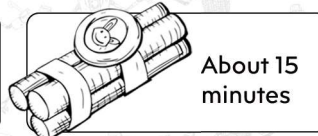
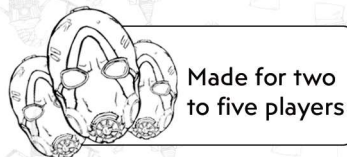


WHO'S READY FOR A MOTHA-HUMPIN' TEA PARTYYY?!

You are cordially invited to a tea party of the most claptastic variety.

What do Vault Hunters do over tea? Mess with Claptrap, of course. All your favorite Claptraps are here to ridicule. We've got Pirates and Sheriffs, Wizards and Gentlemen. Dive in some dumpsters, swipe some parts, and build your bot. Race to be the first one to get your Clappy decked out with the right parts to win!



Taking Turns

Each turn has three phases:

1 Build (do stuff)

You may either **ATTACH** a **PART CARD** to any Claptrap (Arm, Hat, or Wheel), or **PLAY** an **ACTION CARD**. Attach one part or play one action, not both.

2 Discard (scrap stuff)

You may discard any number of **PART CARDS** from your hand as long as they are all the same skin or type (*wild parts count as any skin*). You may also discard any **ACTION CARDS** by themselves or in combination with parts. If you have more than 5 cards in your hand, simply discard until you have 5.

3 Draw (get stuff)

You end your turn by drawing cards from the **STASH** until you have 5 cards in your hand. If you already have 5 cards, you're done and your turn is over. If the **STASH** runs out, shuffle the **SCRAPYARD**; it becomes the new **STASH**.

Note: Do not shuffle the Scrapyard until the Stash is empty **AND** a player is forced to draw a card. *Like a butterfly sitting on a bomb*

After your turn is over, play continues clockwise around the table. *or whatever, you get it.*

Winning the Game

You win when your Claptrap has two arms, a hat, and a wheel that all match the skin of your Claptrap Body.

Objective *Wat U Doin'*

Be the first to finish your Claptrap by building two arms, a hat, and a wheel of a single Claptrap. *we call that skins*

Setup

Each player chooses one **CLAPTRAP BODY** and places it in front of them in clear view of all players. (Put any unused claptrap bodies aside; they won't be needed)

Choose a Claptrap Body



CLAP-TP **Wizard** **Pirate** **Gentleman** **Sheriff**

The style of each **CLAPTRAP BODY** determines the skin of the Claptrap that player is trying to build. *water is wet we got it, doc*

Shuffle the deck of cards and place it in the middle of the table; this is called the **Stash**. *That's what I call branding!*

As play progresses, a discard pile will be formed next to the Stash; this is called the **Scrapyard**. *#branding*

The first player is chosen at random, then each player is dealt 3 cards. Skip your Discard phase on turn one.

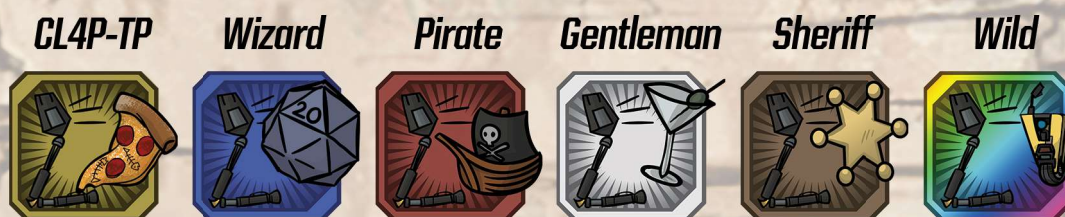
Gameplay Diagram *nerd*

(This is how a 2-player game in-progress might look)



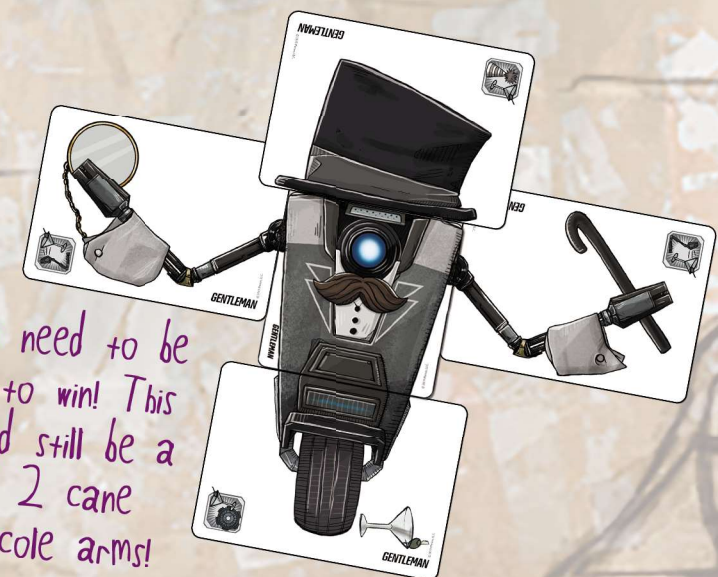
Icons

The corner of a part card shows its type and skin.



