

# CHOP SHOP 2042

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15-45 minutes

1+ players

**The year is 2042. The world is very different from the one we know. Gone are the days of green jungles and white snow. Now, the entire planet is nothing but sand and sun...desolate desert wastelands. Food is hard to come by and water even harder. Oil, on the other hand, is abundant...and that is good for you.**

**Humans still have a need for speed, and you can fill that need. You are a scavenger and a vehiclesmith, a new profession for this day and age. You have a knack for finding the parts you need to build a variety of vehicles. Orders come in and you fill them as fast as you can. You have competition for those orders...after all...you aren't the only Chop Shop in town...**

## Game Elements

**Game Score Sheet, 1 Player Sheet per player, Three 6-sided dice per player**

## Game Overview and Objective

**In a game of Chop Shop 2042, each player simultaneously rolls 3 dice. All players then decide how to use those dice and the pips on those dice to find parts and special abilities on their Chop Shop 2042- Player Sheet.**

**At the end of the turn, starting with the start player, each player can choose to build one vehicle from the Chop Shop 2042- Score Sheet using their found parts.**

**After all players have had a turn to build a vehicle, the score sheet, which represents the start player, moves to the player to the left of the previous start player. That new start player rolls a die and crosses off one vehicle from the corresponding number on the Chop Shop 2042- Score Sheet.**

**The next round starts with all players rolling dice, finding parts and having an opportunity to build a vehicle for victory points. The game ends when there are 3 rows on the score sheet where all of the vehicles in that row have either been built and/or have been crossed out.**

## Set-Up

**Each player receives a Chop Shop 2042- Player Sheet, pen or pencil and 3 6-sided dice. Randomly choose the start player. The start player receives the Chop Shop 2042- Score Sheet. They will be the first one to have an opportunity to build a vehicle at the end of the turn.**

## Game Play

**1. Start Player: Start player rolls 1 die. A vehicle, not already claimed by a player, matching that die roll number on the score sheet is crossed off and is no longer available to build. If there are no longer vehicles available in that line, the die is re-rolled.**

**Example 1: Start player rolls a 3. A car is crossed off and no longer available.**

**Example 2: Start player rolls a 1. A cycle is crossed off and no longer available.**

**2. Scavenging:** All players roll 3 6-sided dice at the same time. Then looking at their player sheet, they determine how they would like to use those dice. A player can:

**A.** Add the sum of the pips on all 3 dice and scavenge an item, by circling the part that matches that number.

**B.** Add the sum of the pips on 2 dice and keep the other die by itself and scavenge 2 items, by circling the parts that match both the sum of the 2 dice and the single die.

**C.** Keep all 3 dice separate and scavenge 3 items, by circling the parts that match the number on each die.

**\*You can also select to Re-Roll 1-3 Future Dice with any 5 that you use instead of a part. When this option is selected, circle a die on the player sheet. On a later turn you can cross that die off and use it to re-roll 1 to 3 of the dice that you just rolled. You can use multiple re-rolls in the same turn as long as they were purchased on previous turns.**

**\*\*Another option that is always available, is to use your dice to select the +/-1 or +/-2 at the bottom of the player sheet. You may use a 1, 3 or 5 to select a +/-1 or a 2, 4 or 6 to select +/- 2. By circling and selecting a +/-1 or +/-2 you may use these on future dice rolls to add or subtract to your die totals. You do not have to select whether or not they are + or - when you select them. When you cross them out and use them on future turns to add or subtract from your dice you may use multiple +/-1 and/or +/-2**

**3. Building:** The person with the score sheet in front of them is the start player and starts the vehicle building phase. If they would like, they can cross off parts from their player sheet to build 1 vehicle on the score sheet. The parts needed to build each vehicle is listed with that vehicle as well as how many points each vehicle is worth. If a player builds a vehicle they put their initials under a symbol for that vehicle on the sheet. That symbol is then crossed out. If they build a vehicle and attach a Gun or Armor they put a +1 next to their initials. If the vehicle is built with a Gun and Armor they put a +2 next to their initials so it is noted they will receive 2 extra victory points for that vehicle.

