Full Junking Game Contents:
- 8 Character cards
- 70 card Junkpile deck
- 18 card Event deck

Game Setup:
Shuffle the 8 Character cards and deal 1 to each player.
Everyone then flips over their Character card and places it in front of them, with enough room to place cards on each of the sides of the Character card.
Each player also needs a space for a ‘Hoard’ where their own pieces of used Junk items will go, like a personal discard pile.
Take the “The Crown” card out of the collection of cards and set it aside.
Shuffle the 70 card Junkpile with the Junking logo side up.
Shuffle the 18 card Event deck and place it near the Junkpile with the Junking logo/event side up. Discarded cards from this deck will be placed next to this Event deck.
Deal 5 Junkpile cards to each player and have them look at their cards. Everyone discards any Event Prompt cards and replenishes their hand to 5 cards until they have no Event Prompt cards.
Cut the Junkpile in half and then take the “The Crown” card and shuffle it into the bottom half of the Junkpile. Place the two halves back together and place it in the center of the play area within reach of all players. Discarded cards from this deck will be placed next to this Junkpile.
Randomly determine the first player, or do what we do and have the player that last threw something away go first.
Object of the Game:

Every piece of Junk has value. There is one card in the Junkpile that is the most prestigious item of junk, called “The Crown” that you shuffled into the bottom half of the deck. When that card is drawn by any player, they reveal the cards and the game is over. That player is awarded 10 points, and then every player adds up the points of all cards in play, including their character card if it is face up when the game ends. All items in player’s Hoards award them 1 point each. Adding up the points from The Crown (if drawn by you), the value of your Junk items and character card in play, and the number of cards in your Hoard give you your points for the game. The person with the most points wins that game.

You can play multiple games, adding to your points from game to game. The first player of subsequent games is the player to the left of the current first player. It is recommended that you play games equal to the number of players to determine the overall winner of a full JunKing session, or you can play to a score total such as 50, 75 or 100 points.

On a player’s turn, they will carry out the following actions, in order:

1) Draw:

Draw 1 card from the Junkpile. If you draw an Event Prompt card from the Junkpile, discard the card into the Junkpile’s discard pile and Draw 1 card from the Event deck and follow the instructions on that card, discarding it into the Event discard pile. Do not draw another card from the Junkpile if you draw an Event card.

2) Put a Junk item from your hand into play or pass:

For each player’s first turn, they will do this action twice.

Choose any card from your hand and place it into play in its location accordingly:

- **Mounts** go underneath the Character card.
- **Helms** go on top of the Character card.
- **Devices** go on either side of the Character card.

If there is already a card in the appropriate location, place the new card on top of the old card. If the newer card is discarded or added to your Hoard, the older card below it is now usable again.

The exception to this is cards with the word “Stackable.” These Helms and Mounts can be placed in addition to other Helms and Mounts respectively, are not covered up by new cards, and you count their points at the end of the game.

If you do not have a Junk item you would like to play this turn, you may pass this step.
3) Use an ability from your character or a Junk item you have in play or pass:

Most **Characters** and **Junk items** have an ability printed on their card. Choose one ability from your **Character** or any **Junk item** you have in play (not in your hand) and follow the instructions for that ability. Note that **Character** abilities with the “Flip Over” symbol 🔄 will then flip over their card to the other side. If you don’t have an ability you would like to use this turn, you may pass this step.

4) End of your turn:

Discard down to 5 cards in your hand if you have more than 5 in hand and then end our turn. Some effects in the game happen at the end of a turn, and they would activate at this time. Then the player to your left would start his/her turn.

**Card Elements:**

**Artifact cards** have Blue lettering and have a Junk Spirit (Flame) Icon 🚦

**Mechanical cards** have Orange lettering and have a Cog Icon 🔄

**Organic cards** have Green lettering and have a Leaf Icon 🌿

**Things to Remember:**

- If a card ever contradicts the rules, the card is correct.
- On the First turn of the game for each player, they may play 2 **Junk items** from their hand into play.
- If ever instructed to draw cards at the same time as another player, draw in order from the current player, then clockwise around the table.
- Discarded cards always go the **Junkpile’s Discard pile**, not your **Hoard**.
- If a card ability references a card type to be discarded or added to your **Hoard** that you do not have then no card is discarded or added to your **Hoard**.
- Anyone can look at the full contents of the **Discard pile** at any time.
- No one may ever look at the cards in someone’s **Hoard**, including the player that owns that **Hoard**, other than to count them.
- No one may ever count the number of cards left in the **Junkpile**.
- At the end of the game, when totaling up the points value of your held **Junk items**, do not count items that are behind another card if you placed a newer item on top of it.
- At the end of the game, if your character is upside down with the sleeping Scavenger Imp art facing up, you do not score the points that are on the front of the card.

**Junk card anatomy:**

1) Element type & point value
2) Card name
3) Card ability
4) Flavor text
5) Card type

**Character card anatomy:**

1) Character name
2) Character ability
3) Flavor text
4) Point value