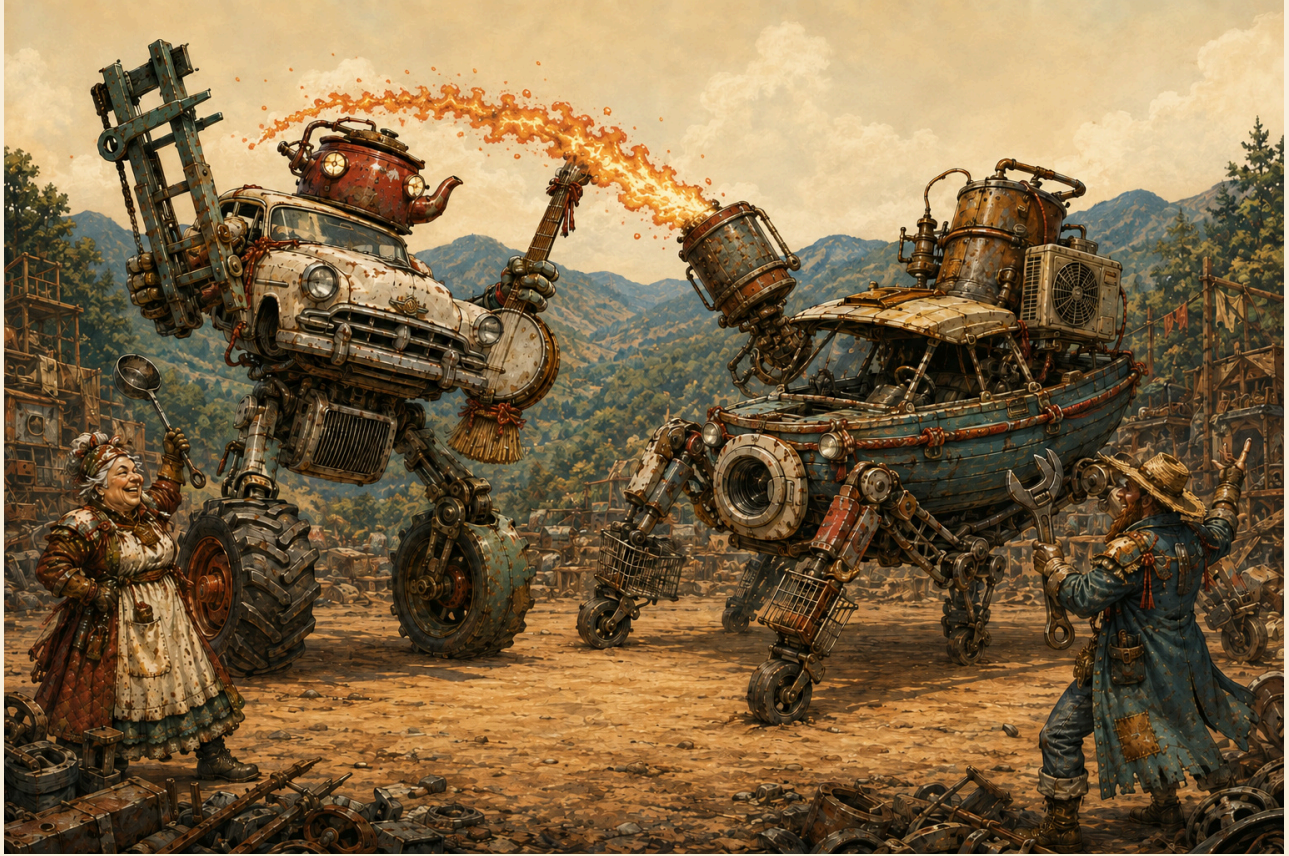


TRASH MASTERS



BUILD FACE UP. REVEAL ONCE.

A tabletop construction brawl for 2–4 junkyard warlords. Rummage for complete discarded objects, connect matching ports, reveal a machine with a personality, then roll dice and knock the parts off.

Build face up, privately. The fun here is inventing, rearranging and recognizing the ridiculous thing you made. Give rivals one whole-machine surprise; do not turn your own creation into a memory test.

