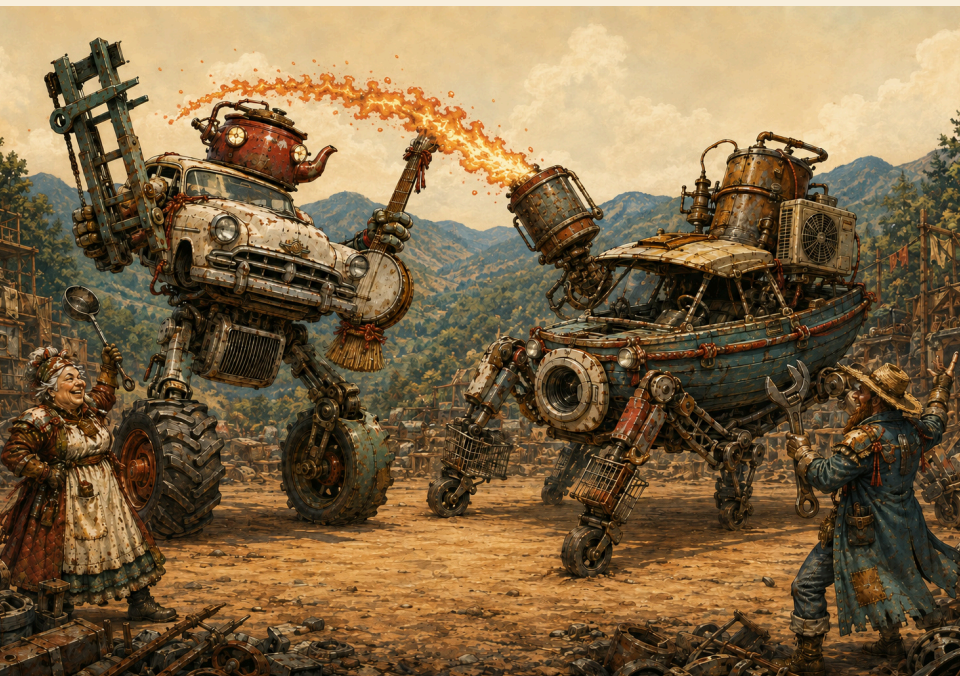


FIRST PROOF EDITION

TRASH MASTERS



RUMMAGE. RIG. REVEAL. WRECK.

A junkyard-building brawl for 2–4 warlords.

THE FIELD MANUAL

YOUR NEXT BAD IDEA.

Nothing at the junkyard is useless. Sometimes it just needs four legs and a bad attitude. Rummage for scrap, bolt a ridiculous machine together in secret, then reveal it and let the parts fly.

WIN THE BRAWL

Be the last machine with parts left. If more than one survives ten laps, most attached parts wins. Ties go to lower current weight, then share the crown.

100

SALVAGE CARDS

48 small / 36 medium / 16 large

6

CHASSIS

Different shapes of trouble

4

PRIVATE WORKSHOPS

12 screens in all / 4 reference cards

1

DIE + BRAWL TRACK + LAP PAWN

Plus four red heat cubes and a quickstart card

First time? The two-player teaching deal is on pages 17–18.

SET UP THE YARD.

- 1** Give each player a character screen, two S01 side walls, a reference card and a heat cube. Arrange the separate screens as shown. Leave room for a machine and wreck pile.
- 2** Lay out six chassis. Roll: highest chooses first, then clockwise; reroll tied highest rolls. Chassis are your machines' roots, not parts. They weigh zero.
- 3** Mix all 100 salvage cards face down in one heap. Reveal four beside it as the swap row. Put the black pawn on lap 1 of the track. Keep the die within reach.

Before dealing, check the empty work area from every seat. Close corner gaps; stay seated and do not peek. In an opposite-seat duel, side walls are optional if this check passes.



RUMMAGE & TRADE.

TAKE TWELVE

Start with the player who chose a chassis last, then go clockwise. Take one heap card per turn until everyone has 12. The first card you touch is yours: choose by size, but never peek before taking it. Look at it behind your screen. You may start arranging while others draw.

