



Rules card

Attack

Q: Simplify it for me?

A: OK, this is it. It can't get any more simple than this. First, just roll the die. Then you look at the Attack card and add it's attack bonus to the die roll. Sometimes the Attack Bonus is 0, so don't add anything, or even negative so you have to subtract from the die roll. Then look at the Defense cards and subtract the Defense Bonus from the die roll. The value you have know is your attack value. Compare this value with the Strength value of the Junk card. If the Junk card is Reinforced don't forget to add (or sometimes subtract) that value to the Strength of the Junk card. If your attack value is equal to or higer than the total Strength for the Junk card, the Junk card is destroyed, along with its Reinforcement cards.

Q: But all my Defense values are negative so if I subtract them from the die roll I actually increase the number. As in $3 - (-2) = 5$.

A: Any more math examples and we will replace the Monkey with a picture of you in the next printrun. The Defense bonus will lower the die roll and nothing else. You hear me, lower...

Attack myself

Q: How come I have to attack myself to get rid of cards in my tower? Why can't I just remove them?

A: If it was so easy as to just remove them, your opponents wouldn't have to attack you, would they. They would just have to 'remove' them from your tower. Remember that you are actually trying to build a stable tower that will survive a tough attack.

Q: OK, but can I use a Hand attack to attack any card in my tower? After all I'm climbing up and down to get new junk items to build my tower.

A: No, you can only attack the top Junk card in your tower with a hand attack. Please, don't try to break the rules. You are making me nervous.

Collision	<p>Q: <i>Two cards collide. What card do I make a Collision roll for first?</i></p> <p>A: What's the matter with you gamers. Don't you read the rules? You only roll once for each collision and compare that die roll to the Strength of both cards.</p> <p>Q: <i>In a collision roll, both cards colliding are destroyed. Do I have two holes now?</i></p> <p>A: No, you have one hole. Size matters not.</p>
Conflicting Cards	<p>Q: <i>Give me an example of contradicting cards.</i></p> <p>A: OK, suppose you attack someone with the Boomerang, which states the if the attack fails you get to keep the card. But your opponent plays the Fishing Net as a defense against the attack. The Fishing Net states that if the attack failes, he gets the Attack card. Contradiction! But since th Fishing Net was played last you lose the Boomerang to your opponent. But then you can get sneaky and play the Dog. The Dog returns a failed Throwing Attack card to your hand and since the Dog was played after the Fishing Net it takes precedence. Nice trick.</p>
Defense Cards	<p>Q: <i>Can I play more than one Defense card against an attack?</i></p> <p>A: Yes, so when someone is nice enought to throw a Dynamite stick on you, you better use all the Defense cards you have to lower that value.</p>
Hand Attack	<p>Q: <i>What's this with 'the same Height as myself'? If I'm standing on my Refrigerator with height 2, how can I then attack my opponent on the Dinosaur Skeleton since she is on height 5?</i></p> <p>A: She is on height 5 so she cant reach down to your Height 2 and whack you with a Hand attack. But you must remember that the Height of 5 actually means that the skeleton occupies all heights between 1 and 5. So if you are standing on your Refrigerator with a height of 2 you only count upwards in her tower. The second dot in that tower is on the Dinosaur Skeleton, so that is what's on height two in her tower. Go ahead, use your Chainsaw to demolish the Skeleton. I know you want to.</p>
Moving Junk Cards	<p>Q: <i>If a reinforced Junk card is moved from a tower to a the hand of a player, what happens with the Reinforcement cards attached to the Junk card?</i></p> <p>A: They will follow the Junk card into that players hand.</p>

