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



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Print n' Play

Otto Von Deeg

An archaeologist obsessed with becoming famous. He found the Lost City of Atlantis, but didn't realize what it was until after he blew it up. Oops.

Special Ability

Digging through the scrap pile is successful with a roll of 3, 4, 5 or 6 on your turn.



Print n' Play

Penny Valentine

A lovable orphan who lives by her wits...and in a dumpster. She is a skilled pickpocket, who knows how to use a wrench as a tool or murder weapon.

Special Ability

Stealing cards from your opponents is successful with a roll of 4, 5, or 6.



Print n' Play

Tina Tightwad

A shy recluse seeking a soulmate. Her interests include collecting tea sets, dolls, empty jars, men's shoes, old newspapers, cats, and grand pianos.

Special Ability

Hold 9 Parts and 6 Small Machines. Draw 1 extra card if less than 9 at turn end.



Print n' Play

Prof. Luna Tech

A brilliant and eccentric scientist, who was dumped by Tesla for being "too weird." She invented the neurochronovelocisphere, but left it on a bus.

Special Ability

After your 2 actions, if you roll a 4, 5, or 6, you may take 1 extra action.



Print n' Play

Jerry Riggsby

A toymaker who began building vehicles and weapons. He tried to combine these skills with The Malibu Dream Blimp, which proved unsuccessful.

Special Ability

Once per game, you can build an Invention with one fewer Small Machine than required.



Print n' Play

Captain Minerva

An airship pirate with incomparable fencing skills, a thirst for blood, and an incredible eye for fashion. She longs for a ship to captain.

Special Ability

When digging for Parts, if you roll a 5 or 6, you may take 2 cards instead of 1.



Print n' Play

Seth Snoopinsky

The head of Europe's largest spy network. A master of disguise, he once escaped a famed Siberian work farm by convincing a guard he was a gravy boat.

Special Ability

Roll a 5 or 6 before your turn to view any player's hand, or top 5 cards of any deck and rearrange them.



Print n' Play

Tom Rocketfeller

A real estate mogul known for his horrible treatment of the environment. He's the only person to have actually paved paradise for a parking lot.

Special Ability

Roll a 4, 5, or 6 after your actions to scrap 1 Part Card drawn this turn, and draw 1 new Part Card.



Print n' Play

Sandy Scrapmoore

Her treasures are found in the bits and pieces left carelessly behind by others. She makes goods from others' trash and then sells it back to them.

Special Ability

Any cards other players discard to increase dice rolls go to you instead of the scrap pile.



Print n' Play

Collin Lechter

A lifelong collector, Collin's home is filled with glass cases that hold his most prized possessions. The only problem is he can't find his door.

Special Ability

You skip your Discard Phase, and have no Part or Small Machine maximum hand size.

Flight Pack



Until your next turn, all dice rolls are increased by 1.

Bio-Monitor
Jet Propulsion
Navigatrix

Glove of Ruin



Take the top half of the Part and Small Machine decks and scrap them without looking at the cards.

Mecha Skeleton
Petrol Engine
Bio-Monitor

Subterranean Sub



Starting with you and going clockwise, each player may attempt a dig. Digging in this way does not count as an action.

Transport Vessel Petrol Engine
Navigatrix

Time Machine



Until your next turn, you may have each other player reroll one of their rolls each turn. Only the new rolls count.

Transport Vessel Clockwork Brain
Navigatrix

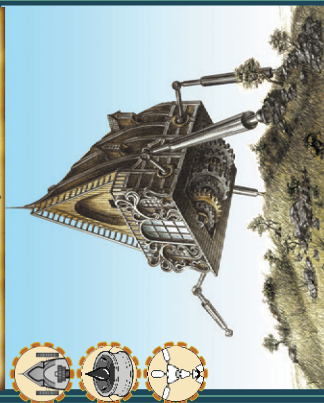
Doomsday Ray



Going clockwise, each other player chooses 1 Small Machine from their hand to scrap.

Weaponry System Petrol Engine
Plasma Generator

Strolling House



Starting with you and going clockwise, each player may take the top card from either the Part or Small Machine scrap pile.

Transport Vessel Petrol Engine
Mecha Skeleton

The Terrible



Until your next turn, players may scrap 2 Parts anytime, to lower any player's roll value by 1.

Transport Vessel Weaponry System
Jet Propulsion

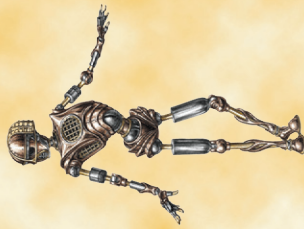
Death Clock



Until your next turn, each other player only gets one action per turn.

