Scrapyard Empire Quick Reference Rules

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- 3 piles: Parts, Small Machines, & Inventions.
- Deal 8 **Part cards**. Players lay their Part cards face up in front of them. Place the pile in the center and flip one card face up beside the deck.
- Deal 5 **Small Machine cards**. Players keep Small Machines in their hands. Place the pile in the center and flip one card face up beside the deck.
- Deal 1 **Invention card.** Players keep Invention cards in their hands. Place the pile in the center and flip one card face up.
- Deal 1 **Character card**. Players lay the card face up in front of them. Remaining cards are removed from the game. Note your character's special abilities.
- Game starts with player to the immediate left of dealer.

Gameplay

Each player's turn has 4 phases.

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 or Small Machine 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.

BUILD PHASE:

- If a player has the required Parts for a Small Machine, they may build it. After building, put the used Part cards faceup in the Part scrap pile, and play the Small Machine card faceup on the table.
- If a player has the required Small Machines for an Invention, they may build it. After building, put the used Small Machine cards in the Small Machine scrap pile. Place the Invention card

faceup on the table and immediately draw a new Invention card and place in hand.

- A player may build as many Small Machines and Inventions as they wish 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, or 1 Invention card, they must discard down to the maximum at the end of a turn. There is no card minimum.

Possible Actions

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

Stealing: A character may steal from another player. Announce the name of the person you will attempt to steal from and roll a die.

- For Parts: 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 face up scrap pile of any 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.

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.
- An ability that specifies it 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.

Using A Small Machine or Invention Ability

- 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.

- To activate the Small Machine or Invention ability, turn the card sideways to indicate its ability is being used. After using its ability, you keep the Small Machine or Invention and it may still be used to build an Invention, but its ability may not be activated a second time.
- If another player uses an ability to activate your Small Machine's or Invention's ability for themselves before you have used it, you may no longer use 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:

- After rolling the die for any purpose, you may choose to add X to the value of your roll by scrapping X Parts. The scrapped cards are then added to the top of the pile after the player digs through it. 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.

Winning

- Build 2 Inventions (add on inventions for increased difficulty).