COMPUTER junkyard

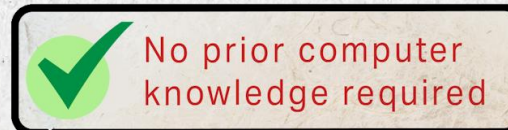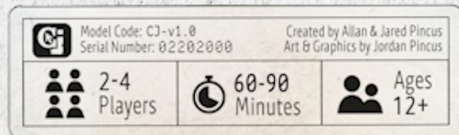**The Best Computer Game Not Played on the Computer™**

You found a box of **old software games** at a yard sale and can't wait to play them with your friends. To your dismay, modern computers won't run them. So, you all race to **build** your own **vintage computer** out of spare parts.

Welcome to *Computer Junkyard,* the perfect place to find all the components you will need! Scavenge for parts, sabotage, steal, and trade with your opponents, while doing it all with just the cash in your pockets. Be the first to build a computer good enough to run your game!

USER MANUAL

OBJECTIVE

Be the first to build a complete, bug-free computer that satisfies the hardware requirements of your selected software game.

✓ No prior computer knowledge required

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COMPONENTS

(A) 1 rulebook	(B) 4 player boards	(C) 1 eight-sided die	(D) 1 timer (2 min)
(E) 1 tile pouch	(F) 1 price board	(G) 4 dry-erase markers	(H) 4 block diagrams

(I) 12 bug sprays	(J) 12 locks	(K) 4 motherboards	(L) 97 hardware tiles
(M) 8 computer bugs	(N) 7 software games	(O) Junkbucks	

JUNKYARD PRICEBOARD

| QUANTITY AVAILABLE	BUY/SELL PRICE
1	$8
2	$4
3	$2
4+	$1

OUT OF INVENTORY
Junkyard pays $12

GAME AREA

Give each player a game board (B) called the **Computer Chassis**, which they place in front of them. Orientation of the board does not matter. Players build their **Computers** on their **Chassis**.

Each player begins with a **Motherboard** (K) which they place anywhere on their **Chassis** aligned to and within the grid border.

The area central to the players is called **The Junkyard** where items common to all players will be kept.

The area to the right of a player's **Chassis** is their **Workbench**, where players will keep their individual items.

WORKBENCH
Player 3

WORKBENCH
Player 4

JUNKYARD

WORKBENCH
Player 2

WORKBENCH
Player 1

GAME SETUP
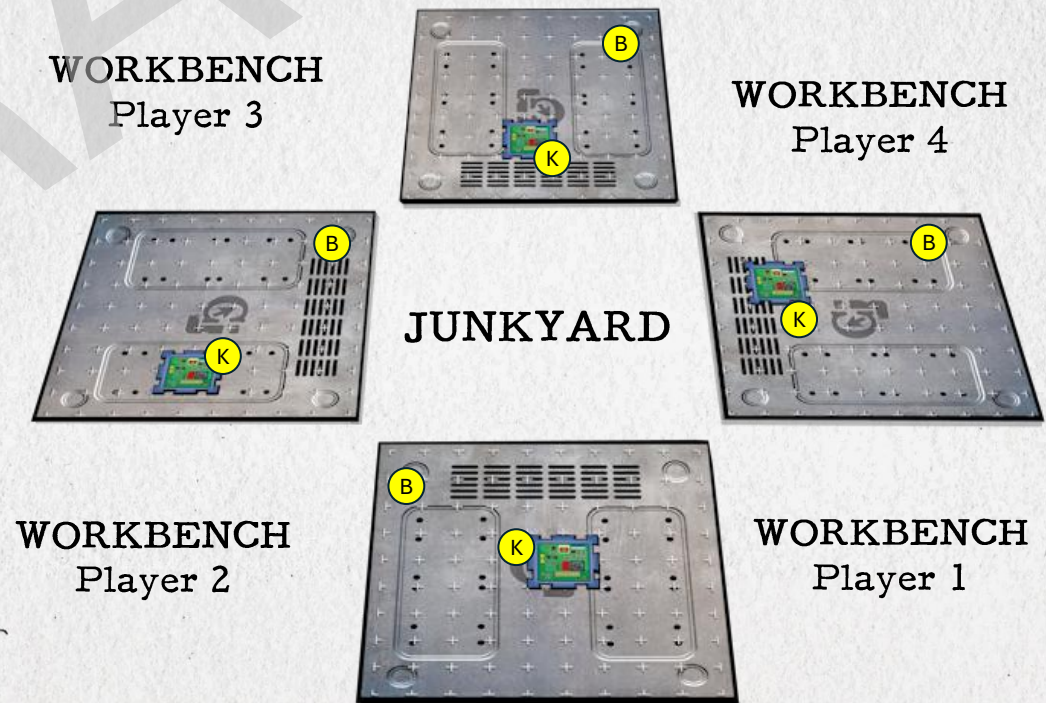
Backs of tiles and quantities

STEP 1: HARDWARE & BUG TILES

Reduce the number of **Hardware** Ⓛ and **Bug** Ⓜ tiles depending on the number of players as follows:

4 players: No change. Use all hardware and bug tiles.
3 players: Remove and discard the **21** tiles with silver backs.
2 players: Remove and discard the **42** tiles with silver and gold backs.

