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Strategic Card Game
for 1-4 Players, Ages 12 and up



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Mecha Skeleton



Use an opponent's character ability for yourself once, even if it is a one-time ability they already used.

Crank

Steel Cage

Piston

Mecha Skeleton



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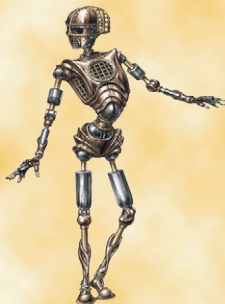
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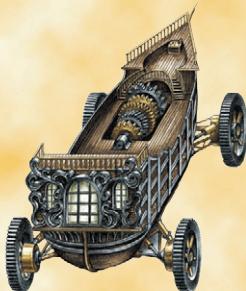
Use an opponent's character ability for yourself once, even if it is a one-time ability they already used.

Crank

Steel Cage

Piston

Transport Vessel



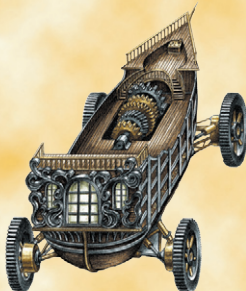
Choose a Part you control and a Part an opponent controls. Trade these cards.

Gearbox

Control Panel

Hull

Transport Vessel



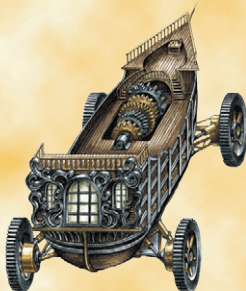
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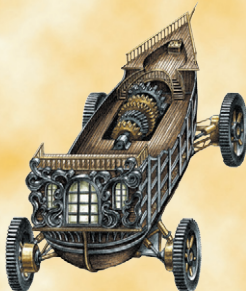
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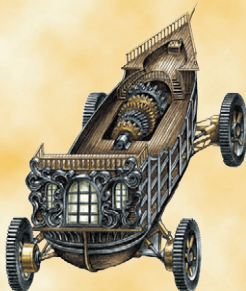
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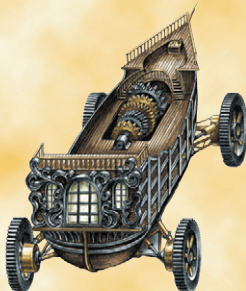
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Gearbox

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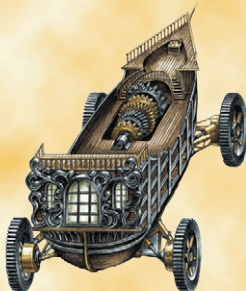
Choose a Part you control and a Part an opponent controls. Trade these cards.

Gearbox

Control Panel

Hull

Transport Vessel



Choose a Part you control and a Part an opponent controls. Trade these cards.

Gearbox

Control Panel

Hull

Navigatrix



Roll a die. View that many cards from either the Part or Small Machine deck and take 1, but leave the others.

Crank

Gearbox

Bulbs

Navigatrix



Roll a die. View that many cards from either the Part or Small Machine deck and take 1, but leave the others.

Crank

Gearbox

Bulbs

Navigatrix



Roll a die. View that many cards from either the Part or Small Machine deck and take 1, but leave the others.

Crank

Gearbox

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Gearbox

Bulbs

Navigatrix



Roll a die. View that many cards from either the Part or Small Machine deck and take 1, but leave the others.

Crank

Gearbox

Bulbs

Navigatrix



Roll a die. View that many cards from either the Part or Small Machine deck and take 1, but leave the others.

Crank

Gearbox

Bulbs

Clockwork Brain



You can play through 1 additional turn with draw, action, discard, and build phases.

Pendulum

Gearbox

Clockwork

Clockwork Brain



You can play through 1 additional turn with draw, action, discard, and build phases.

Pendulum

Gearbox

Clockwork

Clockwork Brain



You can play through 1 additional turn with draw, action, discard, and build phases.

Pendulum

Gearbox

Clockwork

Clockwork Brain



You can play through 1 additional turn with draw, action, discard, and build phases.

Pendulum

Gearbox

Clockwork

Clockwork Brain



You can play through 1 additional turn with draw, action, discard, and build phases.

Pendulum

Gearbox

Clockwork

Plasma Generator



You can draw 4 new cards, either from the Part or the Small Machine deck.

Crank

Metal Casing

Bulbs

Plasma Generator



You can draw 4 new cards, either from the Part or the Small Machine deck.

Crank

Metal Casing

Bulbs

Plasma Generator



You can draw 4 new cards, either from the Part or the Small Machine deck.

Crank

Metal Casing

Bulbs

Plasma Generator



You can draw 4 new cards, either from the Part or the Small Machine deck.