THREE CHANCES TO TRADE

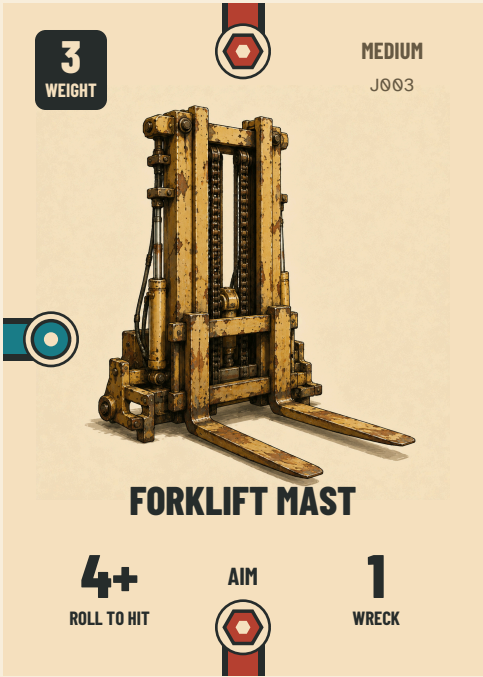
Go around once more in the same order. On your turn, trade up to three stash cards for the same number of cards in the swap row. Trade one at a time: take a visible card, then put your offered card face up in its place. You may decline. Everyone sees trades, but not your construction.

Big scrap can hit hard, but costs more weight and table space. A few small connectors can keep a grand idea together.



READ A PIECE OF JUNK.

Every salvage card is one complete reusable object. Its name is flavor; its numbers and ports do the work.



WEIGHT

Add installed weights. Maximum 20.

WRECK

How many parts a hit removes. REDLINE doubles it.

EDGE PORTS

Match a color AND shape. Blank means no port.

ROLL TO HIT

This 4+ hits on 4, 5 or 6.

AIM / WILD

Who chooses the wrecks. See page 11.

SCRAP TRICK

Some cards say GUARD, TUNE or PATCH. See pages 14-15.

RIG YOUR MONSTER.

9

PARTS MAXIMUM

20

WEIGHT MAXIMUM

Build simultaneously, face up in your private workshop. Keep your chassis plus up to nine attached parts, with total part weight at most 20. Rearrange freely. Keep the whole machine hidden; adjust your screens or make a more compact shape.



BOLT



PIPE



SPARK

BOLT joins BOLT. PIPE joins PIPE. SPARK joins SPARK. A port joins at most one other port. Turn cards by quarter turns; never overlap or cover them. Every installed part needs a chain of matching joins back to your chassis. Branches and loops are allowed.

Unused cards stay face down in your stash. They cannot enter this brawl after the reveal. Take all the time you need for your first game; later, use a three-minute timer if everyone agrees, or reveal when everyone is ready.

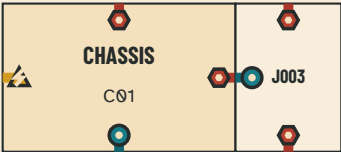
MATCH PORTS, NOT PICTURES.

Place edges together with matching port centers aligned. Line up the broad bands; tiny print or cut shifts do not matter.



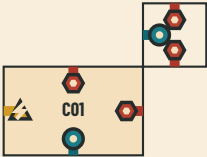
YES / MIXED SIZES

The cards need not share a width. Their matching ports line up.



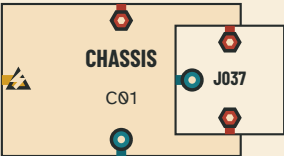
NO / WRONG PORTS

Aligned ports of different types may not touch.



NO / CORNERS

A corner contact is not a join. This part has no path to the chassis.



NO / OVERLAP

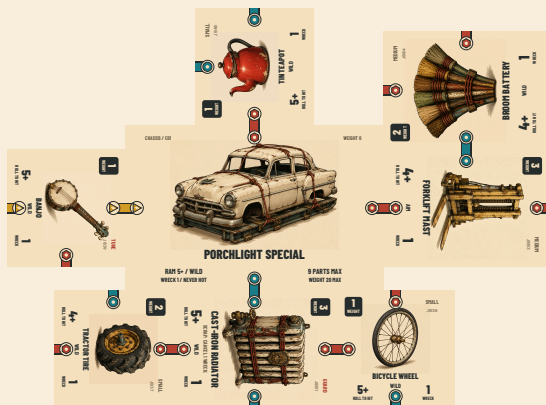
Cards cannot cover one another, even if the art looks good.

Blank edges may touch. Touching edges without a matching port do not connect. The illustrations themselves never need to line up.

