Alas! Alack!

Sir Winston Derbyshire has met his Maker, leaving behind his entire estate with no heir. A lifelong lover of physics, it was Sir Winston's dying wish that his estate be allocated for an unprecedented competition. In an expansive scrapyard, participants from all walks of life are welcome to compete to be the first to create bold, new, and fantastical inventions! Participants will be randomly assigned never-before-seen blueprints for Inventions thought up by Sir Winston himself, and may only build them with items found in the scrapyard. The prize and prestige has attracted the attention of all types, including some unscrupulous characters who will do whatever it takes to win. Do you have the skills to claim The Scrapyard Empire?

Scrapyard Empire is an addictive strategic card game for 1-4 players that lasts a brisk 30-60 minutes, with several rule variations that make it enjoyable for both experts and casual gamers. In most versions, the first player to build two inventions wins.



Rule Book

Rule Book

Contents / Setup

- 170 Cards
- 5 Types of cards: Inventions (Blue), Small Machines (Orange), Parts (Green), Characters (Brown) and Build Guide (Gray).
- 2 Dice



Setup

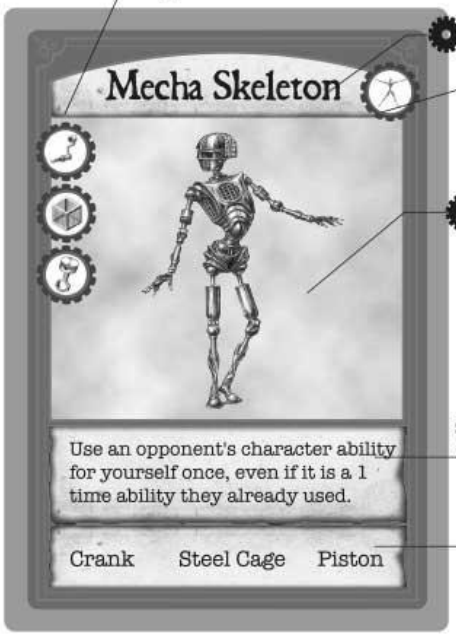
- Separate decks by card types: Parts, Small Machines & Inventions
- Each player rolls a die. Highest roll is dealer. If players tie for highest roll, those players roll again.
- Dealer deals 8 Part cards to each player, clockwise. Place deck between all players and flip one card face up below deck. Players put all Part cards face up in front of them in view of all opponents for the duration of the game.
- Dealer deals 5 Small Machine cards to each player, clockwise. Place deck between all players and flip one card face up beside the deck. Players put all Small Machine cards into their hand so no one else can see.
- Dealer deals 1 Invention card to each player, clockwise. Place deck between all players and flip one card face up beside the deck. Players put the Invention card into their hand with their Small Machine cards.
- Dealer deals 1 Character card to each player, clockwise. Remove the remaining Character cards from the game. Players put Character cards face up in front of them.
- Game starts with player to the immediate left of dealer.

Cards
Invention



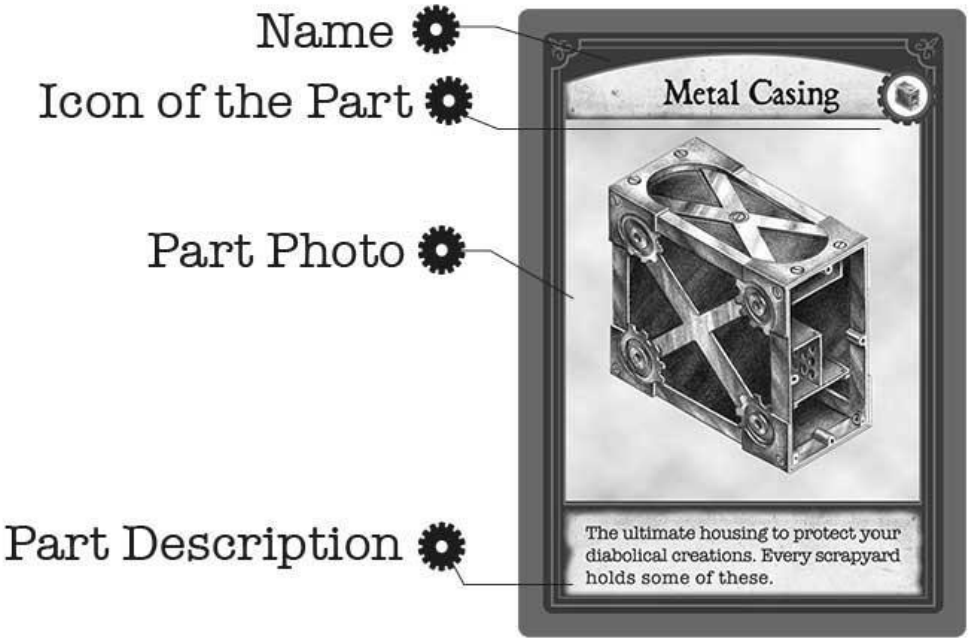
- Icons of the Small Machines Required
- Name
- Invention Photo
- Invention Description
- Small Machines Required

