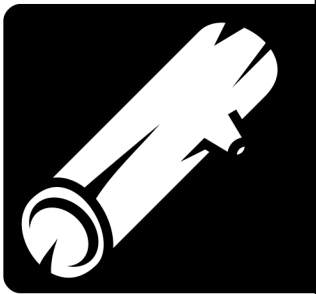


## A Log

1 

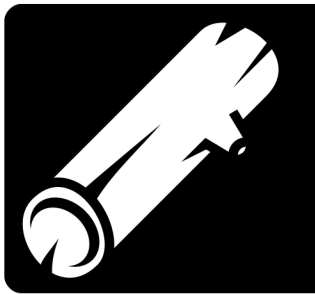


0 

*Building must start somewhere.*

## A Log

1 

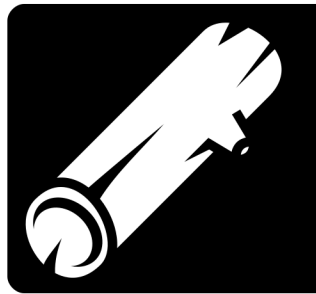


0 

*Building must start somewhere.*

## A Log

1 

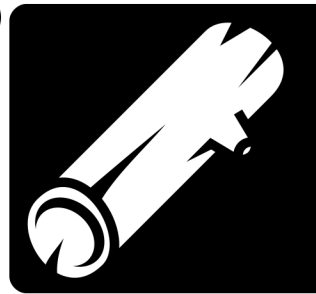


0 

*Building must start somewhere.*

## A Log

1 



0 

*Building must start somewhere.*

## Bunch of Logs

2 



0 

## Bunch of Logs

2 



0 

## Bunch of Logs

2 



0 

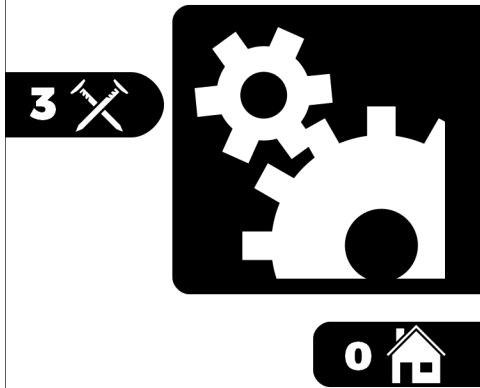
## Bunch of Logs

2 



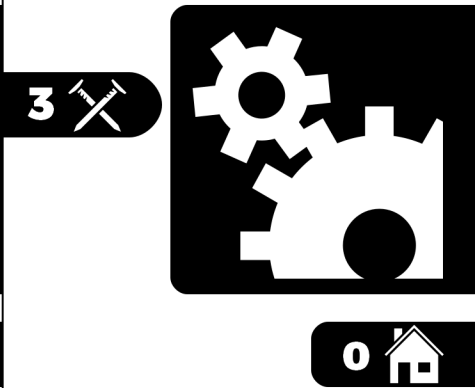
0 

## Rusted Gears



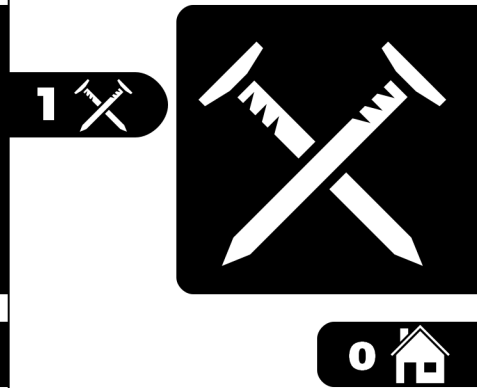
*Lest we forget, steampunk is a fantasy.*

## Rusted Gears



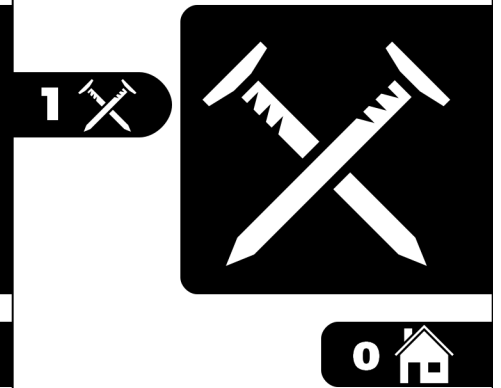
*Lest we forget, steampunk is a fantasy.*