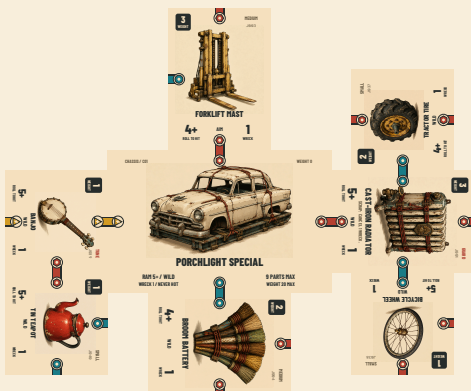
ONE PILE. TWO PERSONALITIES.

A radiator can be a hip today and a snout tomorrow. These two legal machines use the exact same seven parts and chassis.

THE PORCH PUMMELER



THE BANJO GATOR



Seven parts. Weight 13. No special head, body or leg cards required.
Give your own creation a name.

THREE. TWO. ONE. REVEAL.

THE BIG MOMENT

Count down and clear all your screens together. Reveal the whole machine, not one card at a time, and announce its name. Check part count, weight and joins openly. Fix illegal construction before fighting, moving only what is necessary—not redesigning to counter your rivals.

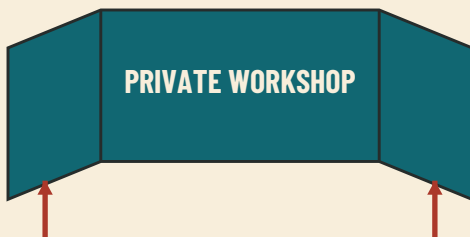
EVERYONE NEEDS A MACHINE

No attached parts? Attach one legal stash card. If none fits, choose an unused chassis that accepts one. Then return every remaining stash card to the box.

LIGHTEST STARTS

The lowest total weight starts the brawl. Tied for lowest? Roll; highest starts, rerolling ties. Turns then go clockwise. Keep this order for the entire brawl, even when parts fall off.

The surprise is for your rivals. You always see what you are building.



PICK A WEAPON. ROLL.

1 / CHOOSE YOUR ACTION

On your turn, attack with one attached part that is not HOT, or use PATCH instead (page 15). You may always use your chassis's RAM while you still have parts: 5+ / WILD / wreck 1. RAM never overheats.

2 / CHOOSE AN OPPONENT

With two machines left, attack the other one. With three or four active machines, choose an opponent with the most attached parts among your opponents. If tied, choose among them. This restriction applies only to attacks.

3 / ROLL TO HIT

Name your weapon and roll one die. Resolve TUNE first (page 14). If the final roll meets or beats its target, you hit: resolve GUARD, then choose and remove wrecks. On a miss, no attack wrecks occur. Then move your heat marker, hit or miss.

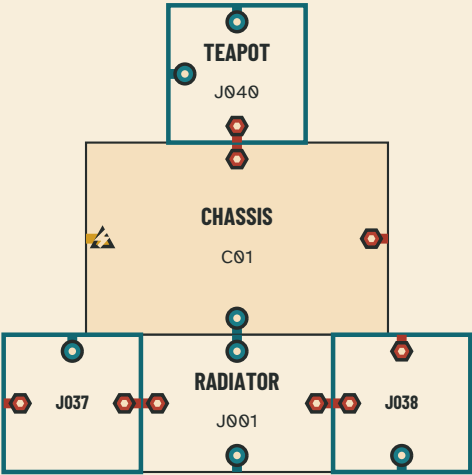


A 4+ weapon rolls a 5: hit! Wreck its printed number. From lap 5, double that number.

WHO CHOOSES THE WRECK?

WILD: the defender chooses each part to wreck.

AIM: the attacker chooses, but only exposed parts. An exposed part has exactly one joined port. Remove one part, check exposure again, then choose the next. If no exposed parts remain, the defender chooses the next part instead.



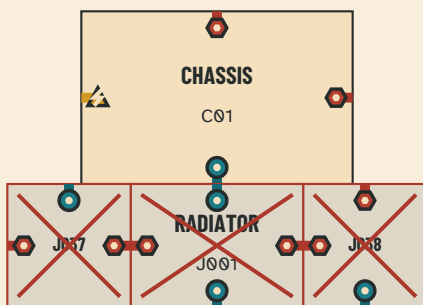
Both wheels and the teapot each have one join: exposed. The radiator has three joins: protected from AIM for now. The chassis can never be wrecked.

AIM does not ignore connections. WILD can remove a hub—but its owner chooses whether to take that risk.

WHEN ONE PART GOES...

