



Rulebook (v5.5)

Starting a game

At the start of the game

- Each player takes an 8 card starter deck (4x Servoid, 4x Power Cell), shuffles it and places it face-down in front of them
- Add a stack of 4x Servoid to the Market
- Add a stack of 4x Power Cell to the Market
- Place the 21-card Malfunction deck (21x Overdrive) face-up nearby the play area
- Shuffle the remaining cards as the Scrap Deck and place it face down
- Deal 8 cards face-up to the Scrap Market from the Scrap Deck
- A 5x2 grid between the 2 players represents the Lanes which Scrapbots will be built in
- Randomly choose a player to go first
- Each player draws a starting hand, the player going first draws 3 cards for their starting hand. The player going second draws 4

Example starting layout



An in-progress game

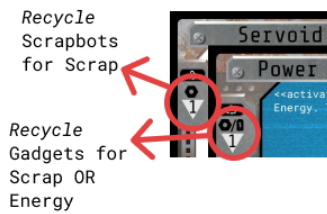


Playing the game

Golden Rules

- If at any point in the game you need to draw a card or look at the top of your deck but are unable to because your deck is empty, shuffle your discard pile and it becomes your deck
- If the text of a card contradicts the rules, the card text takes precedence
- The active player makes all decisions

Quick Summary

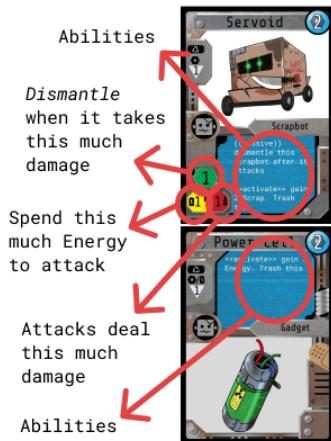


Recycle (discard) Scrapbots and Gadgets from your hand to gain Scrap



Spend this much Scrap to buy this from the Market

Use Scrap to buy cards from the Market



Build Scrapbots from your hand into lanes

Attach Gadgets from your hand onto your Scrapbots

Newly built Scrapbots can **Attack** and use **Activate** abilities immediately

Each Scrapbot can only **Attack** once per turn
Each Scrapbot and Gadget can only use its **Activate** ability once per turn

Scrapbot and Gadget **Triggered** abilities can occur any number of times and can even occur during the opponent's turn

Scrapbots are dismantled (placed in the discard pile) when they have received damage equal to their Health. Damage persists across turns

Undefended damage deals Malfunction cards to the opposing player

The game ends when the Malfunction deck is empty, the player with the least Malfunctions wins!



Rules

Players will begin the game by taking turns, going back and forth until the game ends when the Malfunction deck is empty.

Turn Phases

Each turn, the following phases occur:

Main Phase

- take actions (See [Actions](#))

Cleanup Phase

- discard any cards remaining in your hand
- unused Scrap and Energy is removed from your pool
- Ready (flip face-up) any Rebooted (flipped face-down) Scrapbots in your Lanes

Draw Phase

- draw a hand of 4 cards
- Discard all Malfunctions in your hand. Draw 2 cards for each Malfunction discarded this way. This effect may only occur once per turn

Actions

You may perform any of the following actions any number of times in any order during your Main Phase:

- Recycle
- Buy from the Scrap Market
- Build a Scrapbot
- Attach a Gadget
- Activate a Scrapbot or Gadget
- Trigger a Scrapbot or Gadget
- Attack with a Scrapbot

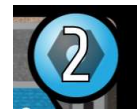
Recycle

Discard a card from your hand with the Recycle symbol (♻️) to gain the amount of resource listed to your pool. Scrapbots can only be recycled for Scrap. Gadgets can be recycled for Scrap OR Energy (you must choose one resource and receive the full recycle value in that resource).



Buy from the Scrap Market

Remove Scrap from your pool equal to the scrap cost of a card in the Market and add that card to your discard pile. Whenever a card is removed from the Scrap Market, deal a new card to the Scrap Market from the Scrap Deck.



Build a Scrapbot

Play a Scrapbot Ready (face-up) from your hand into an empty Lane (there is no cost to build a Scrapbot). Scrapbots cannot be moved or replaced from their Lane once they have been built. Scrapbots remain in play until dismantled. Scrapbots can be Activated and Attack immediately. There are only 5 Lanes to build in so you cannot have more than 5 Scrapbots in play at once.