Complete local proof files. No manufacturer upload, approval, purchase, physical print or human blind playtest has been performed.

EVERYTHING IN ONE PROOF.

The Game Crafter / quantities below make ONE complete game. Prices are recorded base component costs, not a checkout quote.

COMPONENT / ROLE	QTY	FINISHED INCHES	UPLOAD PIXELS	BASE
Small salvage	48	2.5 × 2.5	825 × 825	\$7.10
Medium salvage	36	2.5 × 3.5	825 × 1125	\$5.98
Large salvage	16	2.75 × 4.75	900 × 1500	\$5.68
Chassis + aids	12	3.5 × 5.5	1125 × 1725	\$5.40
Screen modules	12	16 × 10 max	4875 × 3075	\$61.20
20-page booklet	1	5 × 8	1575 × 2475	\$3.72
Printed stout box	1	11 × 11 × 3.23	5925 × 5925	\$28.00

Screens: W01–W04 × 1 each, S01 × 8. Jumbo: 6 chassis + 4 references + quickstart + lap track. Booklet size is per page; box size is per top/bottom file.

STOCK PARTS

PART	QTY	UNIT PRICE	BASE
D6, 16mm, White	1	\$0.61	\$0.61
Cube, 8mm, Red	4	\$0.16	\$0.64
Cone Pawn, Black	1	\$0.26	\$0.26

ONE COPY / BASE

\$118.59

TWO COPIES / BASE

\$237.18

Shipping, tax and optional surfacing are excluded. Box metadata lists a \$4 surfacing cost; confirm the actual finish and total before ordering. Prices and stock can change. Direct links and exact recorded decimals are in manifest.json.

YOUR HOME WORKSHOP.

EDITION	PDF PAGES	DUPLEX SHEETS	WHO IT IS FOR
Starter	36	18	Two opposite-seat players
Full	108	54	All 100 parts / four workshops

START SMALL

Use the two-player starter first. It includes 24 salvage cards, two chassis, two reference cards, the brawl track, quickstart, two character screens and the full rulebook. Sit opposite; side walls are unnecessary only if the seat check passes.

TEST ONE SHEET

Print pages 1–2 first. US Letter landscape, Actual Size / 100%, double-sided, flip on SHORT EDGE. Disable fit-to-page, shrink, automatic scaling and printer booklet mode. Measure both edges of the one-inch square; hold it to a light to compare front/back registration.

CUT & ASSEMBLE

Cut card fronts to their corner ticks, not the bleed edge. Use opaque stock of consistent thickness within each size. Screen panels use tape hinges. The booklet is already imposed: nest five sheets in order, trim the outer rectangle, fold the center and staple or clip.

CHECK YOUR PRINTER

Screens and the folded booklet require a quarter-inch printable margin. If your printer needs more room, use a print shop or your own barriers and digital rules. Never shrink the game cards. If duplex drifts, print both faces separately and mount them back-to-back.

SUPPLY FROM HOME

One d6, one heat marker per player and one lap marker; also scissors or a cutter, a ruler and tape for the home-made screens. The manufacturer route includes the die and markers but does not require cutting or tape hinges.

FROM FILES TO A PRIVATE PROOF.

Use the PNGs in output/manufacturer/. The PDFs are reading, home-print or visual proofs—not images for the manufacturer upload fields.

1 / CREATE A PRIVATE GAME

At The Game Crafter, create one private game. Add the seven component types shown in the bill of materials. No public shop listing is needed to order a personal proof.

2 / ADD THE FOUR DECKS

Use card-upload-map.csv: add all 112 faces once. Set each deck's default to its shared-back.png. For A01–A04 only, choose a card-specific back and assign JumboDeck/reference-back.png (the scrap-trick aid). Sixteen Tarot cards use two paid ten-card sheets; do not add duplicates to fill them.

3 / ADD SCREENS, BOOK & BOX

Large Screen: one each of W01–W04, plus eight S01 side walls. Upload both named sides. Large Booklet: pages 01–20 in reading order, including covers. Large Stout Box: choose Full Box Printed; use the distinct top and bottom PNGs, never swap their templates.

