DEBRIS

LOOT + BUILD + BRAWL

HOW TO PLAY

FIRST EDITION

Robotics have reached a point where humans have become an obsolete workforce. As humanity grow aimless and technologies relentlessly progress, wrecks of discarded bots pile up in giants scrapyards all over the world.

Bitter crowds start gathering around coliseums of scraps, for what would later be called "The Game of Debris."

Scavenging and repairing bots, in the prospect of throwing them against opponents, has become a thriving economy.

You're an engineer, and your ability to build and repair bots shines through, turning toasters into gladiators. Business is booming, and you need to get rid of the inconvenient competition.

IT'S TIME TO **LOOT BUILD BRAWL**

INTRODUCTION

Each player starts with a companion and a handful of debris cards. Each turn, players use debris for building, trading, and assigning tasks to their roster of bots.

Through the Maintenance & Business phases of a turn, players use cards from their hand to acquire packaged bots from the Market, build them, deceive their opponent, and stay alive. Once built, bots are used to draw more cards and get an edge on the competition. They have perks and defects that will affect their efficiency, as well as how they interact with the other components in play.

Each model of bot comes in differents versions, ranging from questionably operational to unexpectedly potent. Packaged bots are only revealed once built, so it's up to players to make the best from their luck and memory.

The goal of each player is to seize all of his opponent's cards, emptying his hand. A player wins the game when his opponent doesn't have any cards in his hand at the end of a turn.
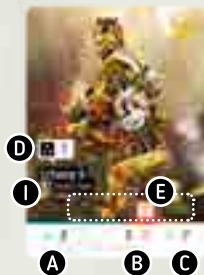
COMPONENTS

There are two main types of cards in Debris: the Bots cards and the Debris cards.

⊗ BOT CARDS x35

Bots are two-faced cards. The back is the packaging, with **Trading value**, **Building costs**, as well as perk advertising **(H)** -- meaning at least one of the *functional* models has the advertised perks. The front shows the *functional* bot, with its stats, perks & **Recycle ⚘ value.**

*Bot **Back** (packaging)*   *Bot **Front** (functional)*

(A) → The **Carry** ⚘ represents the bot's ability to draw cards.

(B) → The **Attack** ✕ represents how much **damage** it deals
(C) in combat, and its **Durability** 🛡 how much **damage** it can sustain between turns. If a bot has sustained an amount of **damage** equal or superior to its **Durability**, it is *destroyed*.

(D) → The **Recycle** ⚘ value represents how many cards can be salvaged (drawn from the **Scrapyard**) when the bot is *destroyed*.

(E) → The **Perks & Defects** of a bot are gameplay modifiers that affect how the bot interacts with other components & rules.

(F) → The **Trading** cost of a *packaged* bot tells how much it costs to **acquire** the bot.

(G) → The **Building** cost shows how many of each resource type (**Carry** ⬤, **Attack** ◆ & **Durability** ▢) must be *attached* to this bot in order to **reveal** it.

(I) → Dice show how many different rolls are possible for a given packaging, and how good they can be. The higher, the better.

⚠ The complete and detailed list of **Perks & Defects** is located at the back of this rulebook.

⚠ *Important:* There is a direct relationship between a *packaged* bot's **Building costs** and its stats. The higher the **Building** costs in a given category, the higher the related stat will be.

⇌ COMPANION CARDS x5

Companions are a special type of bot. They are only used during the setup of the game and when specific conditions are met. They cannot be **traded** and do not have any **Building costs**.

Back (packaging)

◈ DEBRIS CARDS x70

Debris are single-faced cards. They have **Trading** and **Building values**. **Traps**, while considered Debris cards, only have a **Trading value**, and thus may not be used to **build** bots.


Common Debris   *Trap*

Ⓐ → The **Trading value** of a Debris card tells how valuable it is in a **trade**. Debris cards from a player's hand are used to **acquire** *packaged* Bots on the table, either from the **Market Row** or an **Opponent's side**.