Clockwork Brain Bio-Monitor
Plasma Generator

Mecha Skeleton



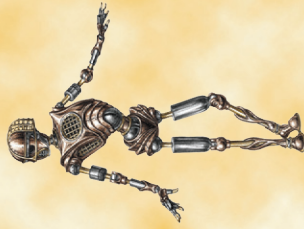
Use an opponent's character ability for yourself once, even if it is a one-time ability they already used.

Crank

Steel Cage

Piston

Mecha Skeleton



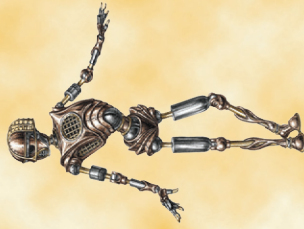
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Steel Cage

Piston

Mecha Skeleton



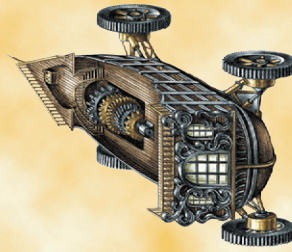
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Crank

Steel Cage

Piston

Transport Vessel



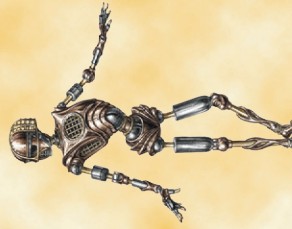
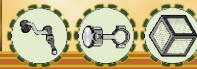
Choose a Part you control and a Part an opponent controls. Trade these cards.

Gearbox

Control Panel

Hull

Mecha Skeleton



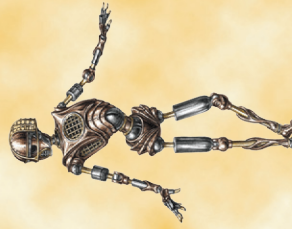
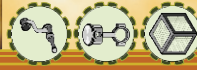
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Crank

Steel Cage

Piston

Mecha Skeleton



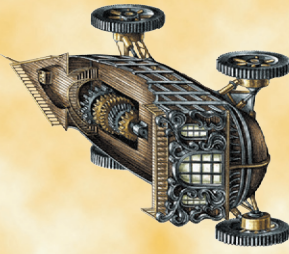
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Crank

Steel Cage

Piston

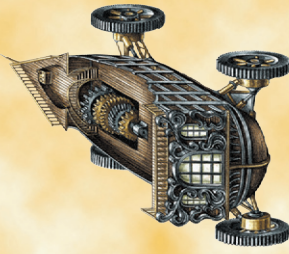
Transport Vessel



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

Gearbox Hull
Control Panel

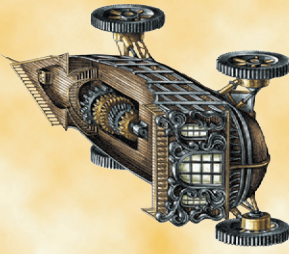
Transport Vessel



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Gearbox Hull
Control Panel

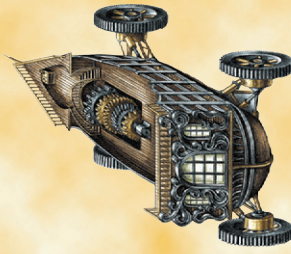
Transport Vessel



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Gearbox Hull
Control Panel

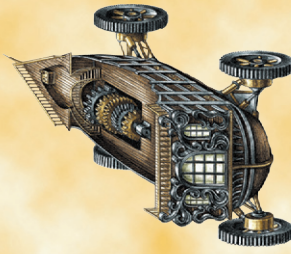
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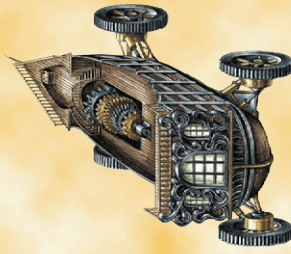
Transport Vessel



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

Gearbox Hull
Control Panel

Transport Vessel



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

Gearbox Hull
Control Panel

Navigratrix



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

Navigratrix



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

Navigratrix



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

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Bulbs

Navigratrix



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Crank

Gearbox

Bulbs

Navigatrix



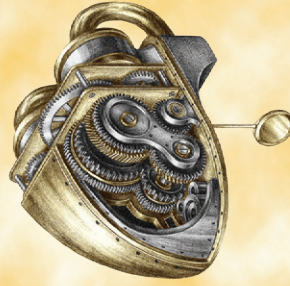
Roll a die. View that many cards from either the Part or Small Machine deck and take 1, but leave the others.