4 / ADD STOCK PARTS

Add one white 16 mm d6, four red 8 mm cubes and one black cone pawn. Exact part IDs and SKU IDs are in manifest.json. Recheck stock and finish charges; recorded availability is not a reservation.

5 / PROOF BEFORE BUYING

Inspect every manufacturer overlay. Check card rotations and shared backs, booklet order, screen folds and box panels. Use the box 3D viewer and simulated drift, and resolve any fit warnings. Order one physical proof before wider production. For two copies, set the finished game quantity to 2; do not double its per-game component quantities.

All upload PNGs: RGB / 300 dpi metadata / exact downloaded template dimensions / no proof overlays. Inspect the actual manufacturer preview before approving any image.

THE SURPRISE NEEDS SIDE WALLS.

THREE SCREENS, ONE WORKSHOP

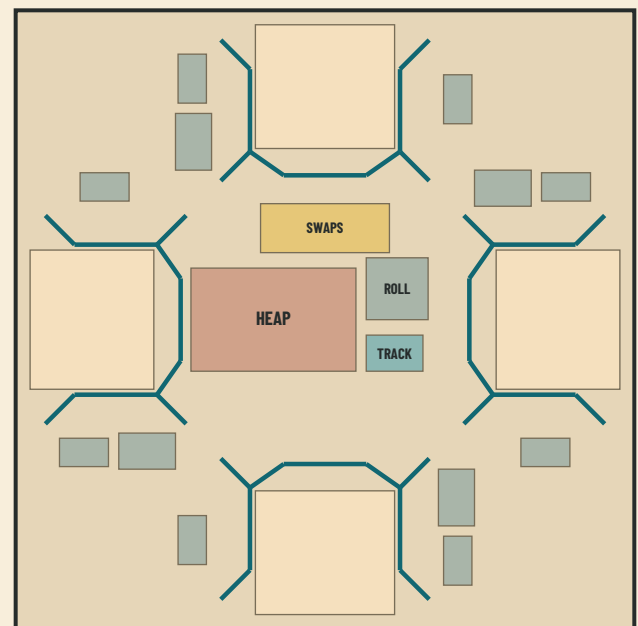
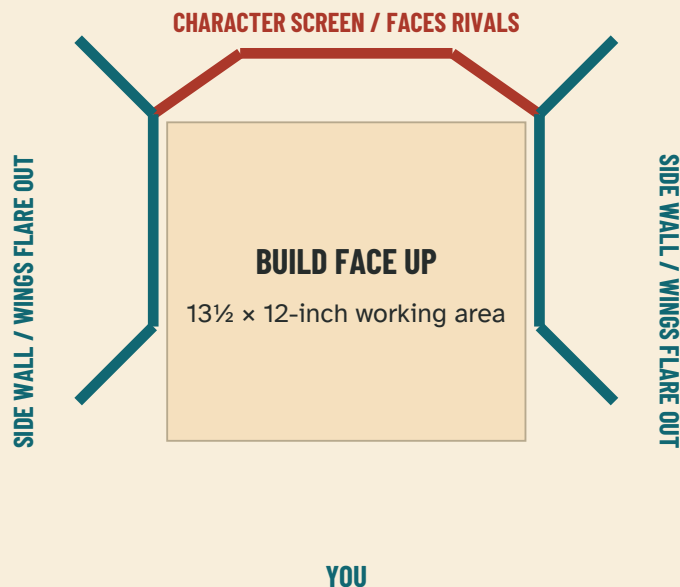
Set the character front toward the other players with its wings gently toward you. Run a side wall down each side; flare those walls' wings away from the building area. Close the two front corner gaps. The pieces stand separately—no additional joining hardware is assumed.

CHECK BEFORE THE SECRETS

Check the empty building area from every rival's seated position before dealing. Adjust the walls, gaps, build location or seats until it is hidden. No standing or leaning to peek. On the reveal count, everyone clears all barriers and shows the whole machine.