Mix the tiles to be used into the pouch Ⓔ and place it in the **Junkyard**.

STEP 2: SOFTWARE TILES

Separate the **7** software tiles Ⓝ into their 2 groups, A and C (there are no group B tiles). Gather a subset of tiles based on number of players as shown in the table. Set the remaining tiles **face down** and out of play.

PLAYERS	
4	Use the 3 group A tiles, and 1 randomly from group C
3	Use the 3 group A tiles only
2	Use any 2 tiles from group C

Randomly give each player one of the **software** tiles, which they place face down in their **Workbench** ①. Players may peek at their **software** tile throughout the game.

STEP 3: JUNKBUCKS

Select a player to be the **Cashier** who will manage the transactions throughout the game.

Players	$1	$5	$10	Total
4	5	3	3	$50
3	5	3	2	$40
2	5	2	2	$35

Each player is given the amount shown in the table according to the number of players and placed in their **Workbench** ②. Create a bank with the remainder and place it in the **Junkyard** ③.

STEP 4: PLAYER STARTING TILES

Each player draws **3** tiles from the pouch and places them in their **Workbench** face up ④. **If a Bug or duplicate tile is drawn (for that player), return it to the pouch and draw again.**

STEP 5: JUNKYARD STARTING TILES

Calculate **2 times** number of players and draw that many tiles from the pouch. Place them all face up in the **Junkyard** ⑤, clustering like tiles together by type. Do not stack the tiles. **If a Bug is drawn, return it to the pouch and draw again. Duplicates are ok.**

STEP 6: OTHER ITEMS

Place the price board Ⓕ, die Ⓒ, locks Ⓘ, and bug sprays Ⓙ, in the **Junkyard**. Give each player a dry-erase marker Ⓖ and reference card Ⓗ which they keep in their **Workbench**.

STEP 7: ASSIGN THE SYSTEM ADMINISTRATOR

Select a player to go first, called the **SysAdmin,** who holds the **timer** Ⓓ, known as **the System Clock**. Play continues clockwise.

Example of the Junkyard and player setup at the start of the game
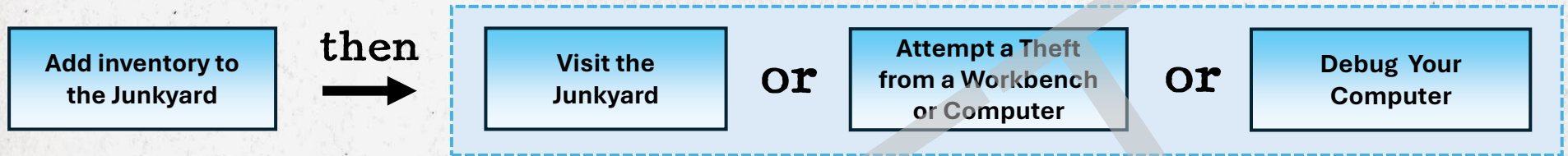

The Junkyard

Player's Workbench
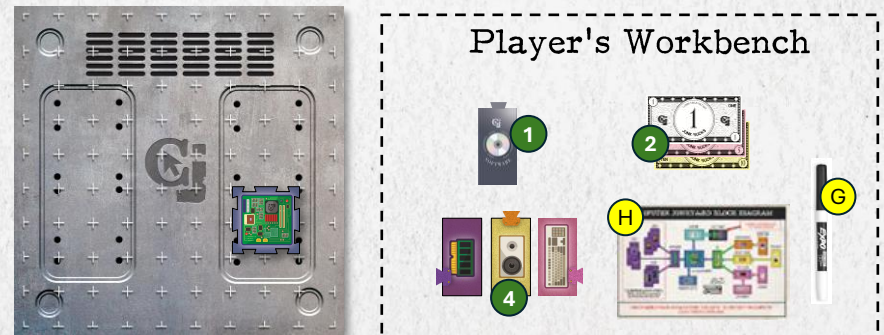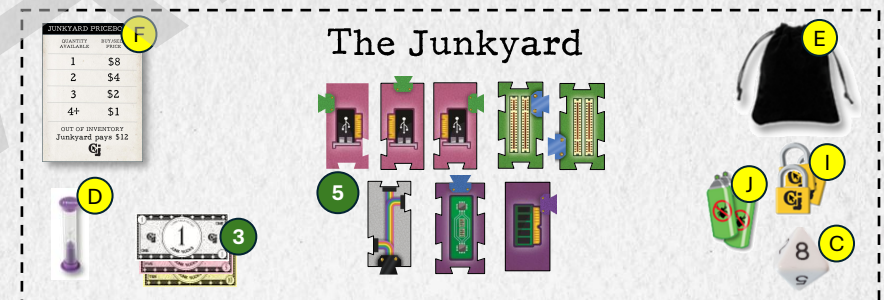
THE GAME LOOP

The game is played in rounds. Each round has 3 Phases, played in order.

