about building and racing their Karts. Each one of the Race-Kart Crew have their own strengths and personalities that make them unique and govern how they like to race.

On the reverse side of each Player Kart Card, you will find a picture of one of the Race-Kart Crew and also two 'starting set' lists. Choose either one of the starting sets to begin the race with. Take the Part Cards depicted on your chosen starting set list and fit them to your Player Kart Card. Put any Junk Tiles on to your Saddlebag and take any Bottle Top Tokens.

Playing with this optional rule will also help to shorten the time it takes to play a game and will also give the game an extra strategy; in that you choose your Race-Kart character and one starting set based on how you prefer to play the game.

Note: If playing with this optional rule, all players must agree to participate.



Pockets

As his name suggests, Pockets is never short of places to put things. You're likely to find whatever you're looking for when going through this boy's pockets and his Kart is no exception. He's never short of space to store the mad stuff he finds along the way.

Starting Set 1: 4x Bottle Top Tokens, 1x Glue, 1x Oil, 1x Acid, 1x Spring, 1x Magnet, 1x Saddlebag No.5.

Starting Set 2: 1x Time Bomb, 1x Jet Engine, 1x Saddlebag No.5.

Tiny

A gentle giant, if you consider gentle as hurling Bombs at you from behind and slamming your Kart into the sidewalls. Good to have on your side when you're in a tight squeeze. He may not be the fastest of the bunch, but he'll never say die when the going gets tough.

Starting Set 1: 5x Bottle Top Tokens, 1x Jet Fuel, 1x Missile, 1x Oil, 2x Mud Tyres No.4 & No.3.

Starting Set 2: 2x Bottle Top Tokens, 2x Missiles, 1x Bomb, 1x Turbo Engine.



Tilly

Don't be fooled by the sweet pink heart shape design on Tilly's T-shirt, she's not the kind of girl that's likely to send chocolates as a Valentines gift. Come to think of it, Tilly is more likely to send an alligator than chocolates and that's if she likes you.

Starting Set 1: 3x Bottle Top Tokens, 1x Bomb, 1x Acid, 1x Time Bomb, 1x Bomb Launcher.

Starting Set 2: 2x Bottle Top Tokens, 1x Spring, 1x Magnet, 1x Bomb, 1x Turbo Engine.

Gears

Gears likes to take his time to get his engine tuned and running just right before he pushes it to its limits. Speed is all it's about for him, it's not personal and it's not about the prize, just about the speed.

Starting Set 1: 2x Bottle Top Tokens, 1x Spring, 1x Magnet, 1x Time Bomb, 1x Turbo Engine.

Starting Set 2: 2x Bottle Top Tokens, 1x Missile, 1x Bomb, 1x Spring, 1x Missile Launcher.



Candy

Sweet by name, sweet by... name. Don't get on the wrong side of this girl or should I say don't leave yourself hovering on the edge of deep water when this girl's coming towards you. Likes to watch you drift downstream whilst she hurtles on by.

Starting Set 1: 6x Bottle Top Tokens, 1x Glue, 1x Oil, 1x Acid, 1x Turbo Fuel, 1x Battering Ram.

Starting Set 2: 2x Bottle Top Tokens, 1x Missile, 1x Bomb, 1x Time Bomb, 1x Turbo Engine.



Jack

Younger brother of Candy. Jack has learnt well from his sister when it comes to being sweet, he just isn't. Keep your distance from this kid and don't be fooled by the size of him, he packs a mean punch.

Starting Set 1: 2x Bottle Top Tokens, 1x Missile, 1x Bomb, 1x Time Bomb, 1x Missile Launcher.

Starting Set 2: 1x Time Bomb, 1x Jet Engine, 1x Saddlebag No.4.

Professor

They call him Professor, because he is probably the smartest of the bunch. He's the one who invented the Missile Deflector, the Anti-magnetic Field Generator and the Time Bomb Freezer. If he spent his energy inventing stuff that would help humanity, he would be considered a genius, but unfortunately for humanity he loves racing too much.

Starting Set 1: 3x Bottle Top Tokens, 1x Magnet, 1x Spring, 1x Acid, 1x Time Bomb, 1x Time Bomb Freezer, 1x Anti-magnetic Field Generator.

Starting Set 2: 1x Bomb, 1x Acid, 1x Jet Engine, 1x Saddlebag No.4.



Orlando

Orlando likes to play on the wrong side of the road, danger is what it's all about for him. He gets his thrills topped with a large scoop of adrenaline. Now, if he can just find that can of red stuff and see how fast he can push this baby.

Starting Set 1: 1x Saddlebag No.4, 1x Jet Engine.

Starting Set 2: 3x Bottle Top Tokens, 1x Glue, 1x Oil, 1x Acid, 1x Spring, 1x Jet Fuel, 1x Saddlebag No.5.



19 SEQUENCE OF PLAY (CONDENSED)

On their turn each player will do the following 6 Phases in sequence order. Not all Phases and actions within each Phase are compulsory, but once a player begins a Phase they may not return to a previous one. Note: For Sequence Of Play, see pages 6 - 9.

Phase 1. Accomplish Dastardly Deeds

Set and activate traps, roll Bombs, release Missiles, these are all optional. You may perform as many actions as you have Junk Tiles, but these must be placed in one of the six spaces immediately around your own Kart.

Note: Some Part Card gadgets i.e. Bomb Catcher & Missile Deflector, have two uses. The second of these uses 'Sneaky Stuff' should also be done in Phase 1. (See page 15, for *Bomb Catcher & Missile Deflector Sneaky Stuff* uses).



Phase 2. Buy Parts For Your Kart



When stopped in a Pit Stop you may buy Part Cards using your collected Bottle Top Tokens. These parts are added to your Player Kart Card. You must fit all Part Cards bought and may not buy Part Cards for spaces already occupied, unless you first return unwanted Part Cards to the appropriate supply piles. You may only buy red parts from the red Pit Stop and green parts from the green Pit Stop.

Fill your Jet and Turbo engines with fuel

From any position on the track, exchange fuel Junk Tiles (See page 10, for *Fuel*) for the appropriate dice (white for Turbo, red for Jet). Place these dice on top of the appropriate part.



Phase 3. Roll For Movement

Roll from one to three green dice depending on your preference and the terrain you start from. An additional amount of white and/or red dice may be rolled if you have a Turbo and/or Jet engine fitted to your Player Kart Card. You may always choose to roll fewer dice than the maximum allowed but must always roll a minimum of 1 green die, unless you are **Reversing** (See page 7). You are not required to use your Turbo or Jet Engine if you do not want to.

Phase 4. Place A Junk Tile If Possible

Total the sum on the green dice you rolled. If there is an unoccupied Junk Tile Delivery Point on the track showing the same number, take a Junk Tile from the supply pile without looking at its face and place it on that numbered Junk Tile Delivery Point, face down.



Phase 5. Move Your Kart

Move your Kart according to the movement rules below. Observe any traps in play that may be encountered and consider any improvements to your Kart.

Actions during your movement may involve the following:

- Picking up Junk Tiles and Bottle Top Tokens on your way around if you drive over Bottle Top Collection Points or over face down Junk Tiles.
- Bumping other Karts.
- Passing over a traps (refer to *Junk Tile List* pages 10 to 12, to determine if you must stop and what the consequences are).
- Ending your move on a Pit Stop where you may perform the actions listed under *Pit Stops* (see page 14), but only in Phase 2 of your next turn.

Phase 6. Pass The Dice

Pass the green dice to the next player. They will start their turn and repeat Phase 1 to 6.