Ⓑ → The **Building values** of a Debris card tell you how much they can contribute to **building** a *packaged* Bot when **attached** to one. They are split in the same three categories found on a *packaged* bot: **Carry** ●, **Attack** ◆ & **Durability** ■ .

SETUP

To set up the game, separate all the cards into 4 piles:

(A) → The **Scrapyard** contains all Debris cards except the traps.

(B) → The **Traps** pile contains all the Trap cards.

(C) → The **Market** contains all the **bot** cards except the **Companions**.

(D) → The **Market** contains all the bot cards except the **Companions**.

Shuffle all piles separately and place them face-down on the table. Lay down the top five cards of the **Market** pile (packaged side up) in order to create the **Market Row (E)**.
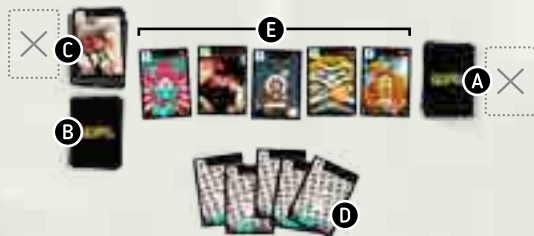
Your setup should look like this

Leave some room on the side of the **Market** & **Scrapyard**: these will be each pile's trash.

Once any pile (except **Traps** that are a limited resource) is depleted, shuffle its trash pile in order to refill it.

Each player draw 8 **Debris** cards from the **Scrapyard** (Never show your opponent your hand.), and a **Companion** Bot from the **Companion** pile.

Companions are placed *packaged* side up on each player's side of the table.

A player dissatisfied with her initial cards may take a **mulligan**. To do so, shuffle any number of cards from your hand into the **Scrapyard**, then draw back up to eight.
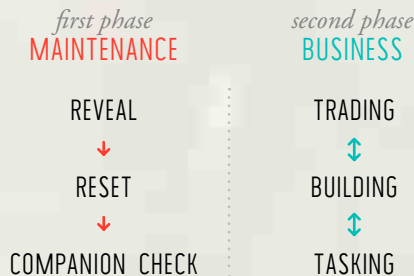
YOU ARE **READY** TO PLAY

HOW TO PLAY

Players alternate taking turns until a turn ends with an empty-handed player. That player loses the game to his opponent.

The player who has read an Asimov book most recently starts the game.

Each turn is divided in two phases: **Maintenance** and **Business**. Once a player ends his **Business Phase** (either by choice or because he can't do any more actions for that turn), his turn is finished, and his opponent's turn starts.

first phase	*second phase*
MAINTENANCE	BUSINESS
REVEAL	TRADING
↓	↕
RESET	BUILDING
↓	↕
COMPANION CHECK	TASKING

⚠ ***Important:*** The first player skips her **Maintenance Phase**, and thus cannot reveal her **Companion** bot on the first turn.

PHASES

⋊ MAINTENANCE PHASE

This is the very beginning of a player turn. Maintenance steps are executed in specified order.

⏻ **1: Reveal** *packaged* bots
You may **reveal** (turn face-up) any of your **built** *packaged* bots. A *packaged* bot is considered **built** once the total of **Building values** attached to it is equal or superior to its **Building costs**. The bot becomes *functional* and *available*, and any card *attached* to the bot goes to the **Scrapyard**'s trash pile. (see p.14)
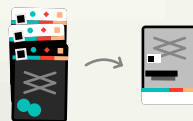
⟳ **2: Reset** *unavailable* bots
Any bot that became *unavailable* on your last turn goes back to an *available* state (standing straight). Clear any **damages** it may have sustained since its last **Reset**.

3: Companion Check

If you don't have a **Companion** (*revealed* or *packaged*), draw one from the **Companion** pile and place it *packaged* side up on your side of the table (reveal it on your next turn).

⋙ BUSINESS PHASE

*You can do any of the following in any order, as many times you want.*

⇆ Trading

Acquire a *packaged* bot from the **Market Row** or your **opponent's side** (with or without consent), according to the rules below. Once per turn, you may also acquire a **Trap** from the **Traps** pile.