Sneak Attack	<p>Q: <i>What do you mean I can't use a Defense card against a Sneak Attack that does not have an Attack bonus?</i></p> <p>A: Read it again. You can use Defense card against a Sneak Attack, only not a Defense card with a Defense bonus unless the Attack card has an Attack Bonus. It would be kind of silly to play the Wok against the Lawyer since there is no die roll involved. But it would be really useful to play the Electric Energy Field to stop him getting near you.</p>
Spank the monkey	<p>Q: <i>Why cant I spank the monkey if I'm a little higher than the monkey but not little lower than the monkey.</i></p> <p>A: It's easier to hold on to your tower and reach down than to balance on top of your tower trying to reach upwards.</p> <p>Q: <i>I still don't get the logic of this.</i></p> <p>A: But you can accept the logic of putting an Escalator on top of a Garden Gnome?</p> <p>Q: <i>By the way, are you aware what the phrase 'Spank the monkey' actually means?</i></p> <p>A: Yes, but we're not going to ask what you do when you bring the cards with you to the toilet. Anyway, we're all from Sweden, and many here do not know what it means.</p>
Junk card	
A Pile of Games	<p>Q: <i>What kind of card is this?</i></p> <p>A: It illustrates that if you don't play any games (Gigantoskop games for instance) you're always a step behind. Play more games... our games.</p> <p>Q: <i>OK, I get it. But why is the monkey climbing down?</i></p> <p>A: He is trying to reach the rules for Spank the Monkey.</p> <p>Q: <i>I can see the Chess board but I don't recognize any of the other games.</i></p> <p>A: Yes you do. There's the old classic financial game Stereopoly, the violent sports game BlahBowl and the old strategic game Frisk. You can even see some RPG's in there like DA&DA and Chochoolo. And of course that other humorous card game Muffin.</p>
Apple Tree	<p>Q: <i>Why is the monkey climbing down?</i></p> <p>A: It's a tree. With apples.</p>

Banana Tree	<p>Q: <i>Why is the monkey climbing down so many steps?</i> A: Hello! Monkey, banana, monkey, banana... Get it?</p> <p>Q: <i>But why do I get a bonus to my die roll when I try to spank the monkey?</i> A: See my previous answer.</p>
Bar Counter	
Car	
Cargo Moped	<p>Q: <i>Why is the monkey climbing down?</i> A: Everyone likes a Cargo Moped.</p> <p>Q: <i>What kind of a moped is this?</i> A: Appereantly this model is only known, and quite common, in Sweden? Feel exlusive in your knowledge.</p>
Chicken Coop	<p>Q: <i>Why is the monkey climbing up?</i> A: It doesn't like chickens.</p>
Christmas Tree	<p>Q: <i>Why is the monkey climbing down?</i> A: Well, duh, it's a tree.</p>
Climbing Frame	<p>Q: <i>Why does the monkey move?</i> A: It's a Climbing Frame.</p> <p>Q: <i>But will it move up or down?</i> A: Whoever plays the card may decide that. Sometimes we're nice.</p>
Coffin	<p>Q: <i>Why is the Coffin a Leisure Junk card?</i> A: How much more leisure time can you get?</p>
Dinosaur Skeleton	<p>Q: <i>Why is the monkey climbing up?</i> A: I guess the monkey is a bit afraid of the skeleton. I know I am.</p> <p>Q: <i>What's with the party hat?</i> A: It's along story, but it all started with the New Years Eve party at the National Museum...</p>

Ejection Seat	<p>Q: <i>How does this card work?</i> A: This card is a really sneaky way to quickly get within spanking distance of the monkey since you can increase your current height. You roll the die and add the number to your height before trying to spank the monkey. To make the best possible use of this card, make sure the monkey isn't more than 6 steps higher than you are or very close to you. The best opportunity to use the card is when the monkey is 2 or 3 steps above you, but in desperate cases do go ahead and use it anyway.</p> <p>Q: <i>Why do I lose my next turn if I don't succeed to spank the monkey?</i> A: It will take a while for you to land and climb back up again.</p> <p>Q: <i>But don't we climb up and down between each turn to get a new junk thingy?</i> A: Don't get smart on me...</p>
Escalator	<p>Q: <i>Why does the Escalator add +2 to my Collision rolls?</i> A: You're kidding? Don't you have any idea of how extremely heavy an escalator is?</p> <p>Q: <i>But by adding 2 to the roll the escalator might be destroyed.</i> A: It's a cruel world.</p>
Fish Tank	<p>Q: <i>Why is the monkey climbing up?</i> A: It doesn't like water.</p> <p>Q: <i>How come the Fish Tank has three categories, Organic, Leisure and Ornament?</i> A: Obviously you've never owned a Fish Tank.</p>
Flagpole	<p>Q: <i>Why is the monkey climbing up?</i> A: If someone suddenly tries to shove a 6-meter (that's 20 feet) pole up your butt, you would move too. Really quick, I think.</p> <p>Q: <i>Why does my turn end after I've played the card?</i> A: How fast do you think you can actually climb a flagpole? There you see.</p> <p>Q: <i>So I don't get to do anything after I play the Flagpole?</i> A: I never said that. Your turns ends so you can't build anymore, nor attack, spank the monkey or discard. But you can, for example, play the card Move the Monkey which clearly states 'Play when your turn ends'.</p>