Crank

Gearbox

Bulbs

Clockwork Brain



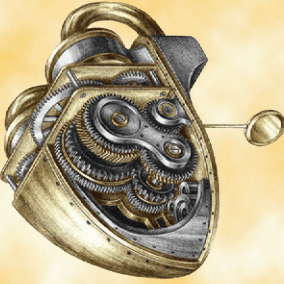
You can play through 1 additional turn with draw, action, discard, and build phases.

Pendulum

Clockwork

Gearbox

Clockwork Brain



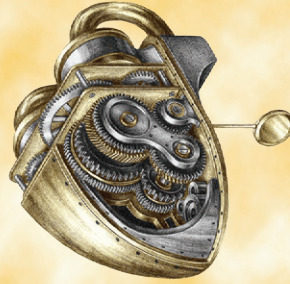
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Pendulum

Clockwork

Gearbox

Clockwork Brain



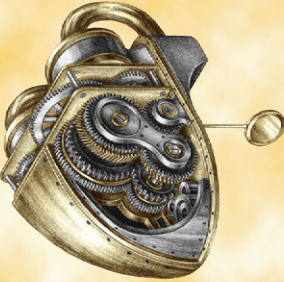
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Pendulum

Clockwork

Gearbox

Clockwork Brain



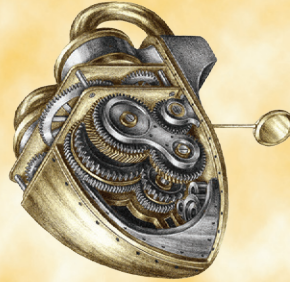
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Pendulum

Clockwork

Gearbox

Clockwork Brain



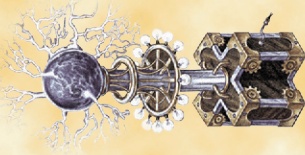
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Pendulum

Clockwork

Gearbox

Plasma Generator



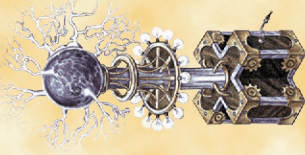
You can draw 4 new cards, either from the Part or the Small Machine deck.

Crank

Metal Casing

Bulbs

Plasma Generator



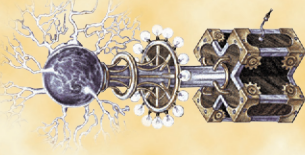
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Crank

Metal Casing

Bulbs

Plasma Generator



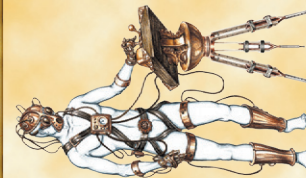
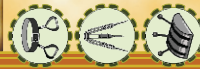
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Crank

Metal Casing

Bulbs

Bio-Monitor



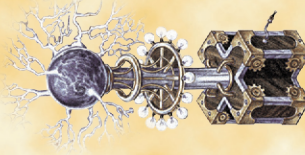
Directly after a player's successful Steal or Dig, you may take control of the card they won.

Harness

Control Panel

Tripod

Plasma Generator



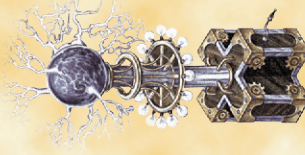
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Crank

Metal Casing

Bulbs

Plasma Generator



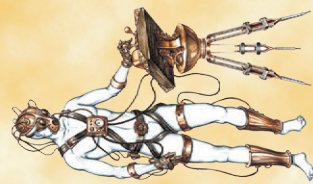
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Crank

Metal Casing

Bulbs

Bio-Monitor

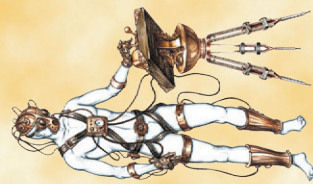


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Harness
Control Panel

Tripod

Bio-Monitor

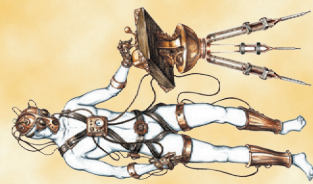


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Harness
Control Panel

Tripod

Bio-Monitor

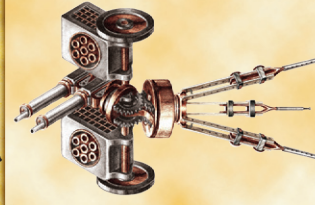


Directly after a player's successful Steal or Dig, you may take control of the card they won.