Cards
Small Machine

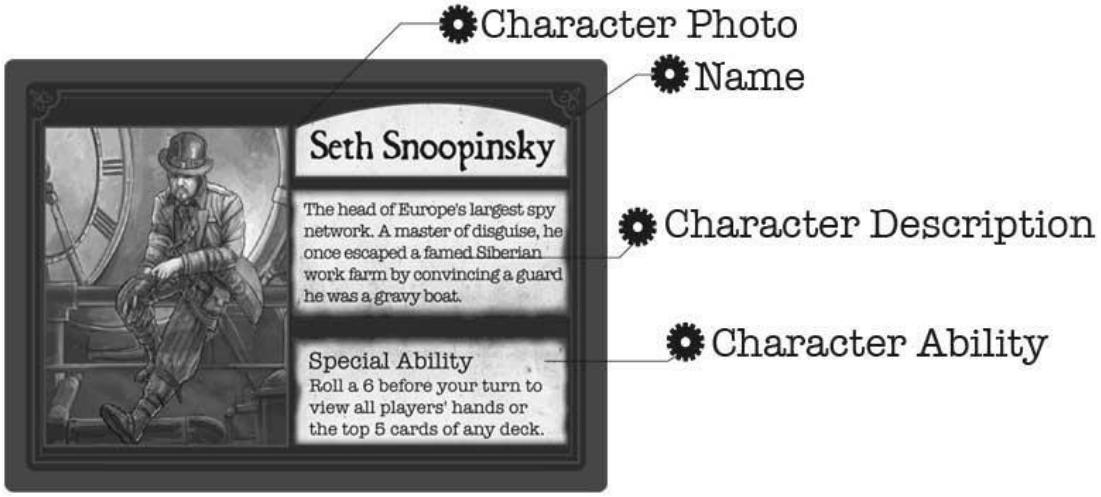


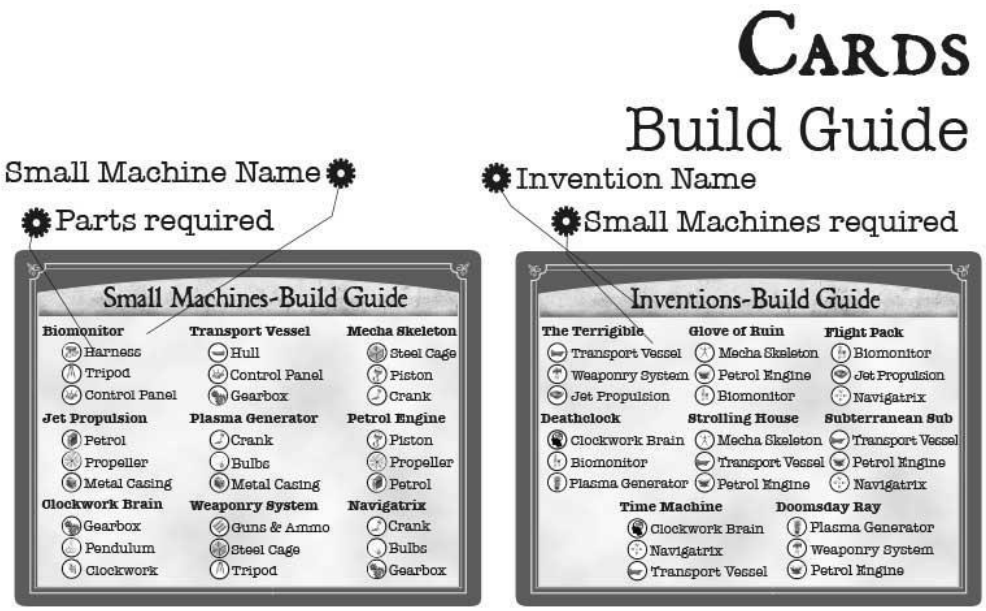
- Icons of the Parts Required
- Name
- Icon of the Small Machine
- Small Machine Photo
- Small Machine Ability
- Parts Required

Cards
Part



Cards
Character





How To Win

Winning Scrapyard Empire depends on the number of players. See below:

- 1 Player = first player to 3 inventions - difficulty can be increased/decreased by having to build a different number of inventions, or by adjusting the discard penalty amount for failed digs.
- 2, 3, & 4 Players = first player to build 2 inventions.

Gameplay

Each player's turn has 4 phases, which are detailed below:

DRAW PHASE: A player draws 1 Part card.

ACTION PHASE: A player can do any 2 of the actions below and actions can be repeated. Make sure to announce your intentions before playing. Note: Most character abilities can be used each turn and none of them count as an action.