Fountain	<p>Q: <i>Why is the monkey climbing up?</i> A: It doesn't like water.</p>
Garden Gnome	<p>Q: <i>Why is the monkey climbing up?</i> A: Take another close look at the picture. Yep, it's giving me the creeps too.</p>
Grandfather Clock	
Heater	
Hunting Hide	
Industrial Robot	<p>Q: <i>How does this card actually work?</i> A: When you place the card in your tower you should find out your height. Then look at the opponents' towers to see which Junk cards are at that height. If there are any, you may take any one of those cards and place it in your hand, including its Reinforcement cards. If you create a hole in the opponent's tower, he must make a Collision roll.</p> <p>Q: <i>So the Industrial Robot is actually stealing a card from my opponent's tower?</i> A: Cool, isn't it?</p>
Jacuzzi	<p>Q: <i>Why is the monkey climbing up?</i> A: It doesn't like water.</p> <p>Q: <i>Is this really a jacuzzi?</i> A: Yes, it's one of those old models where you have to create the bubbles by hand.</p>
Kick Sled	<p>Q: <i>What kind of a strange vehicle is this?</i> A: Hmm... You must probably live in a country where the ground is covered with snow more than 6 months a year to really appreciate this simple transportation device.</p>
Mannequin	
Mechanical Bull	<p>Q: <i>How come I get to draw a card from each of my opponents?</i> A: Everyone wants to try the Mechanical Bull, so let them pay.</p>
Merry-Go-Round	<p>Q: <i>Why does everyone have to give a card to the player on the right?</i> A: After a few spins on a Merry-Go-Round it's kind of hard to know who owns what.</p> <p>Q: <i>Can I give away the card I get?</i> A: No, that would be cheating. You have to give away a card before you pick up the one you get from the player to the left.</p>

Mini Sub	<p>Q: <i>How come I get a -2 Defense bonus? Couldn't the Mini Sub just have Strength 7 instead?</i></p> <p>A: The Mini Sub is good at defending itself against attacks but can't handle a collision or an earthquake. You know, there are other ways to get rid of a Junk card instead of attacking it.</p>
Missile	<p>Q: <i>So if the Missile is destroyed, everyone basically starts from scratch again?</i></p> <p>A: You could say that, yes.</p> <p>Q: <i>If the Police Raid removes the Missile, will it blow up?</i></p> <p>A: No. A card must state that the Missile is destroyed to have it blow up. The Police Raid is a safe way to get rid of the Missile without everyone getting blown to smithereens. But the missile might be destroyed through a collision roll or by using the Earthquake.</p> <p>Q: <i>What's with the name Kablamo?</i></p> <p>A: Actually that's another game from Gigantoskop. You'll love it.</p>
Moonshine Still	<p>Q: <i>What does this do?</i></p> <p>A: Illegal booze. Sorry, I can't tell you any more.</p> <p>Q: <i>What's Mesk?</i></p> <p>A: This is a private joke. Good fortune to all of you of the family Meskalin.</p>
Neon Sign	
Oil Drum	<p>Q: <i>Why are all Junk cards above the Oil Drum destroyed?</i></p> <p>A: They burn up.</p>
Old Cannon	<p>Q: <i>So, if I don't put another Junk card on top of the Old Cannon, I can shoot with it once each turn.</i></p> <p>A: Yep!</p> <p>Q: <i>Isn't this card too good?</i></p> <p>A: Yes, so try to defend it when everyone is suddenly attacking it.</p>
Pedal Boat	<p>Q: <i>Why is the monkey climbing up?</i></p> <p>A: It doesn't like water.</p>
Pinball Machine	<p>Q: <i>Badaboom? What kind of name is that?</i></p> <p>A: Stay tuned to this site and all will reveal itself in the future.</p>
Pool Table	