Attach a Gadget

Each turn, once for each of your Scrapbots, you may attach a gadget from your hand to them, if they do not already have one attached. Place the card face-up below the attached Scrapbot so that the ability text is clearly visible. Gadgets grant the attached Scrapbot the its listed abilities. The Gadget will remain in play attached to the Scrapbot until that Scrapbot is dismantled or otherwise leaves play. When the attached Scrapbot leaves play, place the attached Gadget into your discard pile.

Activate a Gadget or Scrapbot

Only Scrapbots that are Ready or Gadgets that are attached to Ready Scrapbots may be Activated.

Each Activate ability may only be used once per turn.

If a Scrapbot has multiple Activated abilities, each ability may be used separately.

Trigger a Gadget or Scrapbot

Only Scrapbots that are Ready or Gadgets that are attached to Ready Scrapbots may be Triggered.

A Triggered ability occurs immediately during any player's Main Phase when the appropriate condition is met.

Triggered abilities can occur any number of times per turn.

Your triggered abilities can occur during an opponent's Main Phase.

Attack with a Scrapbot

Remove Energy from your pool equal to a Scrapbot's attack energy cost. Deal damage equal to the attack value to the lane.



Add a damage counter to the opposing Scrapbot for each point of damage dealt that did not dismantle it. Damage persists until the Scrapbot is dismantled.

Only Scrapbots that are Ready may attack.

Scrapbots may only attack once per turn.

Dealing Damage

Dismantling Scrapbots

If the damage dealt after an attack or resolving an ability would equal or exceed the amount of Health that the opposing Scrapbot has, that Scrapbot is dismantled. Place the dismantled Scrapbot and any attached Gadget in its owner's discard pile.

Excess damage is ignored (i.e. does NOT carry over to damage the opposing player).

Dealing Malfunctions

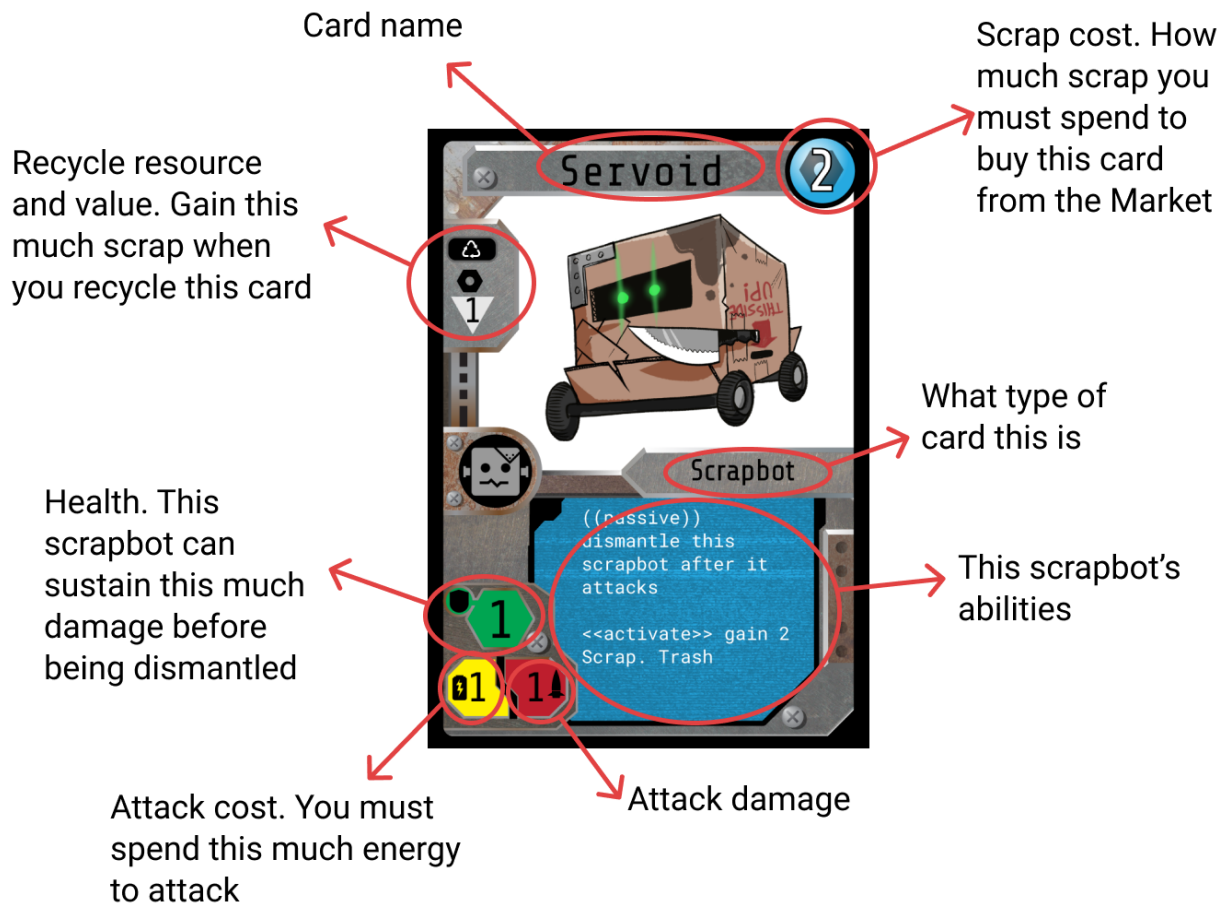
If damage is dealt after an attack or resolving an ability and there is no opposing Scrapbot in that Lane, the opposing player is dealt a Malfunction for each point of undefended damage. Malfunction cards are placed in your opponent's discard pile.