Harness
Control Panel

Tripod

Weaponry System

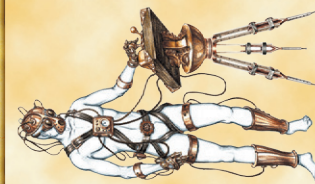
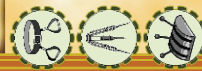


Choose a Part card from each opponent. They must immediately scrap those cards.

Guns & Ammo
Steel Cage

Tripod

Bio-Monitor

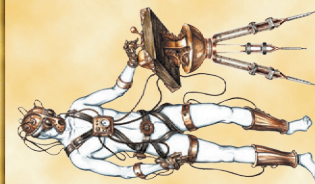
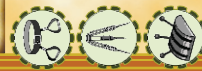


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Harness
Control Panel

Tripod

Bio-Monitor



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Control Panel

Tripod

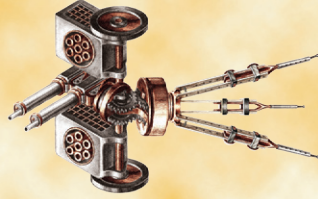
Jet Propulsion



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

Propeller Metal Casing Petrol

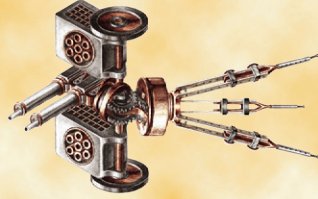
Weaponry System



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

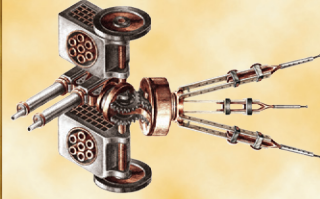
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Propeller Metal Casing Petrol

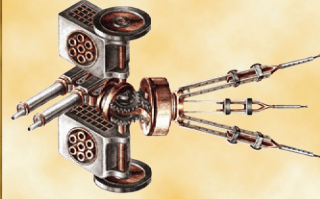
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Guns & Ammo Steel Cage Tripod

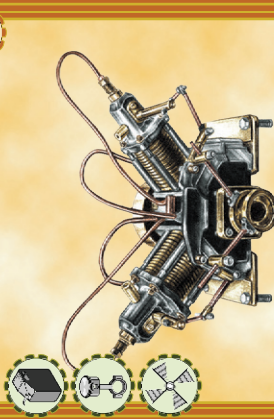
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Guns & Ammo Steel Cage Tripod

Petrol Engine



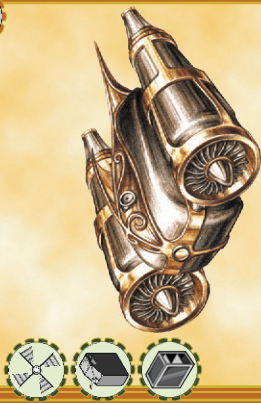
For the rest of your turn, any Parts scrapped by you or others are put under your control, not discarded.

Petrol

Propeller

Piston

Jet Propulsion



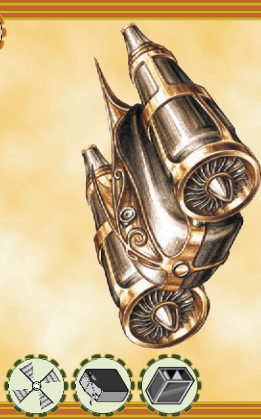
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Propeller

Metal Casing

Petrol

Jet Propulsion



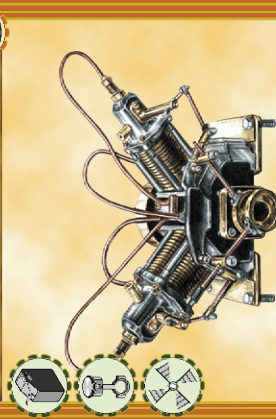
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Propeller

Metal Casing

Petrol

Petrol Engine



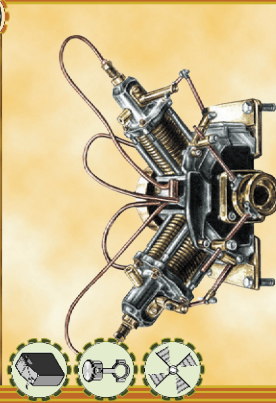
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Petrol

Propeller

Piston

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

Jet Propulsion



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

Propeller

Metal Casing

Petrol

Crank



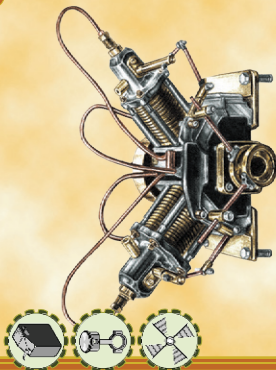
A crank lends any device a hand in delivering pure power. Discover them almost anywhere in the scrapyard.