Port-A-Potty	<p>Q: <i>Why is the monkey climbing up?</i> A: Try standing next to a Port-A-Potty yourself and see for how long you can last.</p> <p>Q: <i>Why can't the Port-A-Potty be attacked with Hand attacks?</i> A: I could visually describe you the effect of a Port-A-Potty being attacked with a Chainsaw... but I prefer not to.</p>
Recycling Station	<p>Q: <i>Why do I get to pick a card from the Discard pile?</i> A: It's a Recycling Station and you must set an example for the other players.</p> <p>Q: <i>But then I can just browse through the Discard pile and take the best card.</i> A: Eh... yes... that's the whole purpose of the card. Don't take all day, though; your opponents might get tired of you and leave or, even worse, continue to play without you.</p>
Refrigerator	<p>Q: <i>Why is the Refrigerator illegal?</i> A: Don't you know what Freon does to the ozone layer?</p>
Safe	<p>Q: <i>Why do I get +1 on Collision rolls?</i> A: It's a very, very heavy safe.</p> <p>Q: <i>Why does the safe destroy a Junk card with Strength 3 or less if it's below the safe?</i> A. I just told you so; the safe is very, very heavy.</p> <p>Q: <i>OK, but the Junk card has to be directly below the safe. So if I have a tower with the Garden Gnome (Strength 2) at the bottom, the Heater (Strength 4) in the middle and the Safe at the top, no card will be destroyed?</i> A: Correct!</p> <p>Q: <i>But if the Heater is at the bottom, the Garden Gnome in the middle and the Safe at the top, the Garden Gnome will be destroyed?</i> A: Correct again!</p> <p>Q: <i>OK, but if the Safe destroys the Junk card below it, will it then fall down forcing me to make a Collision roll?</i> A: Yes. In the example above the Garden Gnome is destroyed and the Safe falls down on the Heater forcing you to make a Collision roll. Remember to add 1 to the die roll since the safe is very, very heavy.</p> <p>Q: <i>Can I ask one more question? Please?</i></p>

	<p>A: No... Yes, but make it quick.</p> <p>Q: <i>If the safe falls down and lands on Junk card with 3 or less in strength. What happens?</i></p> <p>A: The Safe will destroy that Junk card before you make a collision roll. So the safe will continue to fall. Apply this rule again if needed, otherwise make a collision roll.</p>
Skylift	<p>Q: <i>Why do I get a +2 Attack bonus to my Hand attacks?</i></p> <p>A: Your reach inside the Skylift is fantastic.</p> <p>Q: <i>But why don't I get any bonus to my Throwing attacks?</i></p> <p>A: Keep asking and I'll give you a -2 bonus.</p>
Sofa	<p>Q: <i>Why does the Sofa allow me to subtract 1 from my Collision rolls involving the Sofa?</i></p> <p>A: It's very soft and springy.</p>
Spy Satellite	<p>Q: <i>So, if I do NOT attack, I may look at ALL cards in ONE opponent's hand?</i></p> <p>A: Yes.</p> <p>Q: <i>Does the Old Cannon count as an attack? I haven't played any Attack card.</i></p> <p>A: Oh, yes. It actually says "you get an extra Sneak attack" on the card. Anyway, you can only use the Old Cannon to attack if it's the top Junk card, and if it's the top Junk card, then the Spy Satellite can't be your top Junk card, so why are you asking?</p> <p>Q: <i>So, attacks can be more than just my Attack cards?</i></p> <p>A: Yes. Read the card. If it says that you attack, you may not use the ability of the Spy Satellite.</p> <p>Q: <i>But why does the Spy Satellite allow me look at my opponent's cards?</i></p> <p>A: I will not even bother to answer this.</p>
Statue	
Surfboard	<p>Q: <i>Why is the monkey climbing up?</i></p> <p>A: It doesn't like water.</p>
Tandem Bicycle	
Ten Bowling Pins	