MEASURED, NOT PHYSICALLY CERTIFIED

The illustrated $13\frac{1}{2} \times 12$ -inch working area passes the declared sightline model at 108 eye positions. A single front screen fails side-seat views. The table plan fits screens, builds, references, wreck/spent piles, a mixed heap, four swaps, the lap track and a die area. Reach and fold stiffness still need a physical trial.



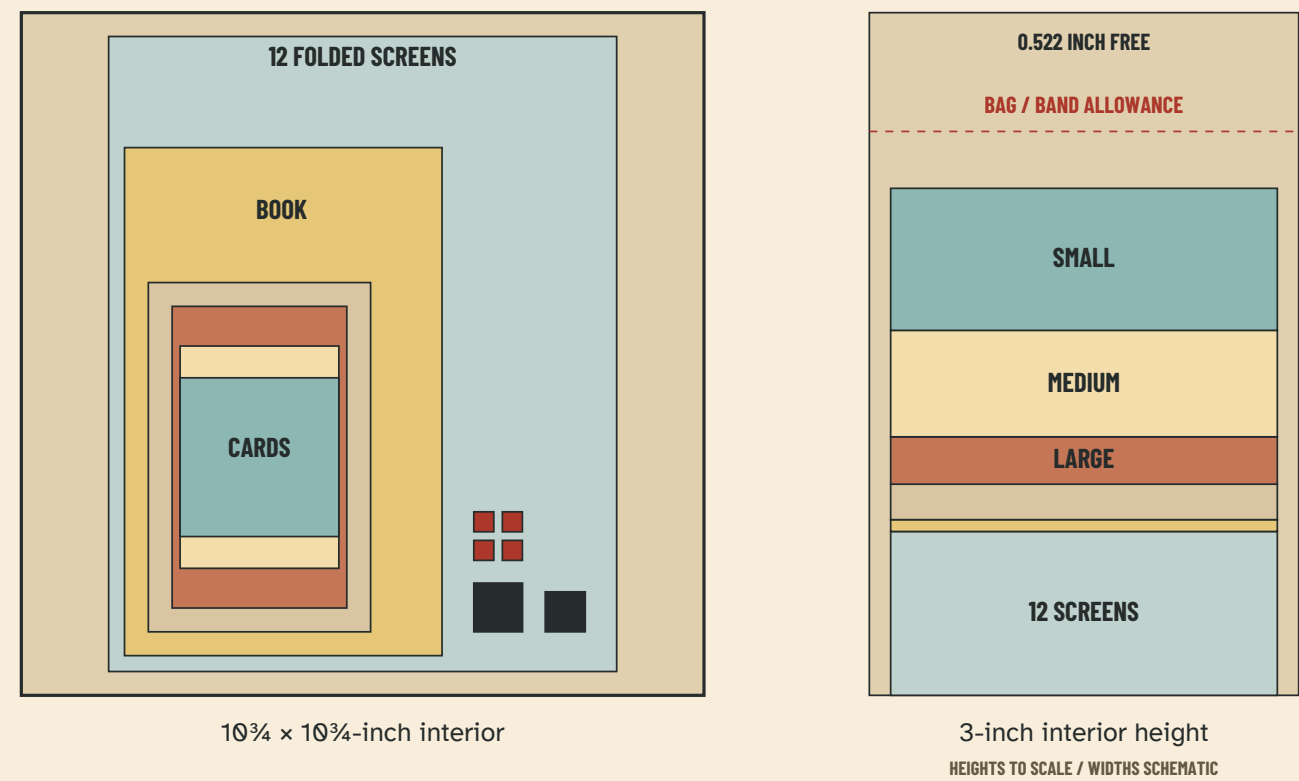
60 × 60-inch four-seat example

The front folds gently toward you; the side-wall folds point outward. Keep the front corner junctions closed. The diagrams are arrangement guides, not extra game boards or fixed build-shape rules.

Opposite-seat duel example: 36 × 48 inches. Four-workshop example: 60 × 60 inches. Table size alone cannot certify privacy; perform the seat check with your actual chairs and screens.

IT ALL HAS TO GO BACK IN.

The selected Large Stout Box has a 10¾ × 10¾ × 3-inch interior. The conservative stack model uses recorded shipping thicknesses, not nominal stock labels.



