

The logo for 'Steam Powered GIRAFFE THE CARD GAME' is centered at the top. 'Steam Powered' is written in a black, cursive font. 'GIRAFFE' is in a bold, black, blocky font. 'THE CARD GAME' is in a green, blocky font with a black outline.

Contents

(65 cards total)	7 - Robot Cards
(50 cards in play deck)	15 - Item Cards
(15 others)	14 - Steam Cards
	12 - Electricity Cards
	2 - Bread Cards
	1 - Factory Card
	14 - Gear Cards

Types of Cards

- Robot Cards** - These cards are your warriors on the field. You use them to destroy your opponent's robots and ultimately their factory.
- Item Cards** - These cards can be played to aid your robots and yourself in battle.
- Energy Cards** - These cards come in three types, Steam, Electricity, and Bread. They are spent to use your robot's abilities.
- Gear Cards** - These cards represent the health of your robots.

How to Play

2 Deck 2 Player Game

Two Steam Powered Giraffe: The Card Game decks are required for play. Each player keeps their own deck separate from the other player. The goal of the game is to destroy your opponent's factory by dealing damage to it with your robot units. These factories cannot be attacked however as long as your opponent has robots on the playing field. The game consists of activating Robot Cards, using Robot Card Abilities by spending Energy Cards, and using Item Cards.

Set Up

First have each player separate their 14 Gear Cards and 1 Factory Card from the rest of their deck. The Factory Card from each player should be placed in front of themselves, with their 14 Gear Cards off to one side, and the rest of their deck off to another. Pick a player to call and flip a coin. If that player successfully calls the flip, that player goes first in the game.

Play

Start the game by having each player shuffle their deck. Then have each of them draw 7 cards. These 7 cards become each player's "hand". Have each player look at their own hand secretly. If a player realizes he or she doesn't have any Robot Cards, that player must reshuffle their hand into their deck and draw 7 more cards, repeating this process until said player has at least 1 Robot Card in their hand. Once each player confirms that they have at least one Robot Card, play begins with the player who won the coin flip.

A turn for a player consists of three phases.

- 1. Draw Phase.**
- 2. Action Phase.**
- 3. End Phase.**

Once a player has completed their turn, play passes to the player on the left. The game continues around and around until a player is defeated with the loss of their factory. The winner is the player with the surviving factory.

A player starts his or her turn with the **Draw** phase by drawing a card from their deck. Players may only have a maximum of 8 cards in their hand, so if drawing a card at the start of their turn brings their hand to 9 cards, they must discard 1 of their cards face up in their discard pile. (Continued on reverse)

Player's must discard cards at any given time to keep their hand at 8 cards, with each player deciding which cards he or she discards. Once a player has drawn a card, the **Action** phase begins. During this phase the player can complete up to two actions from the following list.

1. **Activate.**
2. **Use Ability.**
3. **Use Item.**

When you **Activate** you place a Robot Card from your hand onto the playing field. This Robot Card goes right in front of your factory. The card is not yet "active" however and is considered to be "activating" until your next turn. You cannot use this card nor can it be attacked until it is finally "active" on your next turn. Once it becomes "active" on the start of your next turn, you place a specific amount of Gear Cards from your Gear Card pile next to the now "active" Robot Card. The amount of Gear Cards you place depends on the HP of the Robot Card. Simply place the same number of Gear Cards as the HP number. Unlike other actions, you can only use Activate once per turn.

A player who uses the **Use Ability** action picks an ability from one of their "active" Robot Cards and spends the amount of Energy Cards it costs to use that ability. Energy Cards are acquired randomly when drawing cards and are kept in a player's hand. When a player uses a Robot Card ability, that player discards the specific amount of Energy Cards printed next to the ability, then follows the directions of the ability and then the action is over. When dealing damage with an ability, simply have the attacked player discard the amount of Gear Cards next to his attacked Robot Card equal to the damage dealt, placing discarded Gear Cards back into the Gear Card pile. The Use Ability action may be used more than once during a turn, and Robot Card abilities can be used more than once as well, as long as a player has enough Energy Cards to use said ability.

The **Use Item** action has a player playing an Item Card from their hand. The card's directions are followed and then the card is discarded, unless otherwise stated by the card. Players may use the **Use Item** action more than once.

From the list of three actions, a player can execute any number of different actions during his or her turn.

1. **Activate & Use Ability.**
2. **Activate & Use Item.**
3. **Use Ability & Use Ability.**
4. **Use Ability & Use Item.**
5. **Use Item & Use Ability.**
6. **Use Item & Use Item.**

Players may only complete two actions per turn. No matter what though, a player may only activate one Robot Card per turn.

Once a player has completed the Draw and Action phases, the **End** phase begins. Players simply end their turn on this phase and don't do anything else. Play passes to the player on the left, with that player completing all three phases and so on.

Robot Cards are destroyed once they have no remaining Gear Cards left. This card and all of it's equipped items are discarded in your discard pile.

Winning

Once a player has attacked another player's factory with a Robot Card's ability, the game is over and the player with the surviving factory is the winner.

1 Deck 2 Player Game

The rules are the same as above but with some minor changes. Both players share the same deck, Gear Cards, and discard pile. The 1 Factory Card is placed off to the side. The winner is the first player to attack the factory. Players cannot attack the factory until there are no more enemy robots on the field.

3 or More Player Games

Each player must have his or her own Steam Powered Giraffe: The Card Game deck. Players may choose to divide into teams or go solo. Once everything is established, play continues in a clockwise manner just like a 2 deck game. Team members cannot share cards, but certain cards and abilities can effect your allies. The winning players are the ones with surviving factories, after all of their enemy's factories are destroyed.