Winning the Game

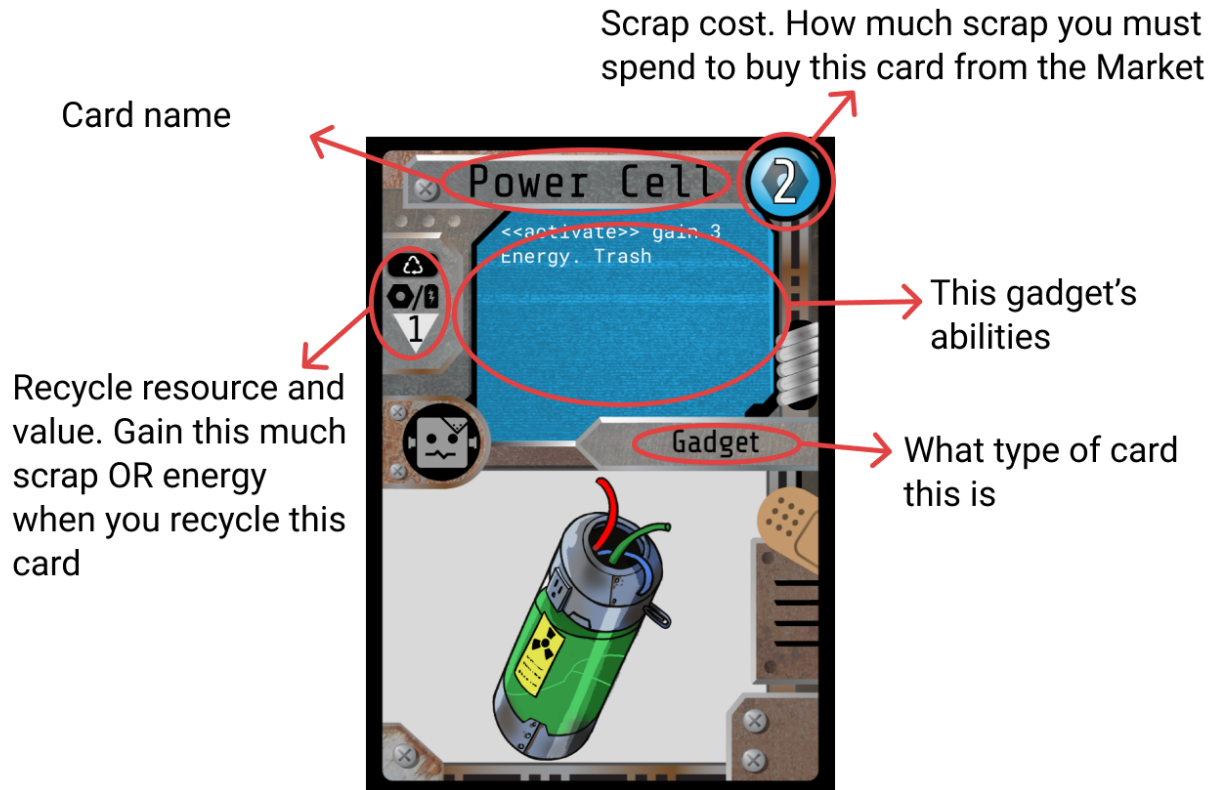
The game ends immediately when the Malfunction deck is empty (after resolving an attack and/or ability). Each player adds up all Malfunctions in their hand, deck, and discard pile. The player with the least Malfunctions is the winner!