PACKING ORDER	THICKNESS
12 folded screens	0.720 in
20-page booklet	0.052 in
12 Jumbo + 16 Tarot + 36 Poker + 48 Small	1.456 in
Maximum stack	2.228 in
Extra bags / paper-band allowance	0.250 in
Remaining headroom	0.522 in

Screens on the floor; booklet on them; card stacks largest to smallest. Die and markers sit beside the book. Every upper stack is supported, with no floating pieces or overhangs.

Capacity model only—not an insert or shipping-stability guarantee. Check a physical proof and the manufacturer’s fit warning. Optional bags or gentle paper bands are not supplied components.

WHAT HAS ACTUALLY BEEN CHECKED.

Automated checks reduce avoidable mistakes. They do not establish that people enjoy the game, can read every label comfortably, or can build secretly at a real table.

CURRENT EVIDENCE

40 targeted rules/geometry tests pass. An explicit teaching-game replay resolves 11 turns through lap 6, including rerolls, GUARD, misses, heat, updated AIM exposure, REDLINE, RAM and a falling branch. It is a desk replay, not a human test.

PLAYERS	BRAWLS	MEAN TURNS	LAP-LIMIT ENDINGS
2	1800	14.98	16.0%
3	1800	25.53	35.2%
4	1800	34.57	48.3%

540 legal builds on 180 stratified tables; repeated brawls reuse those builds. Heuristic policies are not optimal or human play. The initial sampling confound and corrected results are preserved in QA. No claim of measured playtime or age suitability is made.

THE FIRST PHYSICAL PROOF MUST CHECK

- ☐ Count 112 cards, 12 screen modules, the 20-page booklet, die, four heat cubes and lap pawn. Check every ID against the manifest.
- ☐ Measure all four card formats. Join mixed sizes, quarter-turns and loops. Tiny print drift should not erase a connector's shape or color.
- ☐ Check every screen from every seat. Keep each machine private while building, then practice clearing all barriers together without bumping cards.
- ☐ Check the smallest labels under normal table lighting. Test the red/teal/yellow ports using shape alone, not color alone.
- ☐ Read and play the teaching deal without designer coaching, then try a full heap game with three or four players. Record every rules question and total elapsed time.
- ☐ Check print color, dark-edge chipping, rounded corners, front/back drift, screen score direction, booklet staples and box fit. Repack and gently carry the closed box; inspect for bent or loose components.

KEEP THE JUNK REUSABLE.

The artwork is original AI-generated raster illustration. Names, game text, ports, diagrams and layout are deterministic, editable source content. The object art is not a pre-drawn monster cut into pieces.

data/catalog.mjs

Editable master for 100 salvage cards and six chassis: stats, ports, dimensions, illustration briefs and selected art.

source/booklet-content.json + source/rules.md

Laid-out rulebook copy and the consolidated text rules. Keep them synchronized.

data/example-builds.json + data/starter-hands.json

Exact physical-inch positions for four legal creatures, including all three salvage sizes, and two disjoint teaching hands.

data/workshop-layout.json + data/box-layout.json

Measured screen arrangement and exact top/bottom box layout specifications.

scripts/ + requirements.txt

Reproducible layout, catalog export, simulation, scenario replay and print checks. See the source README for run order.

assets/ + research/manufacturer/

Selected original illustrations, prompts/provenance, font licenses, downloaded templates and dated product definitions.

qa/ + output/manufacturer/manifest.json

Transparent test evidence, limitations, upload mapping, component quantities, recorded prices and file checksums.

PRIMARY PRODUCTION SOURCES

The Game Crafter: one-copy, no-minimum manufacturing

Getting started: individual PNG files and safe areas

Screens: score and fold orientation

Booklets: reading order, pages and binding

Box viewer: virtual assembly and simulated drift

Ordering your own private proof

Fonts: Bungee, Barlow Condensed and Atkinson Hyperlegible; their licenses accompany the sources. The editable workbook uses Helvetica Neue with an Arial fallback. Regenerate the faces and manifests after changing catalog data; editing the spreadsheet alone does not update printed cards.