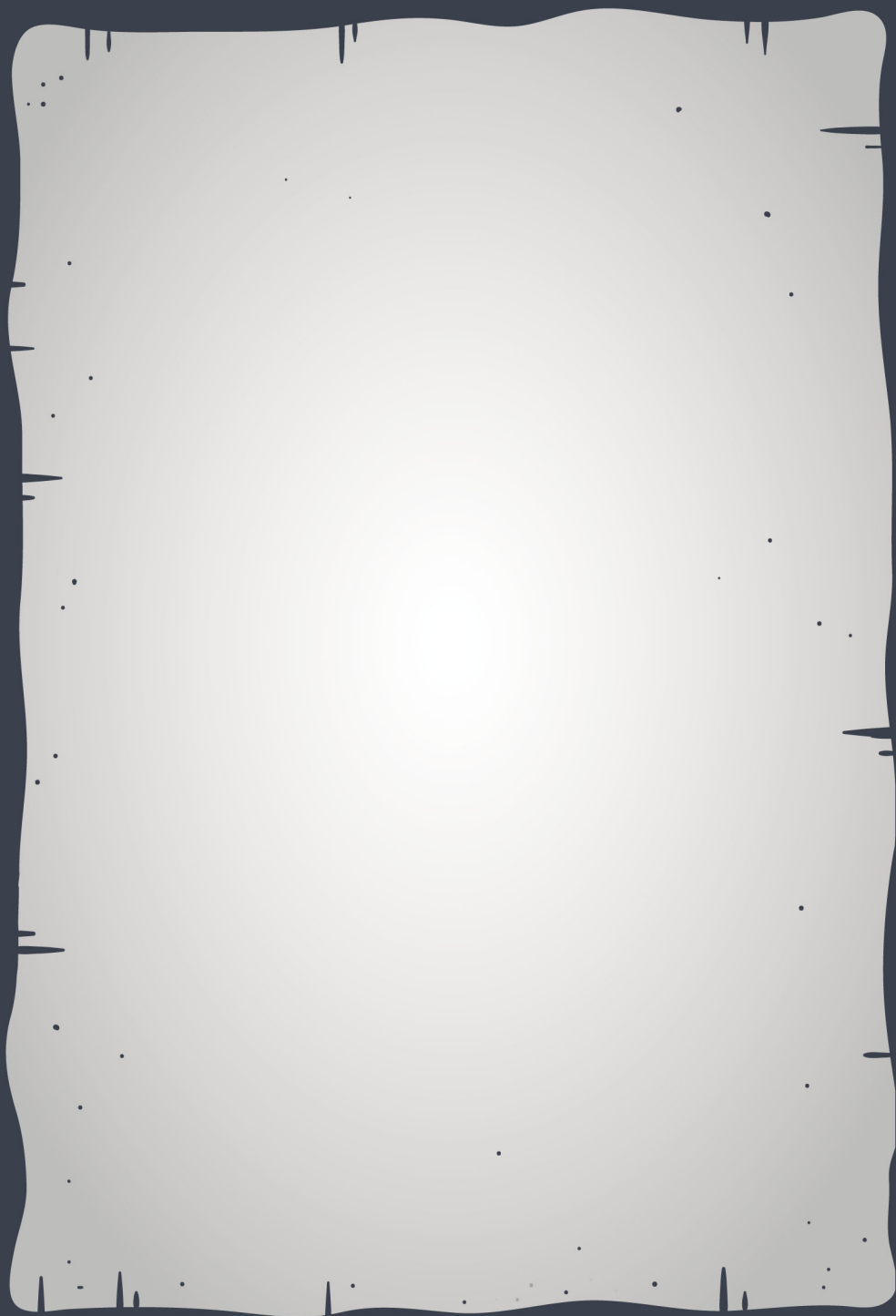




JUNK FORTS

Rulebook





Components



① 85 Fort cards

② 5 Base cards

③ 15 Captured Flag cards

④ 1 Junk Heap Board

⑤ 1 Truck piece

⑥ Bottle Cap Tokens

Introduction

In Junk Forts, you play as kids competing to build the best fort in the junkyard. Assemble your team, trawl for treasures and defend your fort!

Search the Junk Heap for useful cards to build your Inner and Outer Walls, collect bottle tops in your Piggy Bank, hoard Swag and Video Cassettes in your Stash, and recruit allies to your Crew. The player whose Fort is worth the most victory points (VP) at the end is the winner!