PHASE 1: TAKE AN ACTION (pages 5 – 6)

This phase is played in turns, beginning with the **SysAdmin**, and continues clockwise. Once each player has had a turn, continue to Phase 2. **Players may make deals with each other throughout Phase 1.**
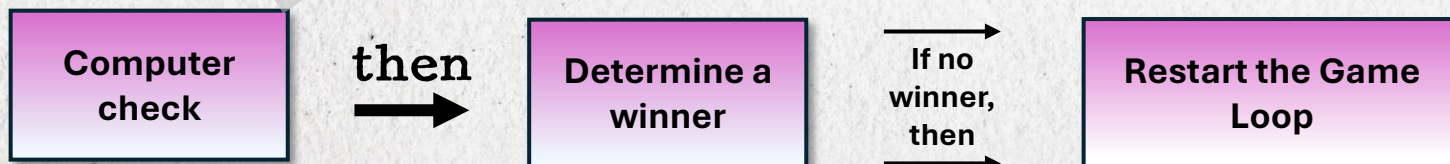
| Add inventory to the Junkyard | **then** → | Visit the Junkyard | **or** | Attempt a Theft from a Workbench or Computer | **or** | Debug Your Computer |

PHASE 2: BUILD THE COMPUTER (pages 7 – 8)

The players build their **computers** at the **same** time. When ready, the **SysAdmin** starts the **System Clock** to begin building. When time expires, **building must stop, even if a player has tile(s) they can reconnect (known as "loose tiles"). These are moved to the workbench.**

| Connect & Rearrange Hardware | **and/or** | Swap Tiles | **and/or** | Install Software |
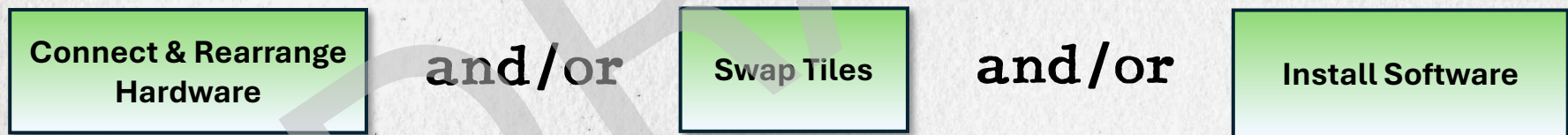
PHASE 3: SYSTEM VERIFICATION (page 9)

Players check to see that the computers have been built correctly

| Computer check | **then** → | Determine a winner | If no winner, then → | Restart the Game Loop |

4

PHASE 1: PLAY AN ACTION

Suggestion: Review the Phase 2 rules first to learn how tiles are connected together (pages 7 – 8)

ADD INVENTORY TO THE JUNKYARD

Draw **2 tiles** (or as many that remain) from the pouch and place them face up in the **Junkyard**.

If a Bug is drawn

Play the **bug** immediately on an opponent's **computer** by connecting it to an available **hardware** input **port**. That **hardware** tile is now **bugged**. If there are no open **ports on your opponents' computers**, or you cannot fit the **bug** on the **chassis** grid even when there is an open **port**, the **bug** is discarded from the game. You may, **but are not required to**, bug your own **computer** (perhaps as part of a deal).

You may only **bug** a **computer** once per turn. If two **bug** are drawn, return one to the pouch and draw again, unless only **bugs** remain in the pouch.

VISIT THE JUNKYARD

You may buy and/or sell in any order; however, you may not buy and sell the same type of tile on the same turn. **For example: If you buy or sell a power supply, you cannot then buy or sell another power supply.**

You may buy up to **2 tiles** from the **Junkyard,** and you may sell up to **2 tiles** from your **Computer** and/or **Workbench**. You buy and sell based on price board according to how many of that type of tile are in the **Junkyard** at that moment. **See "Buying and Selling Hardware" on page 10 for examples**.

When you buy tile(s) you **must** put them into your **Workbench**. You can play them during Phase 2.

How to sell: Select the tiles you wish to sell, determine their price, and collect that amount from the **Junkyard**. Price is determined between each sale.

