

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 




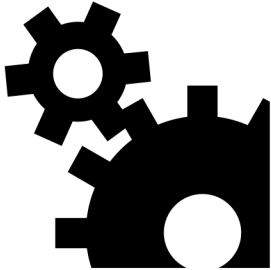

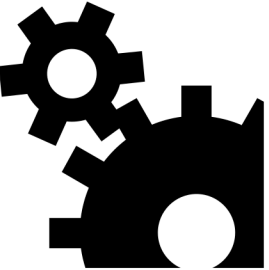





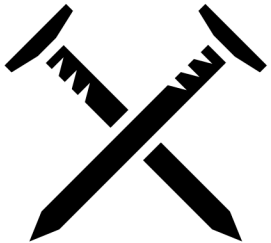



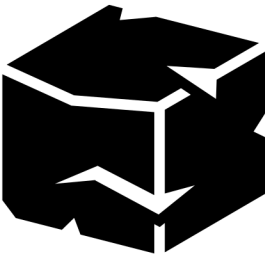

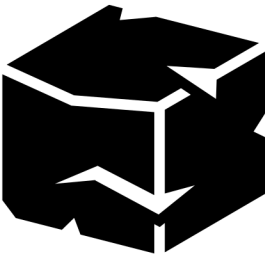
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Bunch of Logs

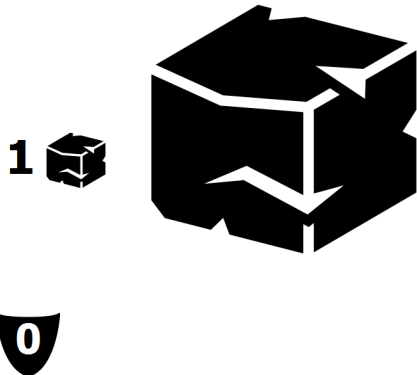
2 



0

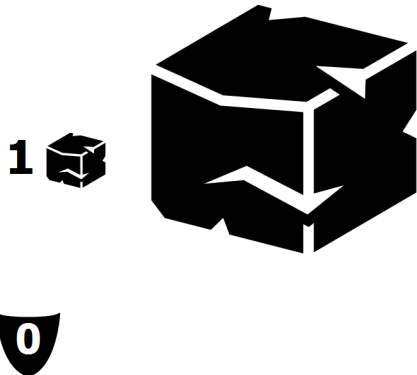
<div><div>Rusted Gears</div><div><div>3</div><div></div></div><div></div><div><div>0</div></div><div><div>Lest we forget, steampunk is a fantasy.</div></div></div>	<div><div>Rusted Gears</div><div><div>3</div><div></div></div><div></div><div><div>0</div></div><div><div>Lest we forget, steampunk is a fantasy.</div></div></div>	<div><div>Pile of Nails</div><div><div>1</div><div></div></div><div></div><div><div>0</div></div><div><div>Building must start somewhere.</div></div></div>	<div><div>Pile of Nails</div><div><div>1</div><div></div></div><div></div><div><div>0</div></div><div><div>Building must start somewhere.</div></div></div>
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A Stone



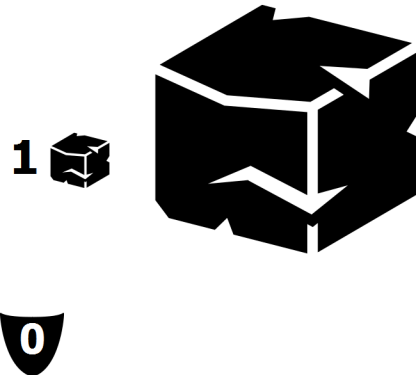
Build it strong, build it right.

A Stone



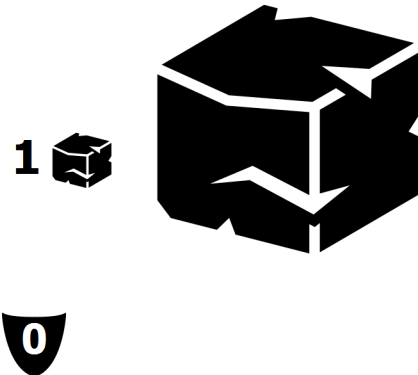
Build it strong, build it right.