Totem Pole	<p>Q: <i>So, it's NOT the Totem Pole that gets a plus +2 Strength bonus, giving it a Strength of 7?</i></p> <p>A: No, it's the Organic Junk card directly below the Totem Pole that gets the bonus.</p> <p>Q: <i>Must the Organic Junk card be directly below the Totem Pole or just somewhere in my tower below the Totem Pole?</i></p> <p>A: As I said, only directly below the Totem Pole.</p> <p>Q: <i>OK, I understand how this card works, but I don't understand why the Totem Pole has this effect.</i></p> <p>A: You will after you have played Totem, another great game from Gigantoskop.</p>
Toxic Waste Barrel	<p>Q: <i>Why is every Junk card below the Toxic Waste Barrel destroyed?</i></p> <p>A: It's filled with highly corrosive goo.</p>
Traffic Signal	<p>Q: <i>Why can't I play a Vehicle Junk card on top of the Traffic Signal?</i></p> <p>A: It's a red light.</p> <p>Q: <i>Why do I lose my next turn if I attack the Traffic Signal?</i></p> <p>A: It's a red light.</p> <p>Q: <i>Lame...</i></p> <p>A: Cool!</p>
TV	<p>Q: <i>Why don't Hand attacks work against the TV?</i></p> <p>A: You're being distracted by a reality show you haven't seen before.</p> <p>Q: <i>But if the TV is working, why is it in the junkyard.</i></p> <p>A: Do you really think the workers in the junkyard pile junk all day?</p>
UFO	<p>Q: <i>How does this card work?</i></p> <p>A: When your turn starts and you have drawn cards from the Card pile, you check to see if the UFO is your top Junk card. If so, you may randomly take a card from the hand of any opponent. You must then give that opponent a card from your hand but not the same card as the one you just took.</p> <p>Q: <i>But if my hand was empty before I took a card?</i></p> <p>A: Hmm... this shouldn't be possible since you should just have drawn cards from the Card pile. I guess this might happen when the expansion is released. Anyway, if you don't have any card to give back, tough luck for the opponent.</p> <p>Q: <i>When I put the UFO in my tower, do I get to draw a card from an opponent?</i></p>

	A: No, you must wait until your next turn, since you have already passed the Draw phase of this turn.
Wheelbarrow	Q: <i>Why do I get to draw another card?</i> A: After having dragged the Wheelbarrow to the top of your tower, you discover that there is something in it.
Reinforcement card	
Banners	
Barbed Wire	Q: <i>Why can't I use Hand attacks against anything reinforced with Barbed Wire?</i> A: It would have been a very crappy Barbed Wire if you could.
Chicken Wire	Q: <i>How likely am I to ever get the Chicken Wire and the Chicken Coop in my hand at the same time.</i> A: It's roughly a 4.2 % chance.
Christmas Lights	Q: <i>Will a Junk car reinforced with the Christmas Lights lose all categories and become an Ornament Junk card?</i> A: Read the card? Does it say anything about removing categories. No. So the card will add Ornament the junk card's list of categories.
Concrete Foundation	
Duct Tape	Q: <i>+5, is Duct Tape really that good?</i> A: Oh yes!
Flag	Q: <i>What do you mean? Is the Flagpole indestructible if it's reinforced with the Flag?</i> A: Yes. It doesn't matter how big an Attack bonus an attack gets. It still can't destroy the Flagpole. Q: <i>But if this combination is attacked with the Blow Torch?</i> A: The Flagpole can't be destroyed. The Flag will be burnt to cinder, though.