→ **Market Row**: **Trade** cards with a total **Trading** value equal or superior to the *packaged* bot you want to **acquire**. Traded cards go into the **Scrapyard**'s trash pile, and the *packaged* bot is placed on your side of the table. Lay down the first bot of the **Market** pile in the **Market Row** so there are always five *packaged* bots available.
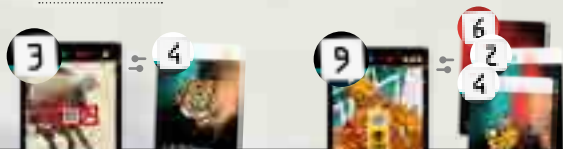
→ **Opponent's side**: **Trade** cards with a total **Trading value** equal or superior to the *packaged* bot you want to **acquire**, as well as the sum of all the cards *attached* to it, plus **2**. **Traded** cards go into your **opponent's hand,** and the *packaged* bot is placed on your side of the table along with all the **Debris** cards *attached* to it (they stay *attached* to the *packaged* bot).

opponent's *packaged*
bot with *attached* debris

cards traded from
your hand
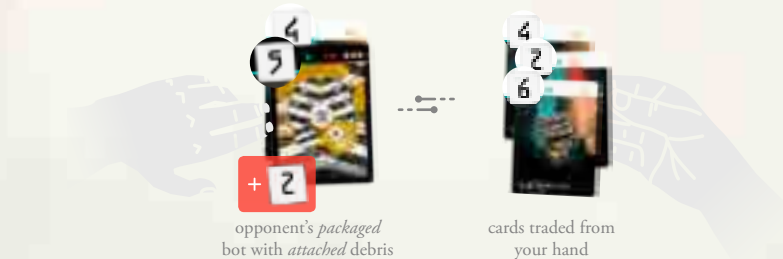
→ **Trap pile**: **Trade** cards with a total **Trading value** equal or superior to **4**. Draw the first card of the **Traps** pile and put it in your hand; traded cards go into the **Scrapyard**'s trash pile. This can only be done once per turn.

⚠ **Important:** When **trading** cards in excess of the required **value**, the extra amount is lost and may not be transferred toward another **trade**. *Packaged* **Companion** bots cannot be traded away.

+ Building

Attach any number of **Debris** cards from your hand to any of your *packaged* bots to **build** them. *Attached* cards are no longer in your possession; they are bound to the *packaged* bot until it is *revealed*. You cannot move *attached* cards from a *packaged* bot to another, nor can you take them back in your hand.

A *packaged* bot is considered built once the total of **Building values** (white background) *attached* to it is equal or superior to its **Building cost** (black background).

| turn 1 | turn 2 | turn 3 | turn 4 |
| acquired | build started | build completed | revealed |

⚠ *Important*: You don't have to **build** a *packaged* bot on the same turn you **acquired** it, and can take as long as you want to do so. You can *attach* as many card as you want, even if the **values** exceed the **costs**. A **built** bot can only be *revealed* during the **Maintenance phase**: you cannot **reveal** it the same turn it is **built**.

→ Tasking

Each *revealed* and *available* bot may be **assigned** one task per turn. When a bot is given a task, it is dedicated to it and becomes *unavailable* (turned 90°) until your next turn. An *unavailable* bot cannot **intercept** an opponent's bots.

Note: It may be wise to keep some bots *available* as a line of defense during your opponent's turn.

→ Scavenge
Send the bot on a scavenging mission. **Draw** a number of cards from the **Scrapyard** equal to that bot's **Carry** ⟨.

→ Brawl
Attack another bot. Choose one of your **opponent's revealed** bots (*available* or *unavailable*) as a target. Your opponent may choose one of his *available* bots to **intercept** your **attacker**. If he does, that bot become the new **target**.