A Stone



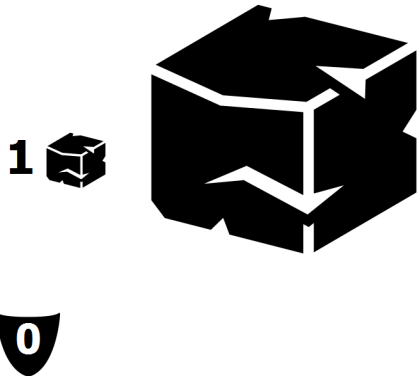
Build it strong, build it right.

A Stone



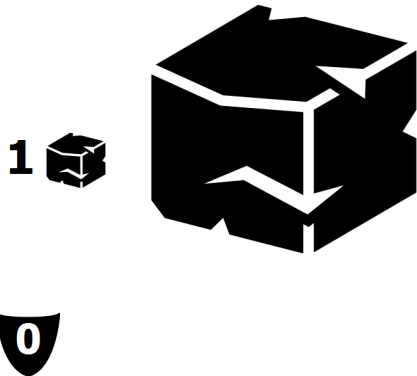
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A Stone



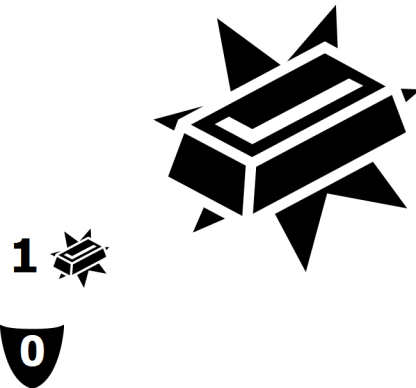
Build it strong, build it right.

A Stone



Build it strong, build it right.

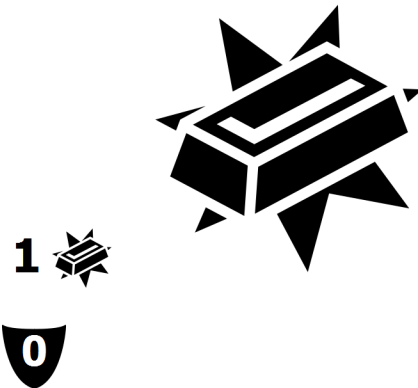
A Gold Bar



May also be used for any 1 Resource.

Behold the power of purchase.

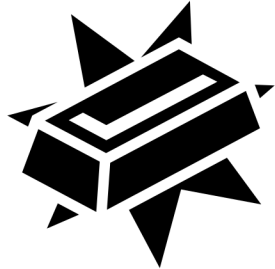
A Gold Bar



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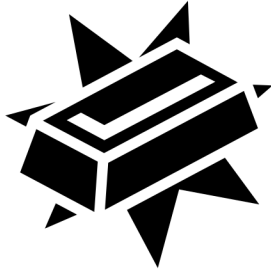
1

0

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A Gold Bar



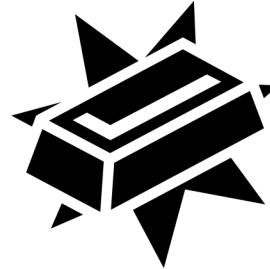
1

0

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A Gold Bar



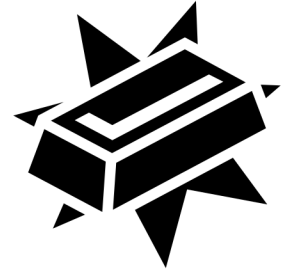
1

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.

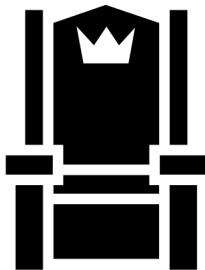
Behold the power of purchase.

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

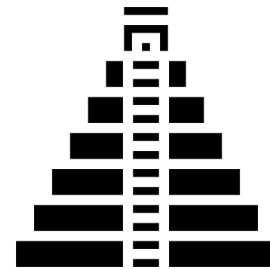
At game end, 2 VP for two Ancient artifacts, and 4 VP for three Ancient artifacts

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



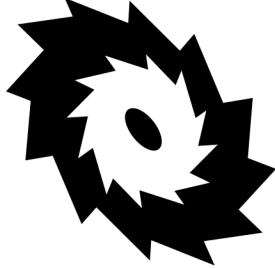
2

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 



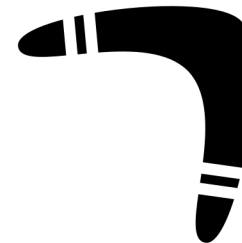
2

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 

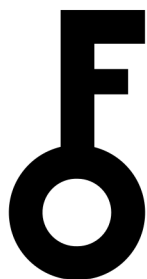


2

-1  per turn

Shiny things! I like shiny things.