## Pile of Nails



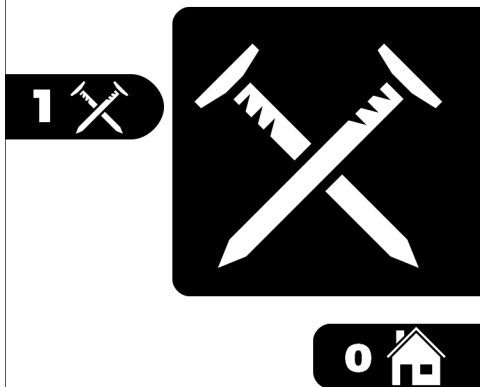
*Building must start somewhere.*

## Pile of Nails



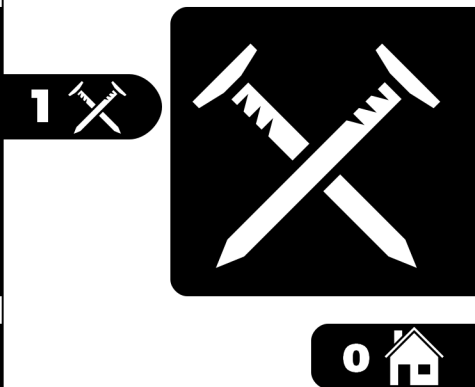
*Building must start somewhere.*

## Pile of Nails



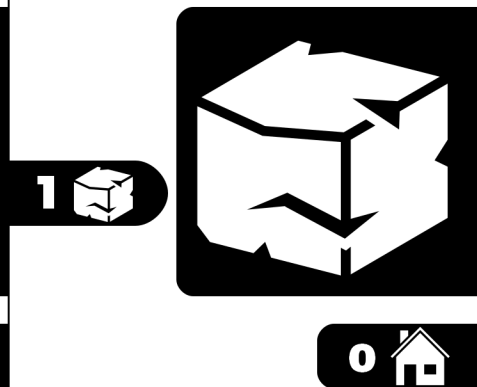
*Building must start somewhere.*

## Pile of Nails



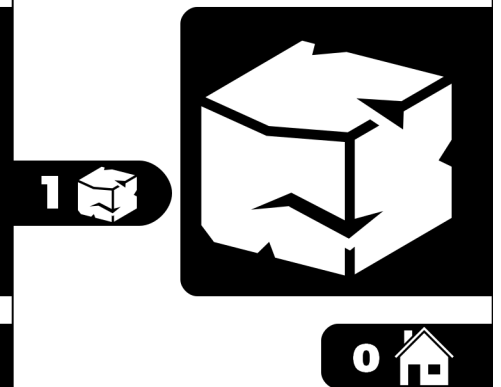
*Building must start somewhere.*

## A Stone


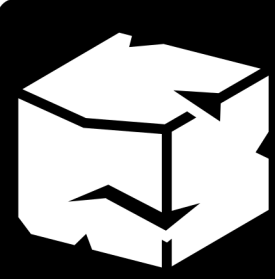


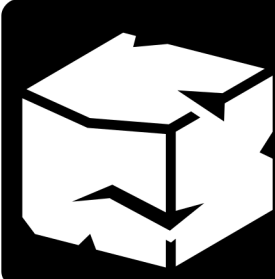


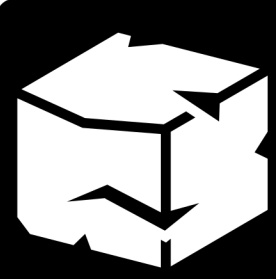


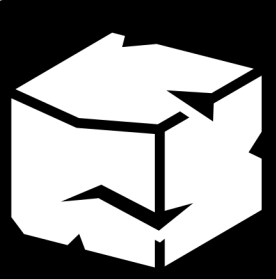


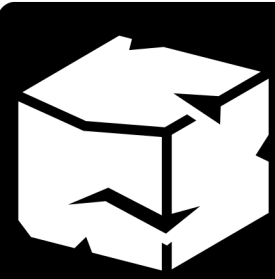


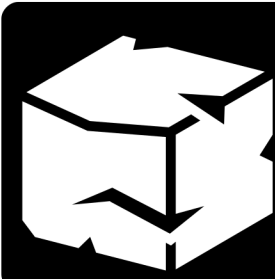


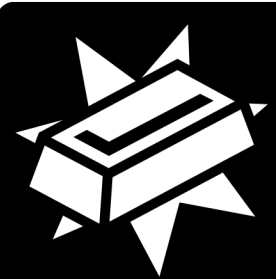


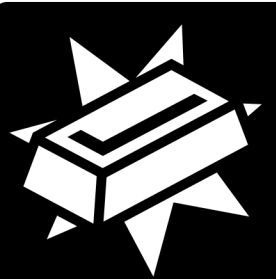



*Build it strong, build it right.*

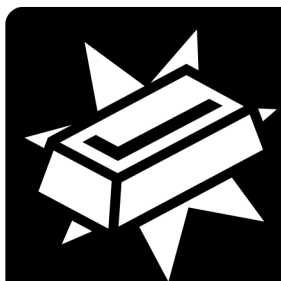
## A Stone



*Build it strong, build it right.*

<div><div>A Stone</div><div><div>1</div><div></div></div><div></div><div><div>0</div><div></div></div><div>Build it strong, build it right.</div></div>	<div><div>A Stone</div><div><div>1</div><div></div></div><div></div><div><div>0</div><div></div></div><div>Build it strong, build it right.</div></div>	<div><div>A Stone</div><div><div>1</div><div></div></div><div></div><div><div>0</div><div></div></div><div>Build it strong, build it right.