When selling from the computer: If you sell a tile that would disconnect others (making them **loose**), move those to your **Workbench**. You may not sell bugged hardware; however, bugged hardware may be relocated to free up a tile you do wish to sell. Bugged hardware must always be reconnected to your computer by the end of Phase 1.

Sold tiles are placed face up into the Junkyard, not the pouch.

JUNKYARD PRICEBOARD	
QUANTITY AVAILABLE	BUY/SELL PRICE
1	$8
2	$4
3	$2
4+	$1

OUT OF INVENTORY
Junkyard pays $12

See "Buying and Selling Hardware" for examples on page 10.

PHASE 1: PLAY AN ACTION(cont'd)

ATTEMPT A THEFT

You may attempt to steal a **hardware** tile from a **computer** or **workbench**. The motherboard, software tile, bugs, bugged hardware, bug sprays and locks may not be stolen.

When stealing from the computer
a) You may **not** steal a tile if it would disconnect other tiles (making them **loose**).
b) You may **not** steal a tile if it is touching the border of the **chassis** grid.

Make your attempt
Roll the die and **subtract** the number of **locks** on your opponent's **motherboard**, if any. This is your total roll. You may not change your tile selection once the roll has been made.

From the Workbench
If your **total** is **3 or higher**, the theft is a success, otherwise your action ends.

From the Computer
If your **total** is **5 or higher**, the theft is a success, otherwise your action ends.

Upon a Successful attempt
Claim the tile and place it in your **workbench**. Your opponent takes a **lock** and places it on their **motherboard**. There is no limit to the number of **locks** a player may have.

Cannot steal. These tiles are touching the grid border

Cannot steal motherboard

Cannot steal. Removing would orphan other tiles
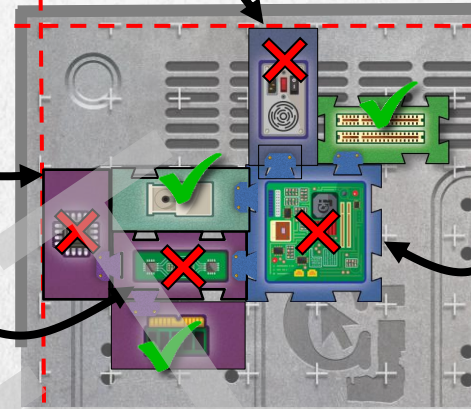
DEBUG YOUR COMPUTER

You have **2 attempts** to debug. Select the **Bug** you would like to remove from your **Computer** and roll the die. On an **8**, remove the bug and play it on an opponent, if possible, otherwise the bug is discarded.

If the roll is **7 or less**, add the number of **Bug Sprays** on your **Motherboard**, if any, to your roll. This is your **total**.

If your **total is 6 or greater**, the **Bug** is removed and **discarded** from play.

If the attempt to debug **fails**, collect a **bug spray** and place it on your **motherboard**. There is no limit to the number of **bug sprays** a player may have.

You may repeat the steps above a second time, either for the same bug if you failed the first time, or for a different bug.
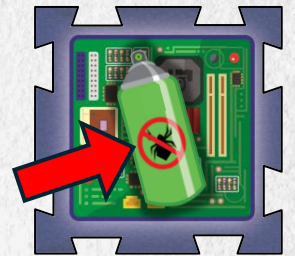
MAKING DEALS

During Phase 1 of your turn you may make deals with other players. Honoring a deal is up to the players making the deal. Deals may include buying, borrowing, loaning, selling, trading, etc. No rules of the game may be broken, even if needed to honor a previous made deal. Deals may not include locks, bug sprays, motherboard, software, bugged hardware and their bugs.

Any completed deal between players may not be reversed during the same round. For example, if you are first to play, and you borrow money from player 3, you cannot return any of the money borrowed on their turn until the next round. It would be considered a separate deal.

PHASE 2: BUILD THE COMPTUER

CONNECT & REARRANGE HARDWARE

Your **computer** is the collection of **hardware** tiles connected together on the **chassis**. All others are **loose** tiles.

Output **port**

Input **port**

Tiles connect together using output and input **ports**. Output **ports** fit all input **ports**.
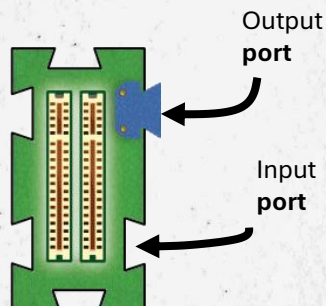
Connections begin with the **motherboard** and extend outward.

All connections are **color-coded**. You can also refer to the **block diagram** as a guide (**shown on page 11**).

Chassis

Correct. Colors match.