Gold Key

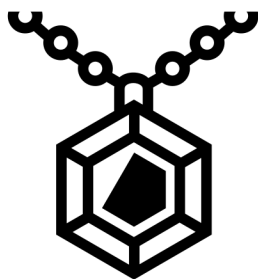


1

2

-1 to build items consisting only of

Pendant

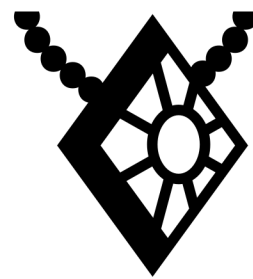


2

2

-2 per turn

Necklace

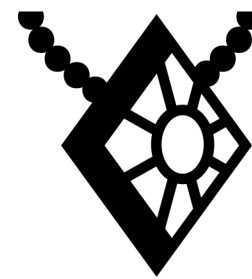


3

4

-1 per turn

Necklace

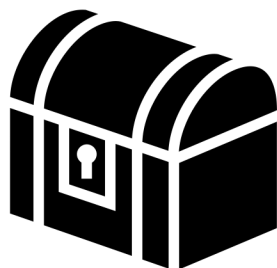


3

4

-1 per turn

War Chest



4

6

-2 per turn

Chalice



5

9

Crown



6

13

Woah, this really is heavy.

Wheelbarrow

2



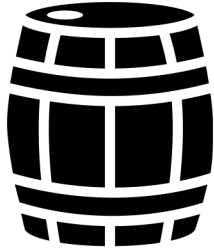
2

You may keep 2 Resources until the next turn

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 



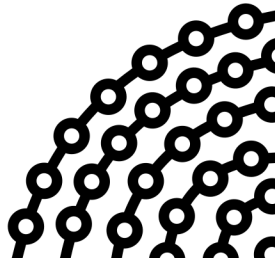
3

-3  per turn


How does smelting actually CREATE things?