</div></div>	<div><div>A Stone</div><div><div>1</div><div></div></div><div></div><div><div>0</div><div></div></div><div>Build it strong, build it right.</div></div>
<div><div>A Stone</div><div><div>1</div><div></div></div><div></div><div><div>0</div><div></div></div><div>Build it strong, build it right.</div></div>	<div><div>A Stone</div><div><div>1</div><div></div></div><div></div><div><div>0</div><div></div></div><div>Build it strong, build it right.</div></div>	<div><div>A Gold Bar</div><div><div>1</div><div></div></div><div></div><div><div>0</div><div></div></div><div>May also be used for any 1 Resource.</div><div>Behold the power of purchase.</div></div>	<div><div>A Gold Bar</div><div><div>1</div><div></div></div><div></div><div><div>0</div><div></div></div><div>May also be used for any 1 Resource.</div><div>Behold the power of purchase.</div></div>

## A Gold Bar



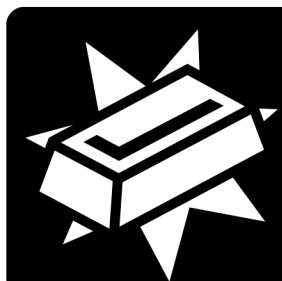
1

0

May also be used for any 1 Resource.

*Behold the power of purchase.*

## A Gold Bar



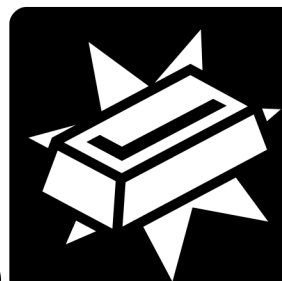
1

0

May also be used for any 1 Resource.

*Behold the power of purchase.*

## A Gold Bar



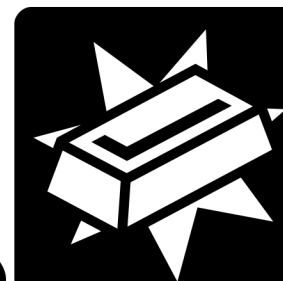
1

0

May also be used for any 1 Resource.