Tina Tip!™

They don't even need to be different arms to win! This lil guy here would still be a winner if he had 2 cane arms or 2 monocle arms!



Playing Actions

To play an **ACTION CARD**, perform the action on that card. Then put that card in the Scrapyard.



There are also **BONUS ACTION CARDS** with a smiley face icon in the corner. *I made that myself and it is DA BOMB.*



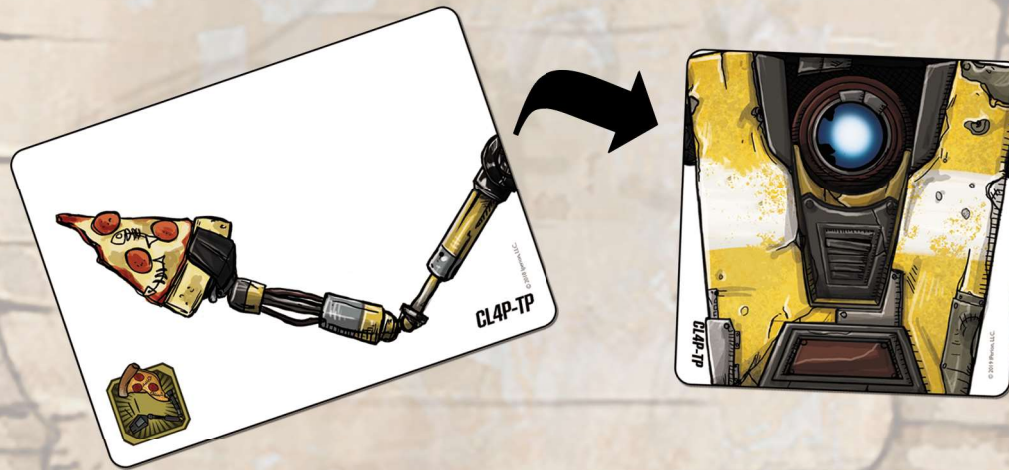
BONUS ACTIONS can be played at **ANY TIME**, even as a reaction to someone else finishing their Claptrap! *Tina Tip!™ It's dope. You should do it.*

Attaching Parts

Make that 'trap look bangin'!

To **ATTACH** a **PART CARD**, place the part on the corresponding area of a Claptrap's body. Parts may be attached to any player's Claptrap as long as that Claptrap doesn't already have a part in that spot.

Note: The deck has 4 **WILD PARTS**. There is one **HAT**, one **WHEEL**, and two **ARMS**. These can be played on **ANY CLAPTRAP BODY**. They are considered to be the skin of the Claptrap they are attached to.



Tina Tip!™ Make everyone else's Claptrap look more stupid than usual by givin' em the wrong parts. Do them dirty. That's how you win. Do everyone duuuuirty.

GLOSSARY

ATTACH Place a Hat, Arm, or Wheel part on the correct open space of a Claptrap

SCRAP Place card(s) into the scrapyard

SCRAPYARD The discard pile

STASH The draw pile

REVEAL All players may see these cards

Other Notes

Claptrap **BODY** cards do not count as parts and can't be scrapped or removed.

Players may look at any or all of the cards in the **SCRAPYARD** at any time.

Party Foul! can be used to stop any other card from being played, even another **Party Foul!** card.

Although you need a hat, a wheel, & two arms of the correct skin to win, the two arms do not need to be different from each other.

Example: A winning Claptrap can be holding two pizza slices or two wands or two canes. (Yes, one of the arms will technically be upside down.)

True Vault Hunter Mode

If you want a slightly more challenging game mode: Start with a normal game. When a player completes their Claptrap, rather than ending the game, they flip over their body card, scrap all their parts, and start over.

All other rules play the same as before but the win condition is different.

How to Win TVH Mode:

Build a Claptrap with 4 parts that are all the same skin using the Body Card back (a *digistructing Claptrap*) as your body card.

Credits

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Playtesters: Noah Miller, Chris Maniscalli, Lauren Nepomuceno, Bryan Parrish, Joe Moeller, Jeff Olds, Sam Schoenberg, Rob Huber, Brendan Riley & The Millers



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