Crank

Metal Casing

Bulbs

Plasma Generator



You can draw 4 new cards, either from the Part or the Small Machine deck.

Crank

Metal Casing

Bulbs

Bio-Monitor



Directly after a player's successful Steal or Dig, you may take control of the card they won.

Harness

Tripod

Control Panel

Bio-Monitor



Directly after a player's successful Steal or Dig, you may take control of the card they won.

Harness

Control Panel

Tripod

Bio-Monitor



Directly after a player's successful Steal or Dig, you may take control of the card they won.

Harness

Control Panel

Tripod

Bio-Monitor



Directly after a player's successful Steal or Dig, you may take control of the card they won.

Harness

Control Panel

Tripod

Bio-Monitor



Directly after a player's successful Steal or Dig, you may take control of the card they won.

Harness

Control Panel

Tripod

Bio-Monitor



Directly after a player's successful Steal or Dig, you may take control of the card they won.

Harness

Control Panel

Tripod

Weaponry System



Choose a Part card from each opponent. They must immediately scrap those cards.

Guns & Ammo Steel Cage
 Tripod

Weaponry System



Choose a Part card from each opponent. They must immediately scrap those cards.

Guns & Ammo Steel Cage
 Tripod

Weaponry System



Choose a Part card from each opponent. They must immediately scrap those cards.

Guns & Ammo Steel Cage
 Tripod

Weaponry System



Choose a Part card from each opponent. They must immediately scrap those cards.

Guns & Ammo Steel Cage
 Tripod

Weaponry System



Choose a Part card from each opponent. They must immediately scrap those cards.

Guns & Ammo Steel Cage
 Tripod

Jet Propulsion



Use an opponent's unused Small Machine ability. They keep the card, but can no longer use the ability.

Propeller

Petrol

Metal Casing

Jet Propulsion



Use an opponent's unused Small Machine ability. They keep the card, but can no longer use the ability.

Propeller

Petrol

Metal Casing

Jet Propulsion



Use an opponent's unused Small Machine ability. They keep the card, but can no longer use the ability.

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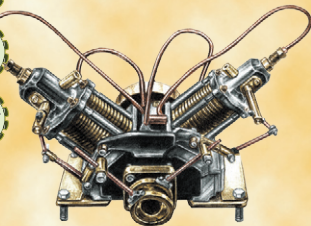
Use an opponent's unused Small Machine ability. They keep the card, but can no longer use the ability.

Propeller

Metal Casing

Petrol

Petrol Engine



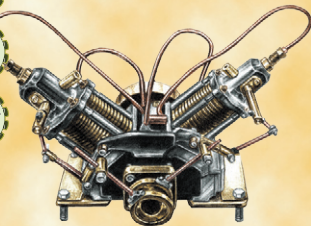
For the rest of your turn, any Parts scrapped by you or others are put under your control, not discarded.

Petrol

Propeller

Piston

Petrol Engine



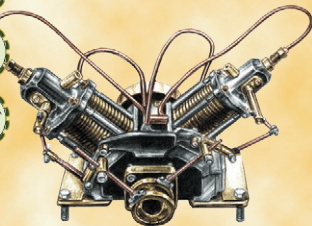
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Petrol

Propeller

Piston

Petrol Engine



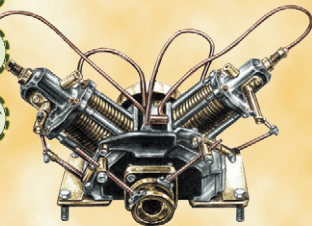
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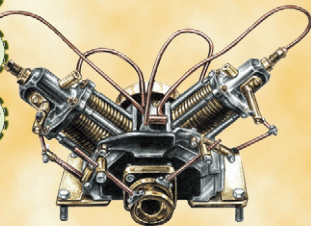
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Petrol

Propeller

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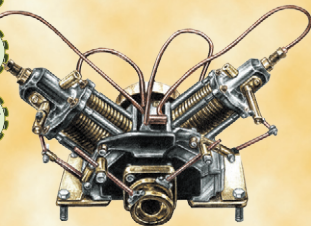
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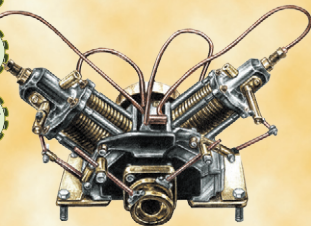
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Petrol

Propeller

Piston

Card Counts

Small Machines = 52

Thank you for playing Scrapyard Empire! To find out about the designers and creative inspirations for this game, check out the links below.

Credits: <http://www.galliantgames.com/scrapyard-empire-game-credits/>

Inspirations: <http://www.galliantgames.com/scrapyard-empire-inspiration/>

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