*Behold the power of purchase.*

## A Gold Bar



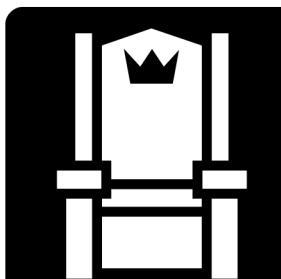
1

0

May also be used for any 1 Resource.

*Behold the power of purchase.*

## Ancient Throne



2

1

1

6

At game end, 2 VP for two Ancient artifacts, and 4 VP for three Ancient artifacts

## Ancient Armor



2

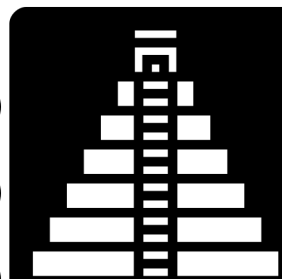
1

1

6

At game end, 2 VP for two Ancient artifacts, and 4 VP for three Ancient artifacts

## Ancient Pyramid



2

1

1

6

At game end, 2 VP for two Ancient artifacts, and 4 VP for three Ancient artifacts

## Golden Boots



1

1

2

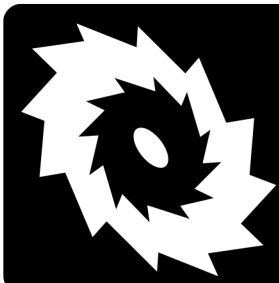
Up to two may be used for any resource

## Golden Saw

1




1



2



Up to two  may be used for any resource


## Ladder

1



1



Draw a card from your deck, if it contains , draw one more card.


## Magnet

2



2



Draw a card from your deck, if it's contains , draw one more card.

## Solid Spade

1



1



2



Draw one card from your deck.

*Most people just call this a shovel.*

## Normal Spade

1



1



2



Draw one card from your deck.

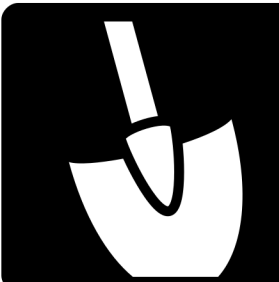
*Most people just call this a shovel.*

## Heavy Spade

1



1



2

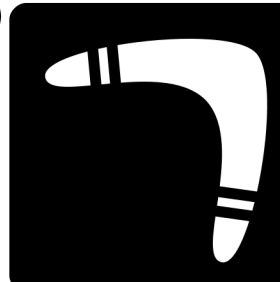


Draw one card from your deck.

*Most people just call this a shovel.*


## Boomerang

1



1



-1  for the current turn. At end of turn, pass to left and place in opponent's hand.

## Gold Merchant

1



2



-1  per turn

*Shiny things! I like shiny things.*

## Gold Key



1

2

-1 to build items consisting only of

## Pendant

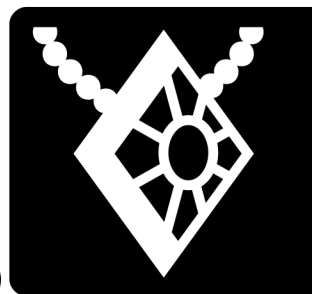


2

2

-2 per turn

## Necklace

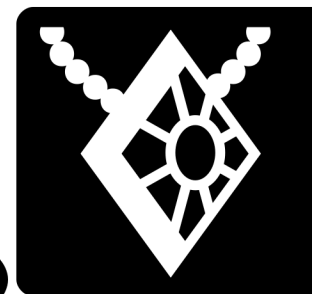


3

4

-1 per turn

## Necklace

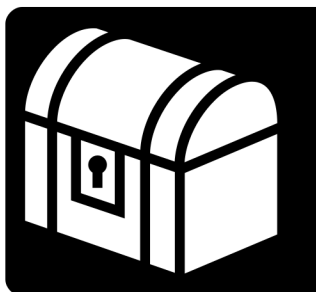


3

4

-1 per turn

## War Chest



4

6

-2 per turn

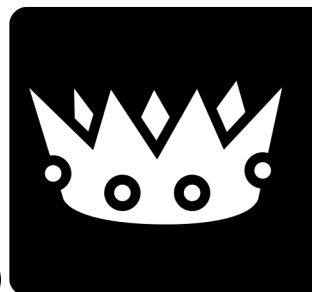
## Chalice



5

9

## Crown



6

13

## Wheelbarrow



2

2

You may keep 2 Resources until the next turn

Woah, this really is heavy.

