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

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## 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.




## 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.




## 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.




## 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.




## 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.




## 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.




## 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.




## 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.




## 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.




## Collin Lechtor

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 you next turn, all dice rolls are increased by 1.

Navigatrix
Jet Propulsion
Bio-Monitor

## Glove of Ruin



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

Petrol Engine
Bio-Monitor
Mecha Skeleton

## 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

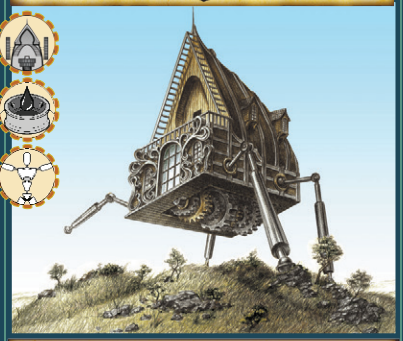
## Doomsday Ray



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 Terrigible



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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Crank
Steel Cage
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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


Transport Vessel
Choose a Part you control and a Part an opponent controls. Trade these cards.
Gearbox
Control Panel
Hull


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


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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


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



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

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
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
Control Panel
Tripod

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Tripod
Control Panel


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


Weaponry System
Choose a Part card from each opponent. They must immediately scrap those cards.
Guns & Ammo
Steel Cage
Tripod

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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

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Metal Casing
Petrol


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


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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Jet Propulsion
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Petrol Engine
For the rest of your turn, any Parts scrapped by you or others are put under your control, not discarded.
Petrol
Piston
Propeller


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.

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


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


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

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


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


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


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

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


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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.


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


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.


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.

Metal Casing
The ultimate housing to protect your diabolical creations. Every scrapyard holds some of these.
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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.
Steel Cage
Once something is trapped in this prison, it's locked inside forever. Cages are a common scrapyard sight.

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


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


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


Guns & Ammo
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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.


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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# 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

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