Incorrect. Colors do not match
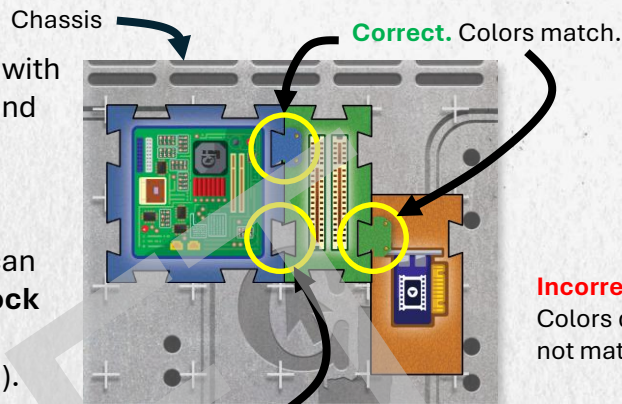
Correct. Inputs may block each other

SPLITTERS

Use splitters to connect multiple tiles to the same input **port**. The black **ports** of the **splitter** match all other colors.
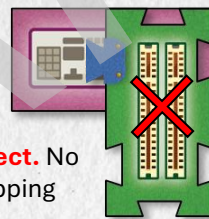
The **hardware** tile to which the **splitter's** output **port** is connected becomes the **primary color connection.**

All other **hardware** connected to the **splitter** must match the **primary** tile's color.

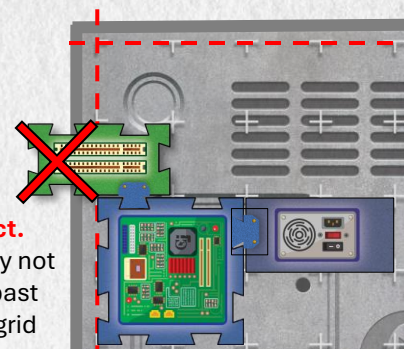**Splitters** may be connected to any other tile except software.

Primary connection color

Color does not match primary connection color

Splitter input ports can be left open
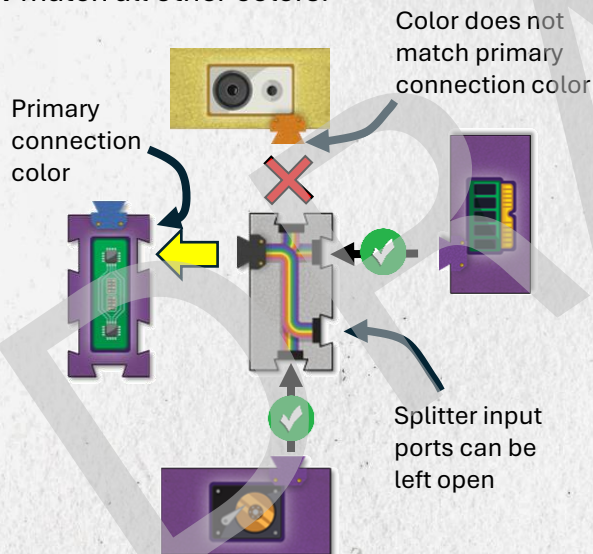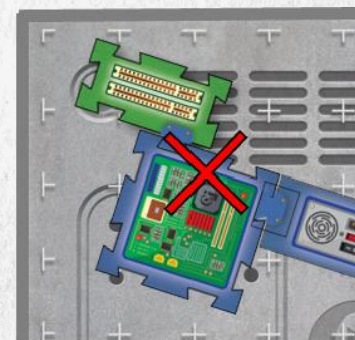
Incorrect. No overlapping

Incorrect. Splitter cannot be connected to the software tile.

Incorrect. Tiles may not extend past edge of grid

**Incorrect.** Tiles must be aligned to the grid by the end of Phase 2.

Splitters may be chained together.

PHASE 2: BUILD THE COMPTUER(cont'd)

REARRANGING

You may reorient, realign, disconnect and reconnect any **hardware** tiles on your **computer** as much as desired until time expires. You may exchange tiles between your **computer** and **workbench**.

When rearranging a hardware tile with a bug, the bug must stay locked to the port to which it was originally connected.
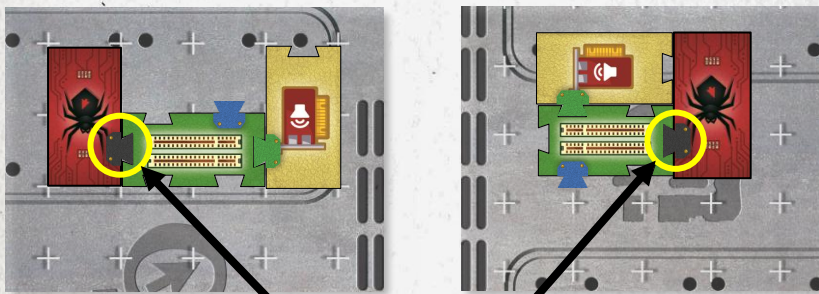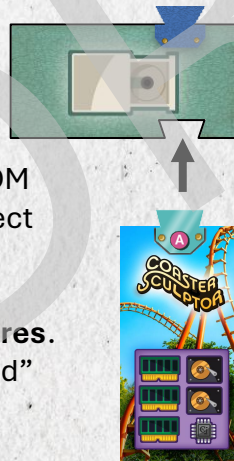
Same port after rearranging