Set Up

Place the Junk Heap board face-up in the middle of the play area. Each player takes a Base card and places it face-up in front of them.

Shuffle all the Fort cards to create the deck and place the deck face-down into the Truck.

Place one card face-down directly above each player's Base. This card forms the starting section of each Fort's Inner Wall. It will not score any points at the end of the game. Each player draws two cards from the Fort deck as their starting hand.

Place the Truck beside the Build Either action. Then, deal out a round of five cards face-up around the Junk Heap, clockwise from the truck.

2 or 3 players:
Remove from the Fort deck the 26 cards marked with  and put these back in the box.

Lay the orange, blue and yellow 2VP Captured Flag cards face-up in a line beside the play area.

If this is your first game, place the matching standard 5VP Captured Flag cards face-up on top. Put all the other Captured Flag cards back in the box. For the 2-player game, play with only the 5VP Captured Flag cards.



In later games you can swap out the standard 5VP Captured Flag cards and instead randomly choose one of the three advanced 5VP Captured Flag cards for each colour of flag. Each of these cards has a special action or bonus points! For more on the advanced Captured Flag cards, see page 15.

How to Play

The player who last built a pillow fort goes first! Players take turns clockwise. During their turn, players take one face-up card from a space on the Junk Heap, add it to their hand, and then play a card from their hand using one of the corresponding actions on the chosen Junk Heap space.

Taking a Card

On their turn, players must choose one card from the Junk Heap to add to their hand, taking one of the cards that are 1, 2 or 3 steps clockwise from the Truck on the Junk Heap. Alternatively, they can pay one Bottle Cap to take any card on the Junk Heap. Then, move the Truck to fill in the space left by the chosen card, and place the top card of the Fort deck face-up into the space left by the Truck.

Playing a Card

The space beside the chosen Fort card shows which actions the active player can take this turn. If there are multiple actions on the space, the player chooses only one of them.



There are four possible actions:

Build Inner Walls/Outer Walls/Either

The active player places one card from their hand into their Inner or Outer Wall, depending on the Junk Heap space chosen. Fort cards must be placed vertically or horizontally adjacent to another card in the Fort Walls, starting from the face-down card placed during set-up. Cards may be built in both directions along a row.



Green areas = Valid spaces to place a new card using the 'build' action. **Red area** = Not allowed!!

At the end of the game, only **completed** sections of the Fort's Walls will be scored. A completed section is an adjacent pair of cards in the Inner and Outer Walls. Face-down cards count towards completed Wall sections.

Playing a Card

The space beside the chosen Fort card shows which actions the active player can take this turn. If there are multiple actions on the space, the player chooses only one of them.



Players may have any number of cards in each part of their Fort (Walls, Crew, Stash and Piggy Bank) at any time.

Green area = Complete
Red area = Not Complete

As long as the cards are connected, they may be built in both directions along a row. You may build a card on top of another card in your Wall, but you must discard the card underneath it.

Add to your Crew



The active player places a Crew card (Captain, Sheriff, Monk, Builder, or Knight) from their hand face-up to the right of their Base card. At the end of the game each Crew card will score points based on the cards in a player's Walls and Stash. Multiple cards of each type are allowed in the Crew, and will each score points.

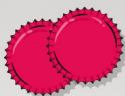
Add to your Stash



The active player places a Swag or Cassette card from their hand face-down underneath the left-hand edge of their Base card. At the end of the game, players reveal and score all of the cards in their Stash.

If a Crew (😊) or Stash (👛) card is built in the Fort Walls, the card is placed face-down.

Add to Piggy bank



The active player places one card from their hand face-down underneath the bottom edge of their Base card and takes one Bottle Cap from the supply.

Spending Bottle Caps

On their turn players may spend 1 Bottle Cap to move any number of steps around the Junk Heap, instead of the usual 1, 2 or 3. At the end of the game, any unspent Bottle Caps are worth 1VP each.

End of the game

The game ends at the end of the turn in which the Junk Heap cannot be replenished; there will be four unclaimed cards remaining.

One last card!



All players then have one more opportunity to play a card from their hand into any part of their Fort, playing their cards in turn order. Players then discard the remaining card in their hand.

Scoring

First, flip any Fort cards in incomplete Wall sections face-down. Face-down cards do not score any points.