Crank



A crank lends any device a hand in delivering pure power. Discover them almost anywhere in the scrapyard.

Petrol Engine



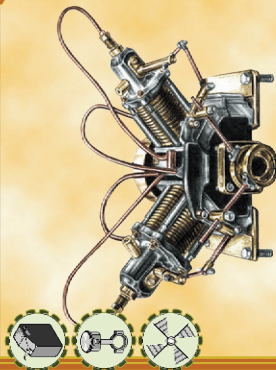
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Petrol

Propeller

Piston

Petrol Engine



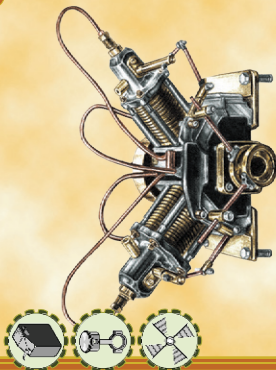
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Petrol

Propeller

Piston

Petrol Engine



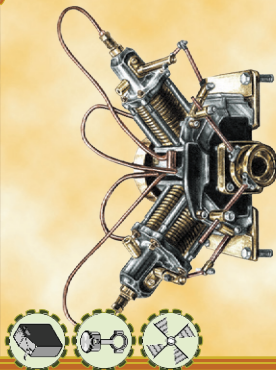
For the rest of your turn, any Parts scrapped by you or others are put under your control, not discarded.

Petrol

Propeller

Piston

Petrol Engine



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

Petrol

Propeller

Piston

Crank



A crank lends any device a hand in delivering pure power. Discover them almost anywhere in the scrapyard.

Crank



A crank lends any device a hand in delivering pure power. Discover them almost anywhere in the scrapyard.

Crank



A crank lends any device a hand in delivering pure power. Discover them almost anywhere in the scrapyard.

Crank



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Crank



A crank lends any device a hand in delivering pure power. Discover them almost anywhere in the scrapyards.

Crank



A crank lends any device a hand in delivering pure power. Discover them almost anywhere in the scrapyards.

Bulbs



When you find one that still works, these allow your inventions to operate in the darkest of locations.

Bulbs



When you find one that still works, these allow your inventions to operate in the darkest of locations.

Bulbs



When you find one that still works, these allow your inventions to operate in the darkest of locations.

Bulbs



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Bulbs



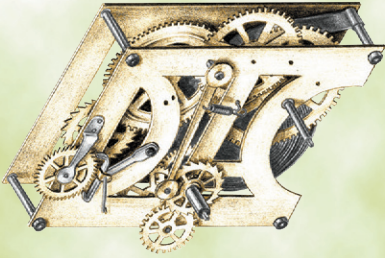
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Bulbs



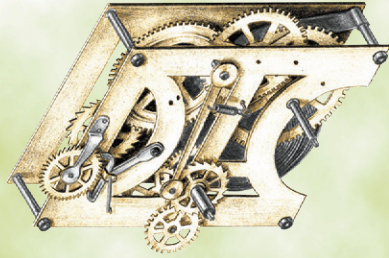
When you find one that still works, these allow your inventions to operate in the darkest of locations.

Clockwork



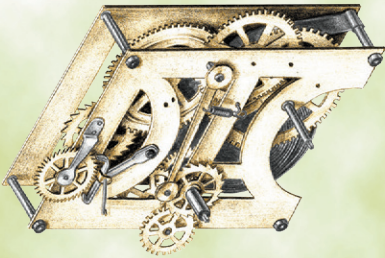
This mechanism keeps hands turning until the end of time. Find one in the scrapyard, if you're lucky.

Clockwork



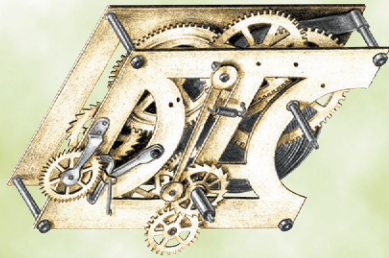
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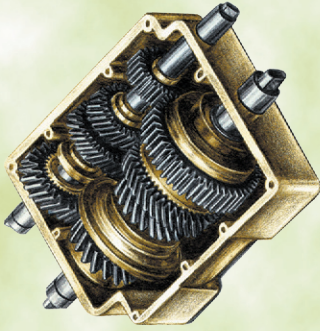
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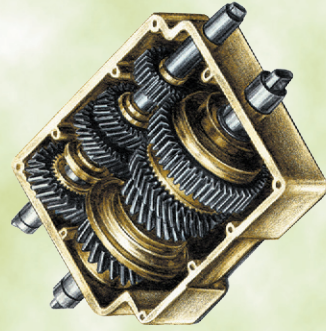
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Gearbox



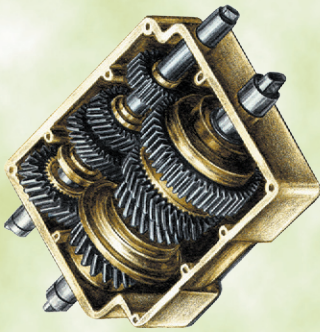
This essential device provides untold energy to your designs. It's a common scrapyards accessory.