Hired Security	<p>Q: <i>Explain more.</i></p> <p>A: OK. As soon as an opponent uses a card to attack you, you roll the die before the attack is made. If you roll a 4, 5 or 6, you may actually take the attacking card and put it in your hand. The attack was never made and no effect of the card takes place. If you rolled a 1, 2 or 3, the Hired Security failed to respond and the attack is carried out as normal.</p> <p>Q: <i>So it's no use to play Defense cards until I know if the Hired Security is going to confiscate the attacking card or not?</i></p> <p>A: Exactly.</p> <p>Q: <i>But if the attacking card isn't an Attack card, like the Junk card Old cannon?</i></p> <p>A: The Hired Security will confiscate any type of card as long as that card is doing the actual attack. If they confiscate a Junk card, they also confiscate any Reinforcement cards reinforcing the Junk card. If they confiscate a Junk card causing a hole in a tower, a Collision roll must be made.</p>
Historic Landmark	
Illegal Construction	<p>Q: <i>So, I can play this card on the top Junk card in any opponent's tower?</i></p> <p>A: Yes, or on your own tower if you want to.</p> <p>Q: <i>If I play this card on an opponent's tower, do I still get to play another Reinforcement card on my own tower?</i></p> <p>A: No, you may only play one Reinforcement card in the Construction phase.</p>
Ivy	
Metal Fittings	
Protection Racket	
Riveted	

Rust	<p>Q: <i>Can I play this card on any player's tower?</i> A: Yes, even your own tower if you want to.</p> <p>Q: <i>So I'm not limited to the top Junk card in the tower as in normal cases?</i> A: No, you may play it on any Junk card in a tower as long as it's a Machine Junk card.</p> <p>Q: <i>If I play this card on an opponent's tower, do I still get to play another Reinforcement card on my own tower?</i> A: No, you may only play one Reinforcement card in the Construction phase.</p>
Scaffolding	<p>Q: <i>Can I change any two of my Junk cards?</i> A: Yes.</p> <p>Q: <i>Does one of the cards have to be the one reinforced with the Scaffolding?</i> A: No, I said you could change any two Junk cards.</p> <p>Q: <i>OK, but if they are reinforced, will those cards change too?</i> A: Yes, the rules state that if a Junk card is moved, all its Reinforcement cards goes with it.</p>
Trellis	
Attack card	
Anvil	<p>Q: <i>This is a Throwing attack, so why can't I attack Junk cards that are higher up than my own height?</i> A: Obviously you've never tried to throw an anvil, or even lift one. Believe me when I say that you only drop an anvil.</p>
Ball Cannon	<p>Q: <i>Why is this not a Throwing Attack?</i> A: You don't throw the Ball Cannon; you use it to shoot balls at your opponents.</p> <p>Q: <i>When should I check to see if there are any balls left?</i> A: First you complete the attack. When that's done, no matter of whether you missed the attack or not, you roll the die. If you roll a 4, 5 or 6, you don't discard the Ball Cannon. Put it in your hand again. You may not use it any more this turn, though.</p>
Baseball Bat	