## Barrel

2 

2 



5 

You may keep 3 Resources until the next turn

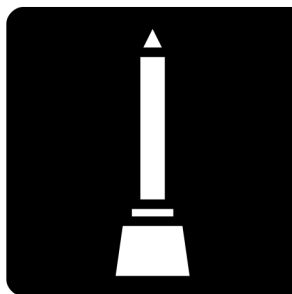
## Obelisk

2 

2 

1 

1 



9 

At game end, 4 VP if your deck has 10 or fewer cards.

## Screwdriver

2 



3 

-2  per turn

## Screwdriver

2 



3 

-2  per turn

## Smelter

2 



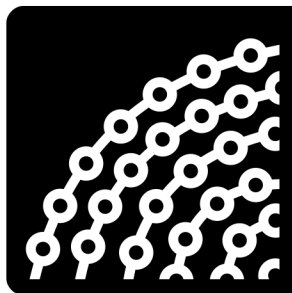
3 

-3  per turn


*How does smelting actually CREATE things?*

## Chains

3 

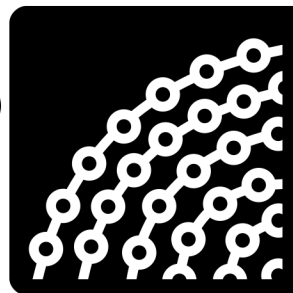


4 


Can be purchased for 2 

## Chains

3 

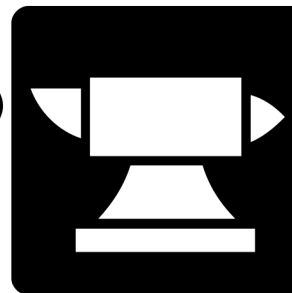


4 


Can be purchased for 2 

## Anvil

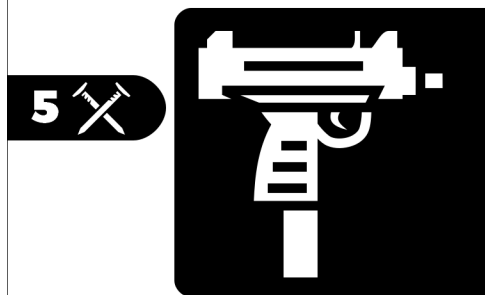
4 



6 

Can be purchased for 3 

## Uzi



5

5

7

Can be purchased for 4

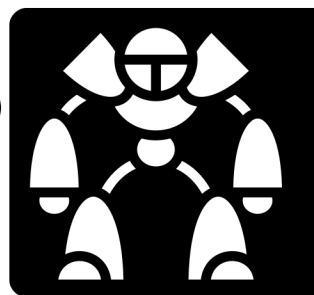
## Battle Axe



5

8

## Robot Golem



7

10

-3 on each Make.