Gearbox



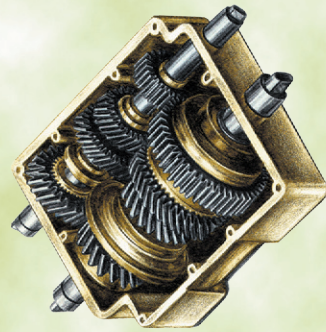
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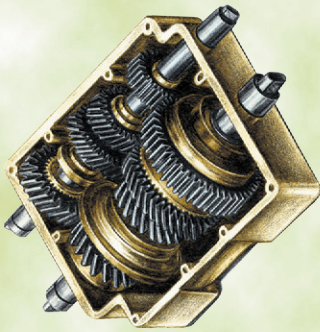
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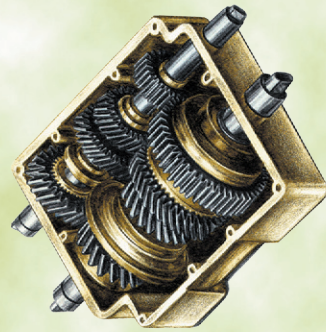
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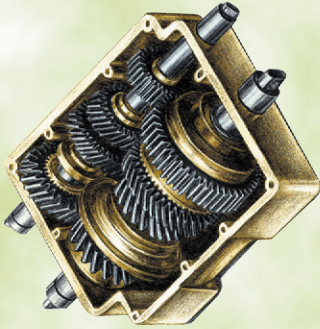
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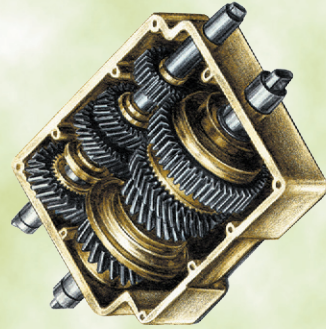
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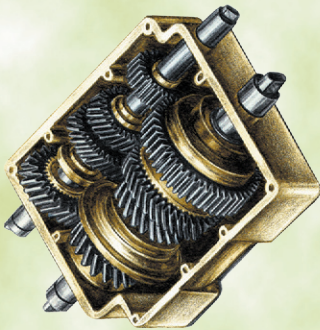
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Pendulum



This part counts down the time until time no longer exists. Finding this timeless classic may be tricky.

Pendulum



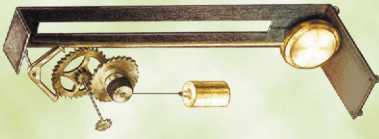
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Harness



Use this harness to remain safely strapped into your machine. It's tricky to find one in a scrapyard.

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Tripod



This part instantly boosts the accuracy of your weapon. You will easily spot its legs in any scrap pile.

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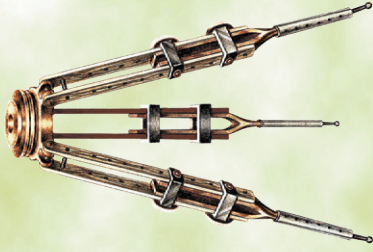
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Control Panel



This handy device forces any machine to do a master's bidding. It's not an uncommon device in scrapyards.

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Hull



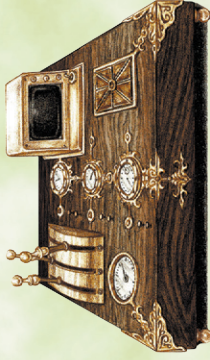
A hull lets any vessel slice through open waters. There's not much space for them in scrapyards.

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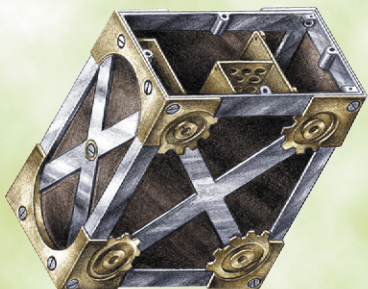
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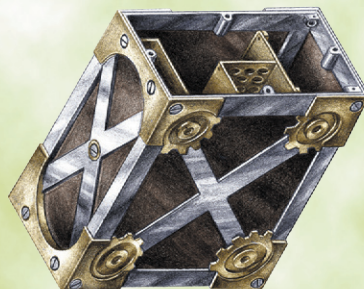
A hull lets any vessel slice through open waters. There's not much space for them in scrapyards.