Blind	<p>Q: <i>Isn't an attack with a blind kind of puny?</i> A: Yes.</p>
Blow Torch	<p>Q: <i>So even though I miss my attack or roll a 1 on the die, my opponent still have to discard all Reinforcements cards belonging to the Junk card I attacked?</i> A: Yes. Good, isn't it?</p>
Boomerang	<p>Q: <i>Why do I get to keep the card if I fail the attack?</i> A: If you throw a boomerang and it doesn't hit anything, it returns to you.</p> <p>Q: <i>But why can't I discard the card?</i> A: I just told you so, if you throw a boomerang it returns to you.</p>
Bowling Ball	<p>Q: <i>But if my opponent uses the Electric Force Field?</i> A: Then the attack fails because the Defense card was played after your Attack card.</p>
Chainsaw	
Coconut	<p>Q: <i>So, I can either play this card during my Attack phase to get a Throwing attack with a +0 Attack bonus, or use the card during an attempt to spank the monkey and get a +1 bonus to that die roll?</i> A: Yes. Why ask if you know the answer?</p>
Crowbar	
Dynamite	
Electric Guitar	<p>Q: <i>How come I get a bonus on attacks against Organic Junk cards?</i> A: Just crank up the volume on a half-broken distorted electric guitar, play some riffs and see how your ears and kidneys react to that.</p>
Flock of Seagulls	<p>Q: <i>I don't get this card!</i> A: Guano can be quite destructive.</p>
Hand Grenade	
High Pressure Hose	
Lawyer	
Lightning Conductor	<p>Q: <i>Why can I only attack the top Junk card in a tower?</i> A: Lightning always strikes the highest point.</p>
Scythe	

Termites

Q: Run this by me again, slowly.

A: OK. First you complete the attack as normal, although against the bottom Junk card of a tower. If the attack fails, you discard the Termites and that's it. If the attack succeeds, you check to see if there are any Junk cards left in the tower. If not, you discard the Termites. If there are Junk cards left, you leave the Termites next to the tower. When the owner of the attacked tower starts his turn, the Termites make another attack against the bottom Junk card before his Draw phase begins. If the attack fails, the Termites are discarded. If the attack succeeds, the Termites stay put to attack again at the beginning of the player's next turn. If there are no cards left in the tower, the Termites are immediately discarded.

Q: So if the Termites destroy the last Junk card in a tower, they don't stay put until the player's next turn before being discarded?

A: No, they are immediately discarded.

Q: May the owner of the attacked tower use Defense cards against the Termites?

A: Yes, both on the initial attack and later if the Termites stay put.

Q: If the Termites destroy a Junk card and there are more cards in the tower, must a Collision roll be made?

A: Yes. And Collision rolls may even destroy all the cards in a tower making the Termites go away.

Q: If the Termites are placed next to my tower when my turn starts and I play the Fire Extinguisher, who decides where the Termites will end up?

A: Crystal clear. The player who used the Termites to attack you must select another opponent to attack. If no other opponent is available, the Termites are discarded.

Q: But Termites only eat wood.

A: Take a look at the card again. That happy little stupid termite will eat anything you put in front of it.

Toolbox

Transmogriifier	<p>Q: <i>What actually happens when I play this card?</i> A: First you check your height. Then you look at your opponents' towers to see what Junk cards are at this height. Choose one opponent. You may then switch your Junk card with the Junk card at the same height in that opponent's tower.</p> <p>Q: <i>But if the Junk cards are Reinforced?</i> A: All Reinforcement cards go with the Junk cards they are reinforcing.</p> <p>Q: <i>Should the opponent make a Collision roll when I switch a card in his tower?</i> A: No, nothing falls down. You just transmogrified the stuff!</p> <p>Q: <i>But if I'm higher than anyone else?</i> A: Then it's really stupid to play this card since nothing happens.</p> <p>Q: <i>What does transmogrify mean?</i> A: You'll have to look that up in the nearest Calvin & Hobbes comic book.</p>
Wasp's Nest	<p>Q: <i>I was attacked with this card. Do I still get to draw cards?</i> A: You may actually do all the phases in your turn except the Construction phase. So you may draw cards, attack, spank the monkey and discard.</p>
Defense card	
Cooking Oil	<p>Q: <i>Why do I have to skip my next turn?</i> A: Hot cooking oil on bare skin and hair isn't something to take lightly.</p>
Electric Force Field	<p>Q: <i>Wow! This is just like a Sci-Fi movie.</i> A: Exactly. Shields up!</p>
Fire Extinguisher	<p>Q: <i>What goes on here?</i> A: You blind your opponent making him lose his aim.</p>
Fishing Net	<p>Q: <i>So I catch the thing in my net?</i> A: Yes, and then you put the card in your hand so that you may use it.</p> <p>Q: <i>But if it's a Hand Grenade?</i> A: Don't forget to bring your spare safety pins.</p>
Industrial Fan	