Game Component Information

Anatomy of a Scrapbot card



Anatomy of a Gadget card



Keywords

Activate - a Scrapbot or Gadget ability that can be used at will, but only once per turn

Block(ed) - when a Scrapbot attacks and there is a Scrapbot in the opposing lane, that Scrapbot is considered blocked

Buy - remove Scrap from your pool equal to the cost of a card in the Market, then take that card and put it in your discard pile. Immediately refresh the Market from the Scrap Deck

Dismantle - place a scrapbot or gadget into its owner's discard pile. This can happen as a result of taking more damage than health that scrapbot has or as a result of a triggered or activated ability

Energy - spend Energy from your pool to power Scrapbot attacks. Gadgets can be recycled for Energy

Gadget - the secondary card-type, these provide the Energy you need to power up your Scrapbot attacks. They can also be attached to Scrapbots to grant them powerful new abilities

Lane - the play area within which Scrapbots are built in and battle. Your lanes line up with your opponent's lanes, forming a grid consisting of 5 columns and 2 rows

Malfunction - represents damage dealt to the player

Passive - a Scrapbot or Gadget ability that applies at all times while this card is in play

Pool - an imaginary holding area for your Scrap and Energy. It is "emptied" at the end of each turn during the cleanup phase

Ready - default state for Scrapbots, turned vertical. A Ready Scrapbot can attack and activate/trigger abilities

Reboot(ed) - flip a Scrapbot face-down to indicate it is Rebooted. A Rebooted Scrapbot is unable to attack or activate/trigger abilities

Recycle - discard a card from your hand to recycle it. Choose a recycle resource and receive the full recycle value in that resource. Scrapbots can only recycle for scrap, gadgets can recycle for scrap OR energy

Return - "heal" a Malfunction by removing it from the target area and placing it on top of the Malfunction deck

Trigger - a Scrapbot or Gadget ability that is only resolved when certain conditions are met

Scrap - the currency used to buy Scrapbots and Gadgets from the Market. Generate Scrap by recycling scrapbots and gadgets

Scrapbot - the primary card-type of the game, these are your units which go to battle for you. Build them in lanes and power up their attacks with Energy. Attach Gadgets to them to make them even more powerful

Trash - remove this card from the game

FAQ

If a Scrapbot started the turn with a Power Cell attached to it and that Power Cell were activated and trashed, is it allowed to attach another Gadget to that Scrapbot?

Yes, if a gadget is already attached to a scrapbot and then that gadget leaves play, you are allowed to attach a gadget to that scrapbot this turn.

Multiple triggered effects from both the active player and the opposing player would resolve simultaneously, how do we decide what happens?

The active player makes all decisions, therefore, the active player may decide in what order to resolve the triggered effects.

I attack an undefended lane with Mend Bot. There is only one Malfunction remaining in the deck, but I have a Malfunction in my hand/discard to return via Mend Bot's triggered ability, what happens? Does the game end?

Your attack would deal two Malfunctions, doing as much of the effect as you can, you deal one Malfunction. As a result of dealing Malfunction damage, Mend Bot's ability triggers, returning a Malfunction. The game does not end, because after resolving Mend Bot's ability, the Malfunction deck is not empty.

Components

21 card Malfunction deck

- 21x Overdrive

8 card Starter deck x2

- 4x Power Cell
- 4x Servoid

60 card Scrap deck

- 30x unique Scrapbots

- 30x unique Gadgets

8 additional Market cards

- 4x Power Cell
- 4x Servoid

Spritesheet

[Scrapbots 5.4 Spritesheet](#)

Solo Mode



[Solo Mode \(alpha\)](#)