Metal Casing



The ultimate housing to protect your diabolical creations. Every scrapyard holds some of these.

Metal Casing



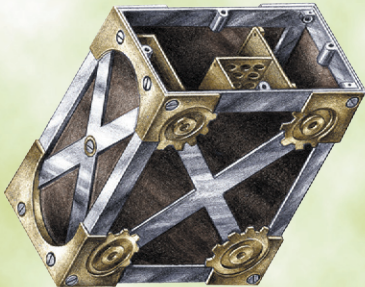
The ultimate housing to protect your diabolical creations. Every scrapyard holds some of these.

Steel Cage



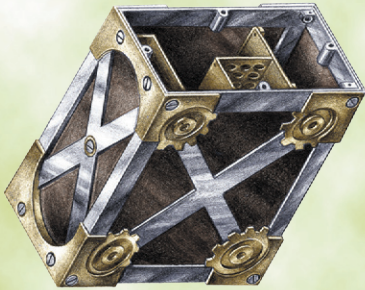
Once something is trapped in this prison, it's locked inside forever. Cages are a common scrapyard sight.

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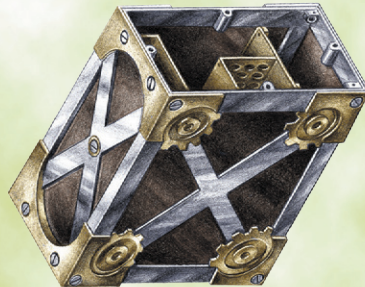
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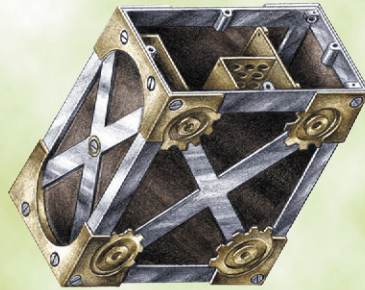
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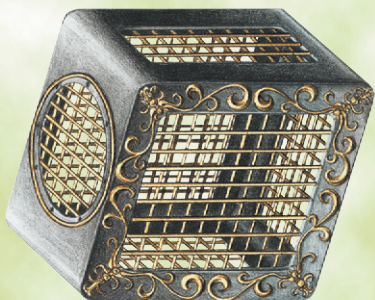
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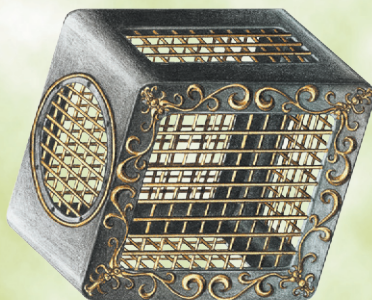
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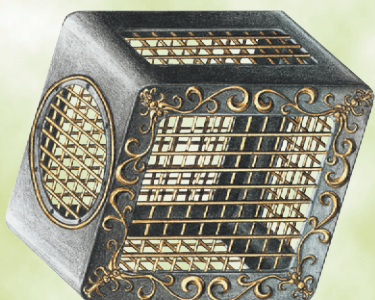
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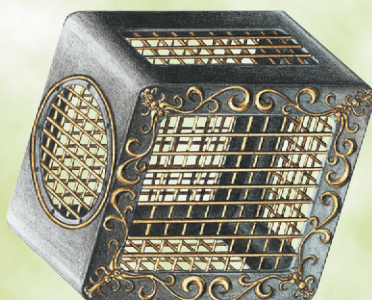
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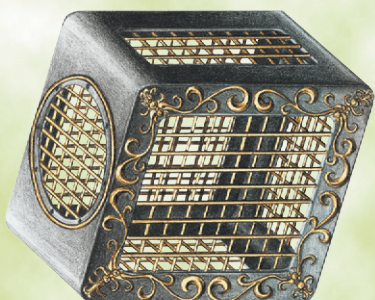
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Piston



This cylindrical part is powered by gases in your machine. It's as easy to find as it is useful.