Satellite Dish	
Styrofoam cartons	
Teflon Spray	<p>Q: <i>I don't get it!</i> A: Teflon Spray makes things really slippery.</p>
Tennis Racket	<p>Q: <i>If someone throws the Anvil at me do I have to follow the rules of that card?</i> A: No, go ahead and bash the Anvil away at any card on any height you like in the attacking players tower.</p> <p>Q: <i>Who rolls the die?</i> A: The attacker is still the attacker and will roll the die. All you did was make sure the attack was redirected at another junk card.</p>
Trampoline	<p>Q: <i>Who chooses what the attack targets?</i> A: The one who played the Trampoline card. It's a matter of where you aim the rebound.</p> <p>Q: <i>How come I may not bounce the attack back at the attacking player?</i> A: There must be some justice in this world.</p> <p>Q: <i>But if someone throws the Anvil at me, do I have to follow the rules of that card?</i> A: No, go ahead and bounce the Anvil away to any height you like.</p>
Umbrella	<p>Q: <i>How come this Umbrella is just as good as the Wok?</i> A: A Defense bonus of -0 wouldn't have been that fun.</p>
Wok	
Special card	
Carpet Beater	<p>Q: <i>What if the monkey is a gorilla?</i> A: Lucky you, you also get a +2 bonus to your die roll when you try to spank the gorilla.</p>
Construction Consultants	<p>Q: <i>Can I move Rust or Illegal Construction to an opponent's tower?</i> A: Yes, but only if the cards are initially in your tower.</p>

Crash	<p>Q: <i>How complicated is this card?</i> A: It's not complicated at all. You can only play this card if you also have a Vehicle Junk card in your hand. Play the Crash card together with the Vehicle Junk card. You may now make a Sneak attack against any Junk card in any tower. When you roll the die to resolve the attack, you add the Strength of the Vehicle Junk card as an Attack bonus.</p> <p>Q: <i>Can the opponent play Defense cards to decrease the die roll or stop the attack?</i> A: Of course.</p>
Damages	<p>Q: <i>My opponent doesn't have enough cards for me to draw. What should I do?</i> A: Tough luck. Take as many as you can and be satisfied with that.</p>
Dog	<p>Q: <i>What's the matter with the dog?</i> A: Eeehh... please don't ask. And don't pet him.</p>
Earthquake	<p>Q: <i>Should I roll once for each tower?</i> A: No, you just roll the die once and add 1 to the result. Everyone compares this value to the Strength of the bottom Junk card of each tower.</p>
Endangered Species	
Floodlight	<p>Q: <i>Why is everyone losing a turn?</i> A: You temporarily blind them all.</p>
Furniture Movers	<p>Q: <i>But I don't have any Furniture Junk cards in my tower?</i> A: Then you're lucky.</p> <p>Q: <i>I played this card. Do I lose a Furniture Junk card too?</i> A: Yes, you do.</p>
Gorilla	<p>Q: <i>Is there a way to get rid of the gorilla?</i> A: Only with the Transmogriifier card.</p>
Helium Balloon	
Meter Maid	<p>Q: <i>But if I have more Vehicle Junk cards in my tower than I have cards in my hand?</i> A: Then you discard as many cards as you can.</p>
Move the Monkey	
Move the Monkey Further	

<p>Police Raid</p>	<p>Q: <i>I was the one who played the Police Raid. Am I affected by it too?</i> A: The police don't make any distinction. You're not excluded from the raid.</p> <p>Q: <i>I have Illegal Junk cards in my hand. What happens with those?</i> A: The police don't notice them. You may keep them.</p>
<p>Sponsored</p>	<p>Q: <i>If I start my turn with 5 cards in my hand and then play Sponsored before my Draw phase, do I get to draw 4 cards, 2 for being sponsored and 2 because I now have only 4 cards in my hand?</i> A: Yes, you can hardly get any smarter than that.</p>