**4. New Start Player:** The score sheet and the start player pass to the player on the left.

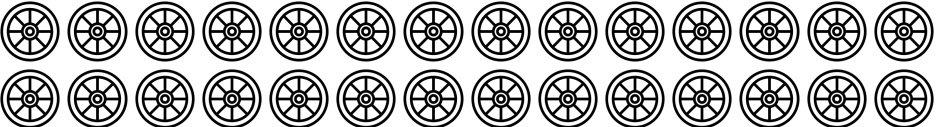
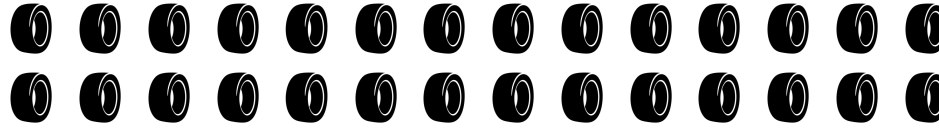
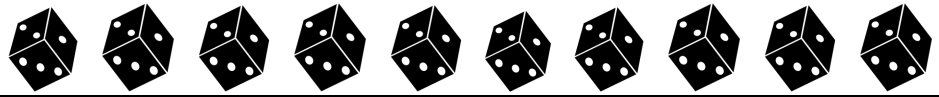






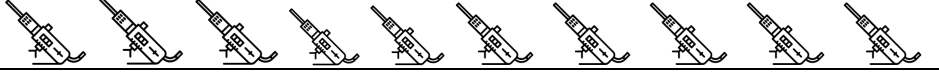



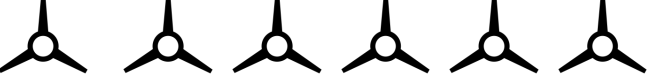

**5. Game End:** Play continues with rounds of start player eliminating vehicle building options, Scavenging, Building and switching of start player until 3 lines of vehicles are no longer available because they have been claimed and/or crossed off. If this occurs during the building phase, all players who have not yet had an opportunity are able to build a vehicle if the vehicle is available and they have the necessary parts.

**6. Winning:** When the game ends, all players add up their victory points from vehicle builds, including bonuses for guns and armor. All players also receive 1 Victory Point for every 3 parts on their player sheet that have been scavenged (circled), but not used to build a vehicle.

## Solo Play

Rules for solo play are exactly as stated above, except that the player is always the start player, so the die is rolled at the start of every turn and a vehicle symbol is eliminated from being built every turn. The goal is to try new strategies and beat your previous high score.

## CHOP SHOP 2042- Player Sheet

ROLL	PART	
1-2	Wheel	
3-4	Tire	
5	Re-Roll 1-3 Future Dice	
6-7	Seat	
8	Handlebars	
9	Steering Wheel	
10	Small Engine	
11	Medium Engine	
12	Car Body	
13	Gun (optional)	
14	Armor (optional)	
15	Truck Body	
16	Large Engine	
17	Copter Blade	
18	Transport Body	

































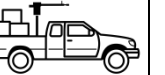

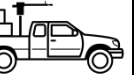
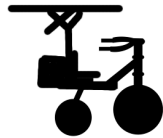
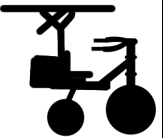

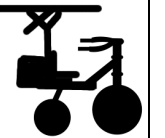
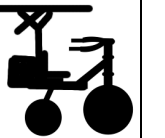
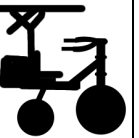





\*\*\*Or Future Dice Additions/Subtractions (choose to add or subtract at time of use)\*\*\*

<b>ODD</b>	<b>+/-1 +/-1 +/-1 +/-1 +/-1 +/-1 +/-1 +/-1 +/-1 +/-1 +/-1 +/-1 +/-1 +/-1 +/-1</b>
<b>EVEN</b>	<b>+/-2 +/-2 +/-2 +/-2 +/-2 +/-2 +/-2 +/-2 +/-2 +/-2 +/-2 +/-2 +/-2 +/-2 +/-2</b>

# CHOP SHOP 2042- Game Score Sheet

## Bonuses:

Gun= +1 to Vehicle Points (maximum of 1 per vehicle)  
 Armor= +1 to Vehicle Points (maximum of 1 per vehicle)

1	Cycles 2 points								
									
Cycle= 2 Tires, 2 Wheels, 1 Seat, 1 Small Engine and 1 Handlebars									
2	ATVs 4 points								
ATV= 4 Tires, 4 Wheels, 1 Seat, 1 Small Engine and 1 Handlebars									
3	Cars 6 points								
Car= 4 Tires, 4 Wheels, 1 Seat, 1 Medium Engine, 1 Steering Wheel and 1 Car Body									
4	Trucks 8 points								
Truck= 4 Tires, 4 Wheels, 1 Seat, 1 Large Engine, 1 Steering Wheel and 1 Truck Body									
5	Copters 8 points								
Copter= 3 Tires, 3 Wheels, 1 Seat, 1 Medium Engine, 1 Handlebars and 1 Copter Blade									
6	Transports 12 points								
Transport= 6 Tires, 6 Wheels, 1 Seat, 1 Large Engine, 1 Steering Wheel and 1 Transport Body									

\*Game ends as soon as 3 rows of vehicles are either crossed out or claimed by another player.  
**End Game Bonus:** 1 point per 3 remaining parts except wheels and tires, which count as 0.