The tiles below have been reconnected to different matching **ports** and reoriented on the **chassis**.

Once connected, a **bug** must stay locked to that **port** until removed by rule.

Bugs may also be connected to **splitters** and **motherboards**. When connected to a **splitter**, only that **splitter** is bugged, like all other **hardware**.

INSTALL SOFTWARE

During Phase 2, you may connect your **software** as the **last** tile directly to a CDROM drive. Declare **"installed"** when you connect the software to alert the players.

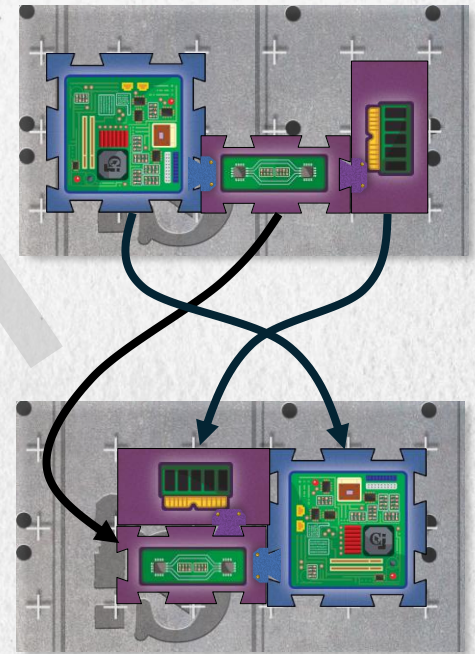**Allow Phase 2 to continue until time expires**. More than one player may declare "installed" during Phase 2.

Reminder: **software** cannot be connected to the CDROM through a **splitter**.

SWAP TILES

You may swap any tile in your possession for the same type in the **Junkyard**. Declare **"swap"** when you make an exchange so all players are aware a swap was made. There is no limit to the number of swaps you can make. Bugs cannot be swapped.
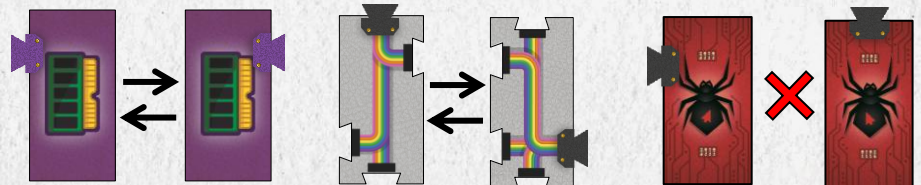
PHASE 3: SYSTEM VERIFICATION

COMPUTER CHECK

Each player's **computer** is checked for the following:

a) Loose tiles are moved to the **Workbench**.

b) All tile connection match color. If there is an invalid connection, disconnect the offending tile(s) and move them to the **workbench**.

c) Bugged **hardware** must be connected to the **computer**. If it cannot be reconnected because of an invalid connection, make minimal modifications to the **computer** so it can be. You may add a tile back to the **computer only if** it is required to reconnect the bugged **hardware**.

DETERMINE A WINNER

If one or more players have declared **"installed"** during Phase 2, see "Winning the Game" to verify their computer(s). **The first player that declared "installed" and has a verified computer, wins!**

If there is no winner:

RESTART THE GAME LOOP

Pass the **System Clock** to the player to the left. This player becomes the new **SysAdmin** to begin the next round.
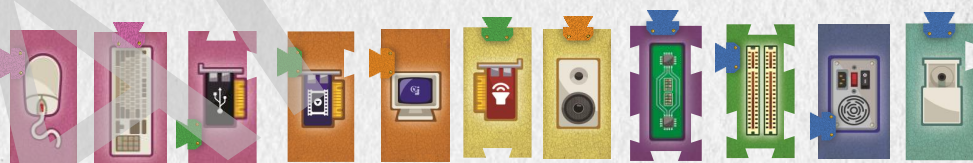
WINNING THE GAME

When one or more players have declared **"installed",** their **Computer(s)** are verified as follows:

① The computer is free of Bugs

② There is no Splitter between the CDROM and Software tile

③ There is one (or more) of each of these 11 types of tiles

④ There are at least the number of HDDs, CPUs, and RAMs as shown on the software tile.

