

Scrappy Kong

AN EXPANSION TO SPANK THE MONKEY

Scrappy Kong is king of the junkyard. No one should come here and think they can build a tower of junk on his land. Here, Scrappy Kong is in charge.

CONTENTS

- 1 Scrappy Kong card
- 21 Damage markers, value -1
- 12 Damage markers, value -2

PURPOSE

Scrappy Kong does his best to destroy all players' towers. He climbs up and down a tower and sometimes jumps between the towers. Most often, he is angry and starts damaging the scrap cards that the towers are built from. His goal is to smash the scrap so that the towers collapse and the junkyard becomes quiet again.

PREPARATION

- Place Scrappy Kong next to the draw pile on the table.
- Place the damage markers next to Scrappy Kong.

SCRAPPY KONG

If Scrappy Kong is next to the draw pile, the first player to have two or more Scrap cards in their tower after their build phase gets Scrappy Kong's attention. The player takes Scrappy Kong and places him exactly to the left of the top two cards (see *illustration*).



Scrappy should always be placed next to the joint of two cards in a tower. The two junk cards that Scrappy is adjacent to are called the top and bottom junk card. If Scrappy moves up or down a tower, he moves to the next joint. In this case, one of the cards he was already next to will remain next to him, but in a different position. Scrappy cannot move up above the top card in a tower, or below the bottom one. He can only be in a joint between two cards.

The player who has Scrappy Kong in his tower at the end of his turn must roll a die and follow the result:



Resultat

- 1 Scrappy Kong moves up to the next joint in the tower. If Scrappy cannot move up, he does 1 damage to the top junk card. Add -1 marker to the card.
- 2 Scrappy Kong moves up two joints in the tower. If Scrappy cannot move up, he deals 1 damage to the top junk card for each step he cannot take. Add a -1 marker to the card for each damage. (*If Scrappy is already on top, the top junk card gets 2 damage.*)
- 3 Scrappy moves to the player on the left. (*See Scrappy swaps junk tower.*)
- 4 Scrappy moves to the player on the right. (*See Scrappy swaps junk tower.*)
- 5 Scrappy destroys 1 reinforcement card, which ends up in the discard pile. The player chooses whether it is from the top or bottom scrap card. If neither of the two junk cards has a reinforcement card, he deals 1 damage to both junk cards. Add a -1 marker to each junk card.
- 6 Scrappy deals 2 damage to the junk card that is the largest (number of height dots). If both cards are the same size, the damage goes to the top card.



DAMAGE MARKERS

The damage markers reduce the strength of the junk card by their value. If a junk card's strength is reduced to 0 or lower, it is destroyed and the normal rules for collision and falling cards apply. Scrappy will fall back to the ground (*see Scrappy's position*).

The number of damage markers is not limited. If they run out, you may not use anything else to indicate how much damage a junk card has taken.

A junk card that ends up in the discard pile loses all of its damage markers and now considered to be its original card.

SCRAPPY'S POSITION

If the top or bottom card that Scrappy is climbing on disappears (is destroyed, removed, or otherwise leaves the tower), Scrappy will fall down. Place Scrappy next to the draw pile. The next player who at the end of their turn has two or more junk cards in their tower places Scrappy next to the joint at the bottom of their tower, between the bottom and second-bottom junk cards.

SCRAPPY SWAPS JUNK TOWER

When Scrappy climbs from one junk tower to another, he tries to place himself on the same card height as the tower he left, that is, on the same joint counted from the bottom. If this is not possible, Scrappy will place himself as high as he can in the tower. If the tower has fewer than two junk cards, Scrappy will end up back next to the draw pile.

NOTE! Card height has nothing to do with the actual height of the tower in dots, it is based on the actual amount of junk cards in the junk tower.

ATTACKING SCRAPPY KONG

All players are allowed to attack Scrappy Kong in their attack phase. Scrappy Kong can be attacked in the same way as a junk card. The owner of the junk tower Scrappy is on can use throwing and hand attacks. Other players can only use throwing attacks.






Scrappy has a strength of 6.

If an attack against Scrappy Kong is successful, Scrappy moves one tower to the left or right (see *rules above*). The attacking player chooses which direction Scrappy moves.













SCRAPPY KONG






















6

När din tur är slut,
slå tärningen:

- 1 Upp 1 steg / 
- 2 Ned 1 steg / 
- 3 Ett torn vänster
- 4 Ett torn höger
- 5 -1 Förstärkning /  
- 6 





©2025 Gigantoskop
Images are AI generated.
Keep on Spanking!