Chains

3 

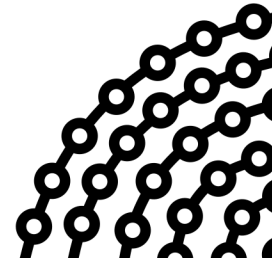


4


Can be purchased for 2 

Chains

3 



4


Can be purchased for 2 

Anvil

4 



6


Can be purchased for 3 

Uzi

5 



7 

Can be purchased for 4 

Battle Axe

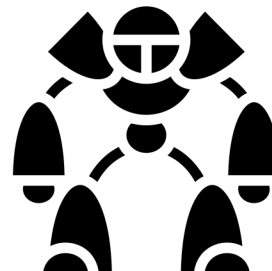
5 




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

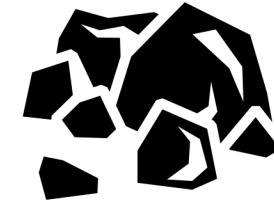
2 



3 

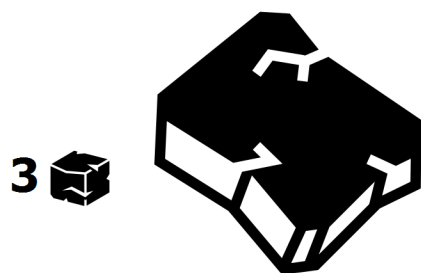
Stone Pile

2 



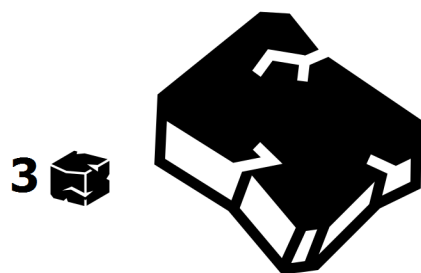
3 

Stone Tablet



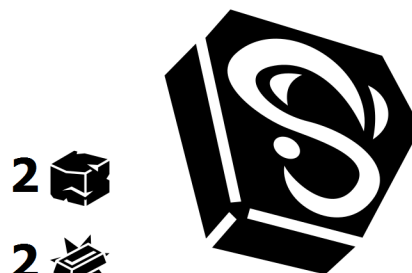
5

Stone Tablet



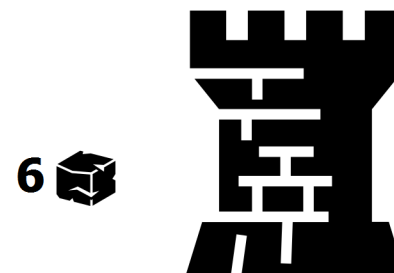
5

Rune Stone



7

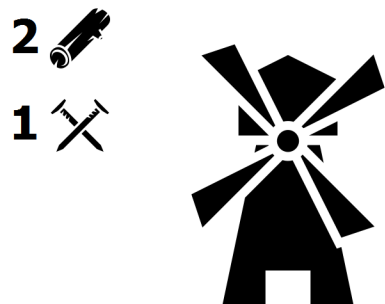
Medieval Turret



9

1 cube may be used for 1 of any Resource per turn

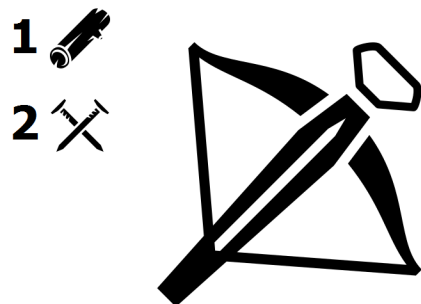
Windmill



4

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

Crossbow



4

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

Steel Axe



1

-1 cannon per turn

Steel Axe



1


-1 cannon per turn

Wood Axe

1 



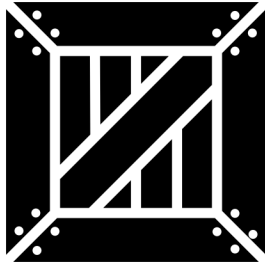
2

-2  per turn

And my axe.

Small Crate

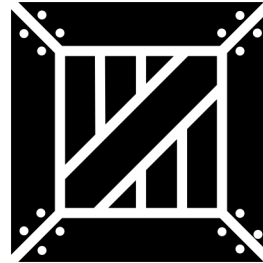
3 



3

Small Crate

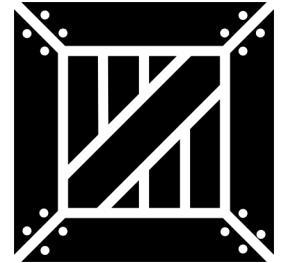
3 



3

Medium Crate

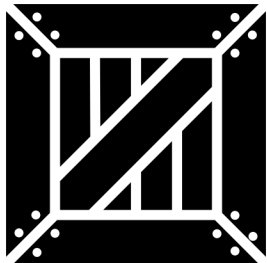
4 



4

Medium Crate

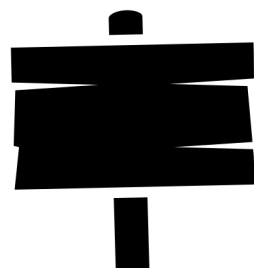
4 



4

Sign Post

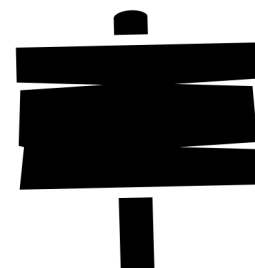
5 



7

Sign Post

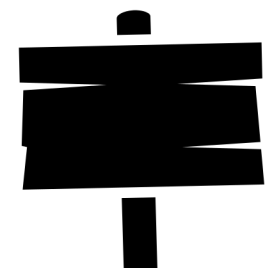
5 



7


Wizard Staff

4 



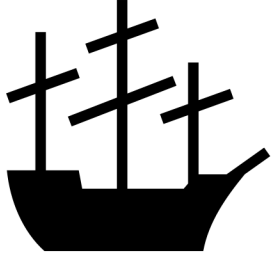
1 

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.