Example:
This software tile requires at least **3** RAM, **2** HDD, and **1** CPU on the computer.

⑤
COMPUTER JUNKYARD BLOCK DIAGRAM

All connections match the block diagram (see page 11)

If a condition above is not met, the software tile is removed, and the game continues as usual.
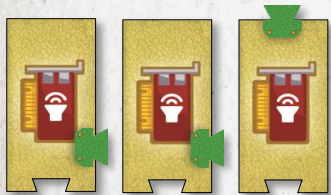
BUYING AND SELLING HARDWARE

The **Junkyard Priceboard** shows the price of a type of hardware based on how many are available in the **Junkyard** when you choose to **Visit the Junkyard** during Phase 1. **Examples of buying and selling are shown below.**
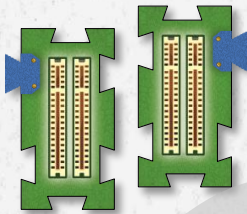
In the Junkyard

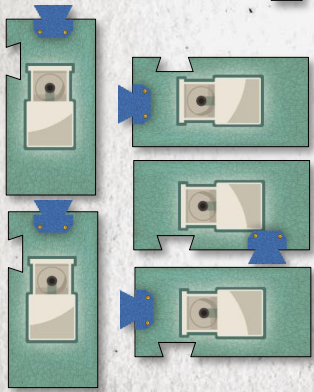Determine the price before the purchase is made.

Only 1: Buy for $8

3 audio cards: Buy one for $2, the next is $4

2 PCIs: Buy one for $4, the next is $8

5 CDROMs: Buy one for $1, and the next also for $1

JUNKYARD PRICEBOARD

QUANTITY AVAILABLE	BUY/SELL PRICE
1	$8
2	$4
3	$2
4+	$1

OUT OF INVENTORY
Junkyard pays $12

JUNKYARD INVENTORY

COMPONENTS		PLAYERS 4	3	2
Bug	Splitter	8	6	4
CPU	HDD	RAM	9	7	5
Databus	PCI	7	6	5
USB	Audio	Video	6	5	4
Power supply	Speaker	CDROM	5	4	3
Monitor	Keyboard	Mouse			

The total inventory of hardware in the game is shown on the reverse of the price board. It is based on the number of players (tiles are removed during setup).

In the player's Workbench

Determine the price before the sale is made.
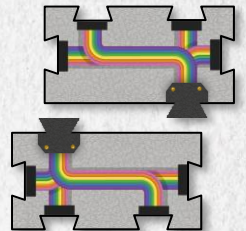
Sell the PCI for $4 (2 are already in Junkyard)
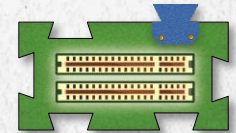
Sell a power supply for $8 (One is already in Junkyard). Sell next one for $4 (there will be two in Junkyard)

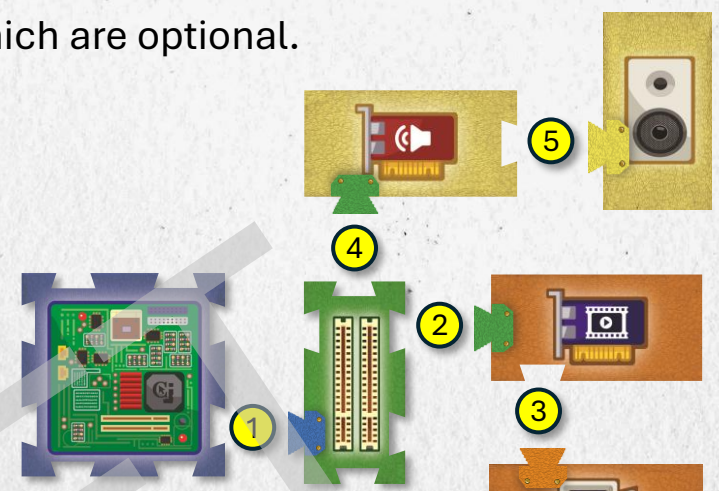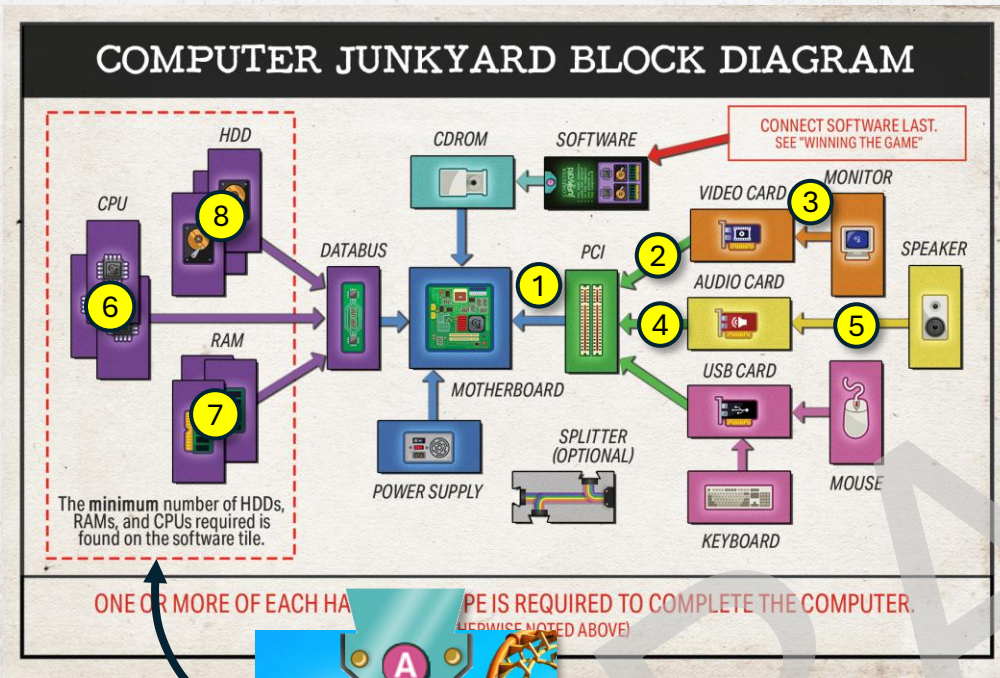No splitters in the Junkyard: Sell first one for $12. Sell next for $8 (since one will be in the Junkyard)