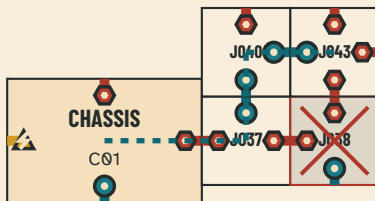
Put a wrecked part face up in its owner's wreck pile. After every removal, all parts with no remaining path to the chassis fall into that same pile. Falling branches do not use up extra wrecks. Repeat for each remaining wreck from the hit.

A BRANCH CAN FALL



Remove the radiator: both wheels lose their only path and fall with it. One chosen wreck can cost three parts.

A LOOP CAN HOLD



An alternate path saves a branch. In this loop, removing one part leaves the others connected to the chassis.

Do not rearrange surviving cards during a brawl. Only restore their old positions after an accidental bump. A falling HOT part loses its heat marker.

HOT PARTS. HOTTER FINISH.

YOUR LAST WEAPON IS HOT

After an attack, clear old heat. Put your cube on the attacking part, hit or miss, only if it is still attached. A HOT part cannot attack until you attack with something else. Reactions do not move heat.

RAM GETS YOU UNSTUCK

RAM is your fallback: 5+ / WILD / wreck 1. After RAM, remove heat from your machine. It is always available while you still have parts, and never becomes HOT itself.

LAP 5+ / REDLINE

From lap 5 onward, every successful attack wrecks twice its printed number: 1 becomes 2; 2 becomes 4. This includes RAM. Roll targets, AIM/WILD and scrap tricks stay the same. GUARD still cancels only one wreck per card scrapped.

REDLINE STAYS ON UNTIL THE BRAWL ENDS.

SCRAP FOR A TRICK.

Tricks are optional. Trick cards also attack normally. To use a trick, permanently remove that card to the spent pile—not the wreck pile. Any branch it disconnects falls into your wreck pile as usual. Spent cards cannot return this brawl.

TUNE / REACTION

After your attack roll, scrap one attached TUNE to reroll once. Keep the second result. At most one TUNE per attack; never scrap the attacking card itself. If removing TUNE disconnects your weapon, finish the declared attack before checking whether your machine is out.

GUARD / REACTION

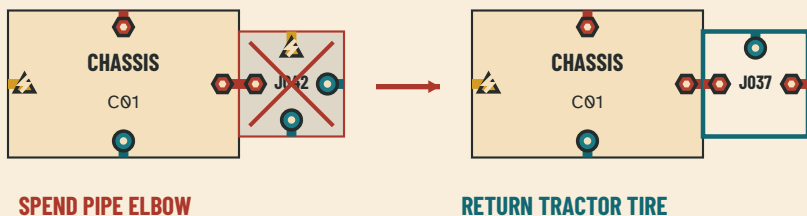
After TUNE is settled, if an opponent's final roll hits, scrap an attached GUARD to cancel one wreck. Do this before choosing any wrecks. You may use multiple GUARDS, up to the hit's wreck count. GUARD works against AIM, too. Its own removal and falling branches still happen.

A trick is a trade, not a free bonus. Keep wreck and spent piles separate.

PATCH IT BACK TOGETHER.

Instead of attacking, scrap one attached PATCH. Take one part from your own wreck pile and join it to a legal open port without moving surviving cards. You may rotate the returning part. Stay within nine parts and weight 20.

- 1** SCRAP the PATCH. It goes to spent; any disconnected branch goes to wreck.
- 2** CHOOSE one wrecked part. It may be a part that just fell when you removed PATCH.
- 3** REATTACH it legally. If no part fits, do not use PATCH. Spent cards cannot return.



Keep heat where it is, unless that card fell. PATCH uses your whole turn; it does not also attack.

Check elimination only after the complete action. A last remaining PATCH can replace itself with a legal wreck before the empty machine is counted out.

CLAIM THE COUNTY.

LAST MACHINE STANDING

After an action and all its consequences finish, a machine with no attached parts is out. Skip its future turns. Empty machines cannot react or return to the brawl. The last machine with parts wins immediately.

COUNTING LAPS

A lap ends when every machine active at its start has had a turn or been knocked out. Move the pawn forward. If the starting player is out, the next active player clockwise starts future laps. REDLINE begins on lap 5.

TEN LAPS IS THE LIMIT

Finish lap 10, then compare surviving machines: most attached parts wins. Tied counts compare current part weight; lower wins. If both count and weight match, share the crown.

If one action leaves no machine with parts, everyone who was still active at the start of that action shares the win.