All players turn the cards in their Stash face-up. Cards in a player's Piggy Bank remain face-down. Players then calculate their final score, as follows:

Walls

- Each Water Balloon in an Outer Wall scores 1VP
- Each Water Blaster in an Inner Wall scores 1VP
- Each Gatehouse that is opposite another Gatehouse scores 2VP. Both Gatehouses in the pair score!
- Each unbroken line of adjacent Towers in either Wall scores depending on length:

| Number of Adjacent Towers | 1 | 2 | 3 | 4 |
|---------------------------|---|---|---|----|
| Line Victory Points | 1 | 3 | 6 | 10 |



There are two sets of Towers in these walls. The line of three in the Outer Walls scores 6VP, and the single Inner Wall tower scores 1VP.

For a line of more than four Towers, each **additional** Tower scores 4VP.

Flags

For each colour of Flag, the player with the most Flags of that colour takes the matching Captured Flag card worth 5VP. The player with the second-most Flags of that colour takes the Captured Flag card worth 2VP. If two or more players are tied with the most Flags, the player with more cards in their Piggy Bank wins the tie and takes the 5VP Capture Flag card, while the other player takes the 2VP Captured Flag card. If the tied players remain tied after

comparing their Treasuries, each tied player scores 2VP and neither takes the Captured Flag card. If players are tied for second place, they receive no VP and neither takes the 2VP Capture Flag card.

Stash

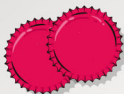
- **Swag:** Each Swag card in a player's Stash is worth 2VP.
- **Cassettes:** The player with the most Cassettes in their Stash scores 5VP. The player in second place scores 2VP. If there is a tie for first place, first place goes to the player with the most cards in their Piggy Bank. If players are tied for second place, they do not score any points.

Crew

- **Captain:** Score 1VP for each Water Blaster in the Walls of your Fort.
- **Sheriff:** Score 1VP for each Water Balloon in the Walls of your Fort.
- **Knight:** Score 1VP for each Flag in the Walls of your Fort.

- **Builder:** Score 1VP for each Gatehouse in the Walls of your Fort.
- **Monk:** Score 1VP for each Swag or Cassette in your Stash.

Piggy Bank



Each Bottle Cap is worth 1VP. Cards which have been placed in the Piggy Bank remain face-down and are not scored.

Winning the Game

The player with the most Victory Points is the winner. If two or more players are tied with the most points, the player with the most cards in their Piggy Bank is the winner.

Captured Flags

In your first game you will play with basic Capture Flag cards, which have no special effects. In later games, you can substitute the basic 5VP Captured flag cards for advanced ones with special effects. The special effects apply to all players, regardless of whether they win the Captured Flag card at the end of the game.



Blue Flag



- **Fell off the Back of a Truck:** When a player builds a Blue Flag in their Walls, they may draw two cards from the Fort Deck and then discard two cards of their choice from their hand to the bottom of the deck.
- **Bottom of the Heap:** When a player builds a Blue Flag in their Walls, they may swap a card from their hand with one from the Junk Heap.
- **Cash In:** When playing a Blue Flag face-down in the Piggy Bank, the player gains 1 additional Bottle Cap.

Yellow Flag



- **Pick'n'Mix:** At the end of the game, each Yellow Flag is worth 1 bonus VP for each adjacent Red or Blue Flag. If a Red or Blue Flag is adjacent to more than one Yellow Flag, each Flag scores the bonus.
- **Capture the Flag:** At the end of the game, each Yellow Flag is worth 1 bonus VP for every adjacent Water Blaster or Water Balloon. If a Water Balloon or Water