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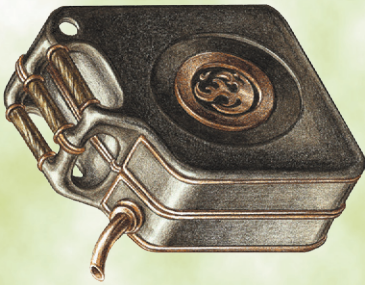
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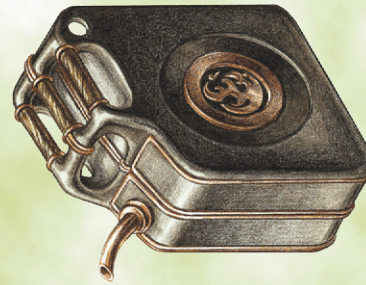
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Petrol



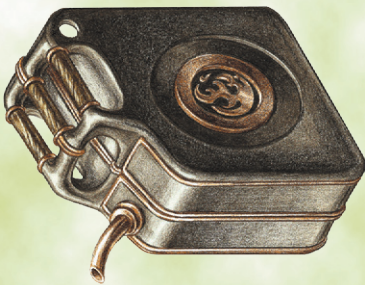
A valuable fuel source with flammable properties and a hearty odor. Petrol cans are common in scrapyards.

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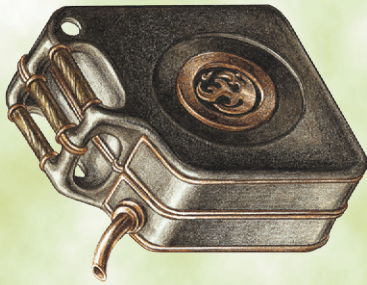
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Guns & Ammo



Beware any machine with these weapons locked on you. Finding them for yourself may be a shot in the dark.

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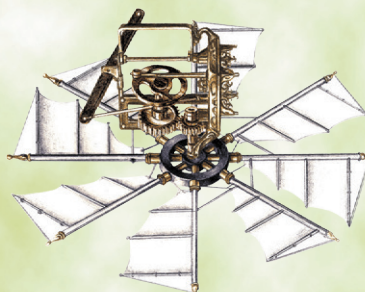
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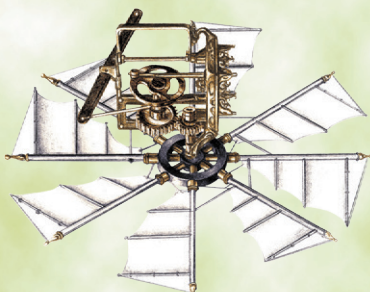
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Propeller



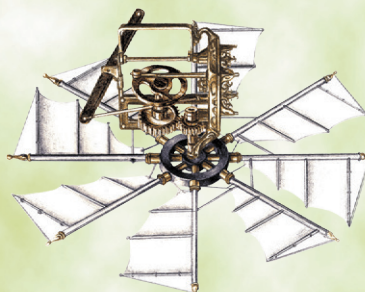
This part provides thrust and a weapon to slice up enemies. It's big enough to stand out in a scrap pile.

Propeller



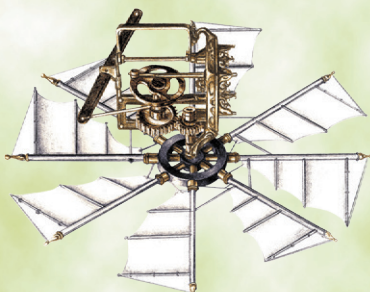
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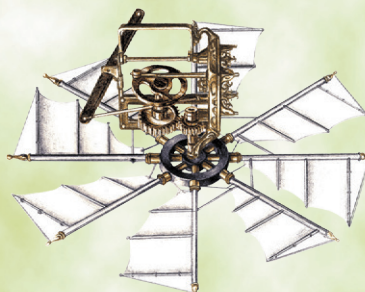
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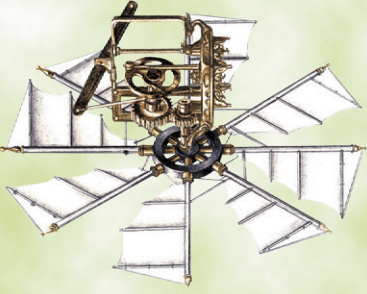
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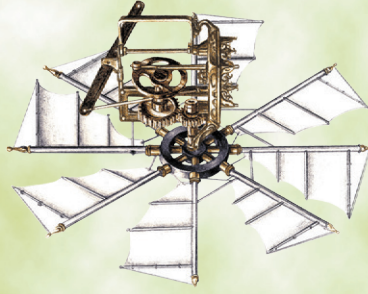
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Card Counts

Characters = 10

Inventions = 8

Small Machines = 52

Parts = 100

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/>

Get the Game with Miniatures Here: <http://www.scrapyardempire.com>