## Spear



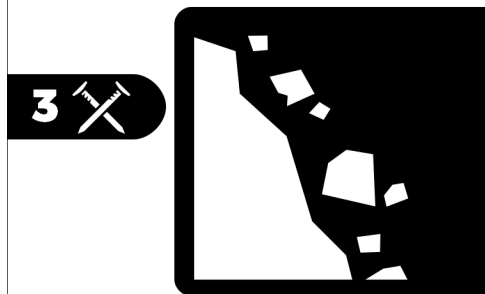
1

1

3

-1 per turn

## Rockslide



3

4

-1 per turn

## Mining Pick



3

4

-1 per turn

*We'll strike gold one of these days!*

## Stone Pile



2

3

## Stone Pile



2

3



### Stone Tablet

3 



5 

### Stone Tablet

3 



5 

### Rune Stone

2 

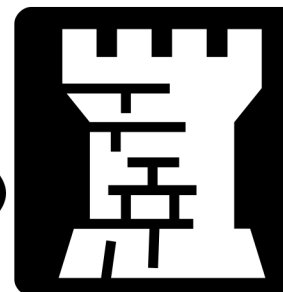
2 




7 

### Medieval Turret

6 



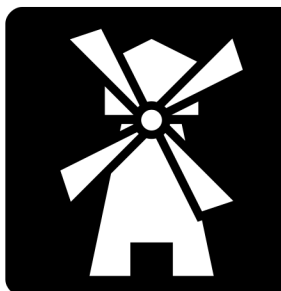
9 

1  may be used for 1 of any Resource per turn

### Windmill

2 

1 



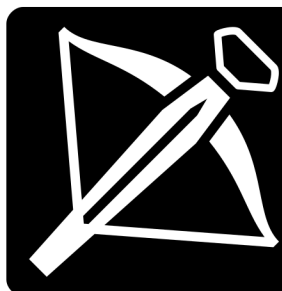
4 

Upon purchase, you may reorder the cards on one row or column.

### Crossbow

1 

2 

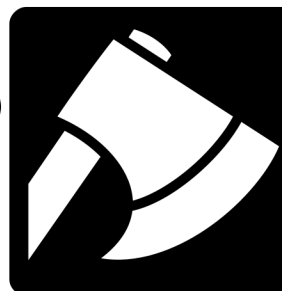


4 

Upon purchase, you may reorder the cards on one row or column.

### Steel Axe

1 



1 

-1  per turn

### Steel Axe

1 



1 

-1  per turn

## Wood Axe

1



2

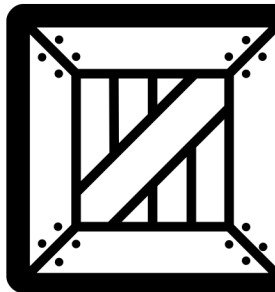


-2  per turn

*And my axe.*

## Small Crate

3

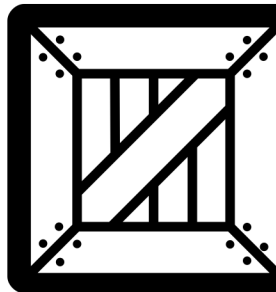


3



## Small Crate

3

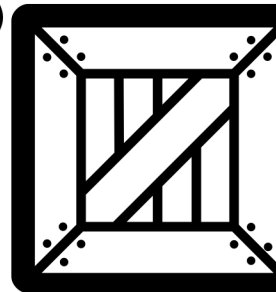


3



## Medium Crate

4

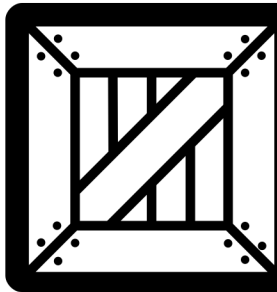


4



## Medium Crate

4

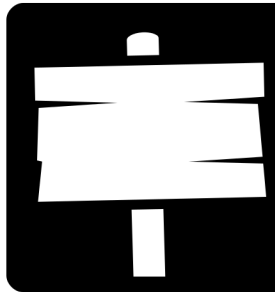


4



## Sign Post

5

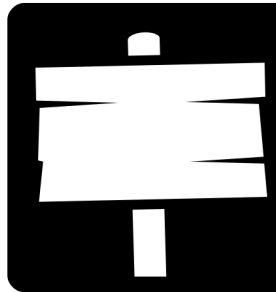


7



## Sign Post

5

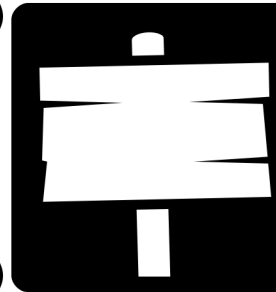


7



## Wizard Staff

4




1



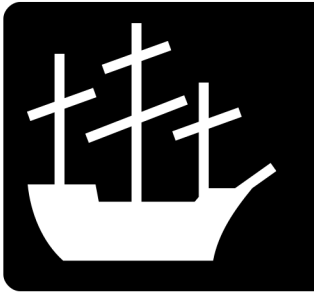
8



At game end, 1 VP per two  in any cards except this one.


# Galleon

7



9



At game end, 1 VP per  in any cards except this one.