RUN IT BACK

Play again: return all salvage, including spent cards, to the heap. Clear heat and reset lap 1. Keep your chassis or choose new ones. For a match, first to two brawl wins takes the title. Shared wins count for each tied player; if several reach two together, share the title.



YOUR FIRST TWO-PLAYER BRAWL.

Find the cards below by ID. Give each player the listed chassis, 12 parts, a character screen and a heat cube. Sit opposite and check privacy (page 3). Keep the die and track in the middle. Skip the heap and swap row.

PLAYER 1

C01 / Porchlight Special

J001	Cast-Iron Radiator
J003	Forklift Mast
J004	Broom Battery
J037	Tractor Tire
J038	Bicycle Wheel
J039	Banjo
J040	Tin Teapot
J016	Oil Drum
J022	Television Set
J025	Stove Door
J041	Spark Plug
J085	Farm Tractor

PLAYER 2

C03 / Creekbed Crawler

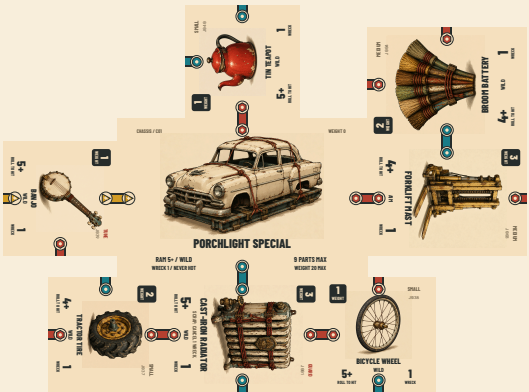
J002	Window AC
J005	Golf Cart Roof
J006	Shopping Cart
J007	Porcelain Sink
J009	Popcorn Kettle
J010	Soda Machine Door
J013	Wheelbarrow
J021	Parking Meter
J015	Washer Drum
J024	Vending Coil
J042	Pipe Elbow
J086	Junkyard Sedan

Build freely using pages 6–7. The next page shows two possible creatures—not required solutions. On your next game, return these cards to the full heap and rummage normally.

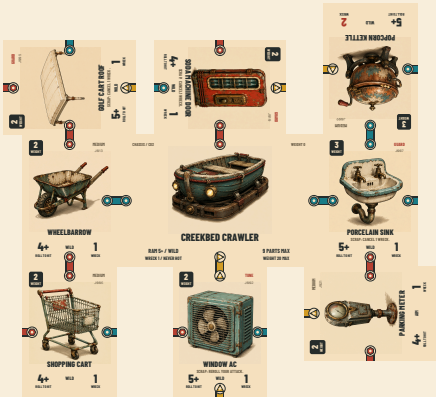
A LITTLE INSPIRATION.

You can copy these legal builds to learn the joins, or make your own. You do not have to use all 12 cards. Return unused stash cards to the box after revealing.

THE PORCH PUMMELER / 7 PARTS / WEIGHT 13



CREEKED CRAWDADDY / 8 PARTS / WEIGHT 18



If copying these exact builds, the Pummeler starts because 13 is lighter than 18. Then take turns normally. Try swapping hands for the rematch.

ONE LAST RUMMAGE.

Can I move a part after the reveal?

Only to fix illegal construction before the fight, restore an accidental bump, or place one returning PATCH card. No combat redesigns.

Does a chassis count as a part?

No. It weighs zero, cannot be wrecked and does not count toward the nine-part limit or the final parts total.

Can I use the same trick twice?

Not with the same card. A used trick goes permanently to spent for this brawl. A different attached trick card may be used at its legal time.

What if my only weapon is HOT?

Use RAM. It clears heat, so that weapon is ready on your next turn.

Do warlords have different powers?

No. Choose the screen personality you like; everyone follows the same rules.

First proof edition. Timing and age suitability still need human playtesting; a physical proof is required before wider production. Concept developed from One Shot Podcast. Original AI-generated illustrations; editable rules, data and layouts accompany the production files.

TRASH MASTERS

01 RUMMAGE

Take 12. Trade up to 3.

02 RIG

Face up in secret. Up to 9 parts. Weight 20.

03 REVEAL

Lift screens together. Lightest starts.

04 WRECK

Attack or PATCH. Roll high enough. Move heat.

LAP 5+ / DOUBLE PRINTED WRECK

Last machine with parts wins. After lap 10: most parts, then lower current weight, then share the crown.

One person's trash. Your next champion.