A fight is resolved between your bot and its **target**. Each bot simultaneously deals **damages** equal to its **Attack** ✗ to the other. If a bot has sustained an amount of **damages** equal or superior to its **Durability** ⛊, it is *destroyed*. When a bot is *destroyed* during a **Brawl**, it is placed in

the **Market**'s trash pile. **Companions** are shuffled in the **Companion** pile. Its owner draw a number of cards from the **Scrapyard** equal to the trashed bot's **Recycle ♣ value**.
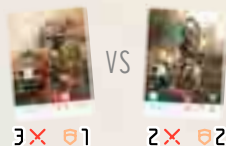
bots are mutually *destroyed*

Recycle ♣ is drawn by both owners, attacker draw first.
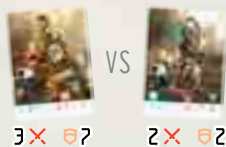
Lamb T-1 is *destroyed*

Recycle ♣ is drawn by its owner.

Sc4veng-R sustain **2 damages**, its **Durability 🛡** is now **5** until its next **Reset**.

⚠ *Important*: **Damages** stack between fights and are only cleared during the bot owner's **Maintenance phase**. If necessary, use tokens, coins, or anything handy to keep track of **damages** in-between turns.

➜ **Ransack**

Loot your **opponent's hand**. She can choose one of her *available* bots to **intercept** your bot. If he does, the **Ransack** becomes a **Brawl**. Your bot is the **attacker**, and your opponent's bot is its **target**.

Otherwise, draw a number of cards from your **opponent's hand** equal to your bot's **Carry 👤 stat**. Cards are chosen randomly, drawn one at a time, and put into your hand. If your opponent does not have enough cards in hand, that's unfortunate, but you can't draw more.

⋯⋯⋰ 1 👤 → 2 👤 → 3 👤 ⋯⋯⋯

If you draw a **Trap**, the **Ransack** is **interrupted** — keep the cards drawn prior to the **Trap** — and your bot is *destroyed*. The **Trap** is removed from the game, and your opponent draws a number of cards from the **Scrapyard** equal to your bot's **Recycle ♣ value**.

⚠ *Important*: When a **Trap** is drawn by a **Defuser** bot, all **Trap** rules apply; however as the bot is not *destroyed*, no **Recycle ♣** is drawn by the **Trap**'s owner.

⚠ *Important*: A **Cautious** bot does not trigger a **Trap** unless you choose to draw it from the ones looked at.

END POINT

At the end of any turn, if a player has no card left in hand, he is unable to keep up with his business and maintenance costs. He goes bankrupt.

His opponent wins the game.

TWISTS

Once you get used to Debris's rules & mechanics, you can spice up gameplay a bit by twisting several rules.

RANDOM TRAPS

Instead of buying **Traps** from the **Traps** pile, shuffle them directly into the **Scrapyard** during the game's setup. They only explode during a **Ransack**.

◬ OWNER'S CHOICE

Recycle rules do not apply normally (except for **Traps**). When a bot is *destroyed*, instead of going to the **Market** trash pile, its owner chooses one of the following:

→ **Recycle** the bot: draw its **Recycle ◬ value** from the **Scrapyard** and put the *destroyed* bot in the **Market**'s trash pile.

→ **Keep the bot:** turn the *destroyed* bot *packaged* side up, as if you just **acquired** it from the **Market Row**.

SPECIAL THANKS

Game design & Art by
Timothé Lapetite

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PERKS & DEFECTS

Asimov's Laws

Cannot do **Ransack**. If possible, must **intercept** any **Ransack** against its owner.

Berserk

Cannot do **Scavenge**. Must **Brawl** or **Ransack** every turn.

Cautious

When drawing cards, look at **X** cards. Draw only one and put the others back in any order. **X** = bot's 👤

Shifty

Cannot be **intercepted** when doing a **Ransack** or **Brawl**, except by another **Shifty** bot.

Restless

May perform a **second task** each turn or stay **available** after the first.

Threat

When doing a **Ransack**, must be **intercepted** by the opponent whenever possible.

Defuser

Is not *destroyed* by **Traps** when doing a **Ransack**.

Guard

Can **intercept Shifty** bots.