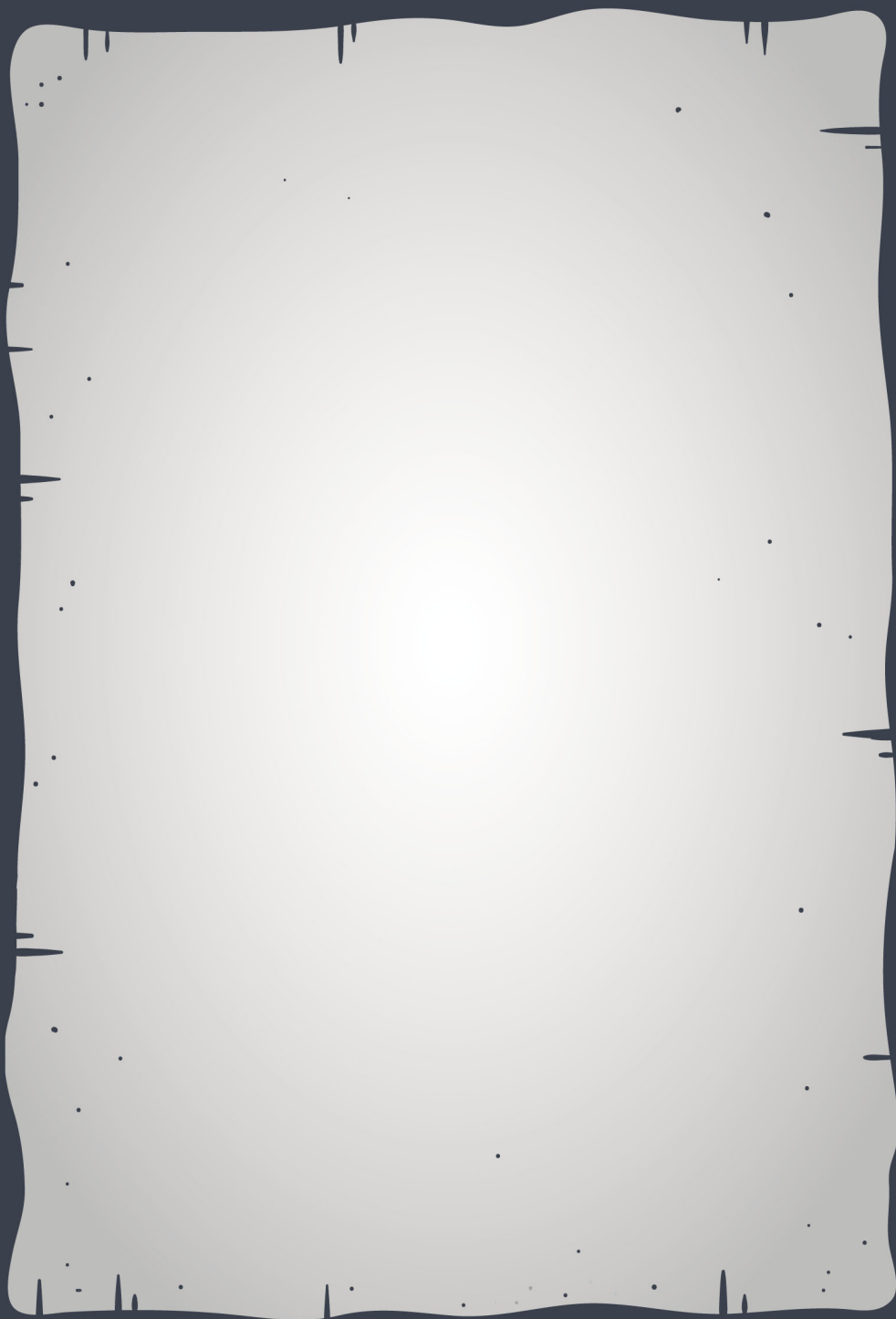
Blaster is adjacent to more than one Yellow Flag, each Flag scores the bonus.

- **Heavily Fortified:** At the end of the game, each Yellow Flag is worth 1 bonus VP for every adjacent Gatehouse or Tower. If a Gatehouse or Tower is adjacent to more than one Yellow Flag, each Flag scores the bonus.

Red Flag

- **Multipurpose:** When a player builds a Red Flag, they can move a card from their Piggy Bank to their Crew, Walls or Stash.
- **Line Up:** If a player builds a Red Flag next to another Flag in the Walls, they gain 1 Bottle Cap.
- **Reuseable:** At the end of the game, players with Red Flags in their Walls may, for each Red Flag, discard one card in their Piggy Bank to score the Red Flag as if it were a Water Blaster, Water Balloon, Gatehouse or Tower.







Credits

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Game Design: Brett Gilbert & Matthew Dunstan

Rules Editing: Rose Atkinson, Leigh Murphy & Heather McDade

Creative Direction: Peter Blenkharn

Art: Piotr Albrecht

Graphic Design: Liam Relph

Playtesters:

Anthony Howgego

Archie Edwards

Peter Blenkharn

Rose Atkinson

Leigh Murphy

Heather McDade