- A player may draw 1 card from the Part, Small Machine, or Invention deck. For the first action only, if a player has 5 Small Machines in their hand, they may choose to draw 2 cards instead of 1 from either the Part or Small Machine deck. If at any time a player would draw a Part or Small Machine card and there are no cards left to draw, shuffle the respective scrap pile back into its deck, continue drawing as normal, then turn the top card over.

- A player may attempt a dig from the scrap pile (face up cards) of Parts or Small Machines. As you dig, you must place each card you pass face up in a pile on the table so that everyone can see the cards you are going through. Once you place each card down, you cannot go back to it.

- A player may attempt to steal* a Part or Small Machine card from any opponent.
- A player may initiate a trade* with any other player. This only counts as an action if the trade is accepted.

BUILD PHASE:

- If a player has the required parts for a Small Machine, they may build a Small Machine. After it is built, put the Part cards used in the build faceup in the Part scrap pile, and play the Small Machine card faceup on the table (using a marker is optional).
- If a player has the required Small Machine cards for an Invention, they may build it. After it is built, the Small Machine cards used must be placed faceup in the Small Machine scrap pile. Then place the Invention card faceup on the table (using a marker is optional). After played, immediately draw a new Invention card and place in hand.
- A player may build as many Small Machines and Inventions as they wish during each Build Phase, so long as they have the requirements to build each, one at a time.

DISCARD PHASE:

- If a player has more than 8 Part cards, 5 Small Machine cards, and 1 Invention, they must discard down to the maximum at the end of a turn.

Actions

Note: Any action that requires a roll of the die must be announced before the roll.

Drawing: A player may draw 1 card from the Part, Small Machine, or Invention deck.

Stealing: A character may steal from another player.

- Announce the name of the person you will attempt to steal from.
- For A Part: Roll a die. If you roll a 5 or 6, take any Part card from the specified player.
- For a Small Machine: If you roll a 5 or 6, choose 2 Small Machine cards at random from the specified opponent's hand. Choose 1 to put into your hand, and return the other to the opponent. (If your opponent only has 1 Small Machine card, you can just take that one)
- Inventions and built Small Machines may not be stolen.

Digging

- Instead of drawing from a deck, a player may choose to dig through the faceup scrap pile of the Part, Small Machine, or Invention deck. If a player rolls a 4, 5 or 6, the dig is successful and they

can go through the face up pile. Each card is played out in front of everyone until the digging player sees a card they want, and takes it under their control. The player must announce any card they take. The remainder of the pile is placed on top of the played out cards, and returned to its position.

Trading

- A player may initiate a trade with another player for a 1 Part or 1 Small Machine card. The player initiating the trade announces what they want to trade for, and the specified player can say yes or no, and then provide one counter offer. All trades must be for 1 card of the same type.

Activating Small Machine or Invention Abilities

- Once a Small Machine or Invention is built, you may activate its one-time-use ability. In most cases this will count as one of your two actions during your Action Phase, unless otherwise specified. The ability of each Small Machine or Invention is at the bottom of the cards, below the photo. For example, the BIOMONITOR ability can be activated on another person's turn and reads: Directly after a player's successful Steal or Dig, you may take control of the card they won.
- To activate the Small Machine ability, turn the card sideways to indicate its ability is being used. After using its ability, you keep the Small Machine and it may still be used to build an Invention, but its ability may not be activated a second time.
- If another player activates your Small Machine ability before you do, using a special ability, you no longer have the opportunity of using it.
- Once a Small Machine has been scrapped to build an Invention, its ability may no longer be used.

Increasing the value of your die roll:

- For digging, stealing, or Small Machine ability rolls, you may choose to add X to the value of your roll by scrapping X Parts. You may do this for Character cards which have static dice-related abilities, but not for Character abilities which require a die roll to activate. When performed for a dig, the scrapped cards are placed on top of the pile, and THEN the player digs through them. For example, if after rolling a 3 you were to scrap 2 Part cards, your roll would become a 5. Increasing the value of your die roll does not use up any of your turn actions.

Characters

Using A Character Card Ability

- Character abilities may be activated on your turn, and do not count towards your two actions per turn limit.
- Abilities that instruct you to perform an action or roll a die can be performed once per turn.
- Static abilities such as those that modify your dice rolls take effect every time.

- Abilities that specify they can be activated X times per game is a per player restriction. If Player A activates a Character's 1-time-per-game ability, and then Player B gets access to Player A's ability via certain abilities in the game, Player B may also use the Character's 1-time-per-game ability.

Character Type Examples

Character Type 1: Must Perform An Action

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

Character Type 2: Static Ability

- Captain Minerva
    - When digging for parts, if you roll a 6, you may take 2 cards instead of 1.

Character Type 3: Limited Activation

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