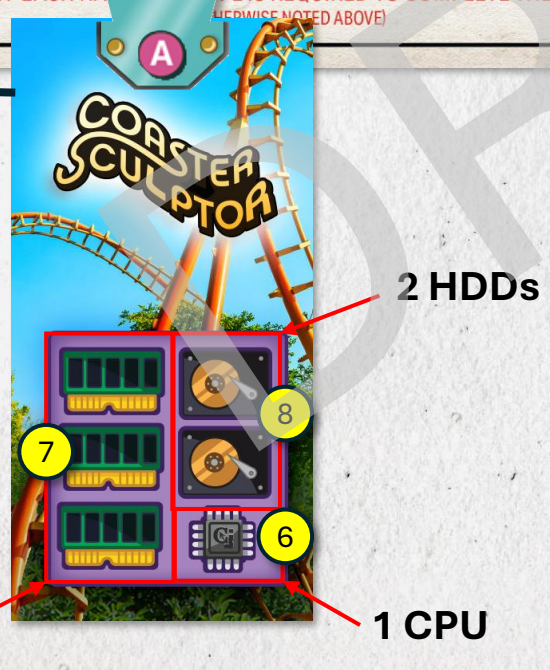**Bug sprays** and **locks** cannot be sold to the Junkyard

THE BLOCK DIAGRAM

Each player receives a **Block Diagram** illustrating the connections. You must have **one or more of each type** of **hardware** shown, except for **splitters**, which are optional.

COMPUTER JUNKYARD BLOCK DIAGRAM

CONNECT SOFTWARE LAST. SEE "WINNING THE GAME"

The **minimum** number of HDDs, RAMs, and CPUs required is found on the software tile.

ONE OR MORE OF EACH HARDWARE TYPE IS REQUIRED TO COMPLETE THE COMPUTER. (OTHERWISE NOTED ABOVE)

Example of how hardware tiles connect to each other according to the block diagram. All connections are also color-coded.

The minimum quantity of HDDs, RAMs, and CPUs required to complete the computer are shown on your software tile

2 HDDs

1 CPU

3 RAMs

With the dry-erase marker provided, you can track your progress and that of your opponents using the table on the back of the block diagram.

Track player hardware - use dry-erase marker only

PLAYERS

ATTEMPT A THEFT
Can't cause orphaned tiles. Can't steal bugs, bugged hardware, locks, bug sprays, motherboard, or software.
1. Select tile and roll the die
2. Subtract number of opponent's locks from roll
3. From workbench: Result of 3+ is a success
4. From computer: Result of 5+ is a success
5. On success, opponent takes a lock.

DEBUG YOUR COMPTUER
You have 2 attempts per turn:
1. Select Bug, roll die
2. Add number of Bug Sprays to roll
3. Result of 6+ is a success
4. On fail, take a Bug Spray
You may repeat these steps once.

DRAFT

Creators: Allan Pincus & Jared Pincus
Art & Graphics: Jordan Pincus

dream egg GAMES

02.11.2025