

## 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



*Let's get started.*

## Bunch of Logs

2



0



*Let's get started.*

## Bunch of Logs

2



0



*Let's get started.*

## Bunch of Logs

2



0



*Let's get started.*

## Rusted Gears

### 3



0



*Lest we forget, steampunk is a fantasy.*

## Rusted Gears

3



0



*Lest we forget, steampunk is a fantasy.*

## Pile of Nails

1



0



*Just don't get tetanus.*

## Pile of Nails

1



**O**



*Just don't get tetanus.*

## Pile of Nails

1



0



*Just don't get tetanus.*

## Pile of Nails

1



0



*Just don't get tetanus.*

## A Stone

1



0



*Build it strong, build it right.*

## A Stone

1



O



*Build it strong, build it right.*

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

<div><div>A Gold Bar</div><div><div>1</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>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>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>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>Ancient Throne</div><div><div>2</div><div></div></div><div><div>1</div><div></div></div><div><div>1</div><div></div></div><div><div>6</div><div></div></div><div>At game end, +2 VP for two Ancient artifacts, and +4 VP for three Ancient artifacts</div><div>Great for making decrees.</div></div>	<div><div>Ancient Armor</div><div><div>2</div><div></div></div><div><div>1</div><div></div></div><div><div>1</div><div></div></div><div><div>6</div><div></div></div><div>At game end, +2 VP for two Ancient artifacts, and +4 VP for three Ancient artifacts</div><div>To war!</div></div>	<div><div>Ancient Pyramid</div><div><div>2</div><div></div></div><div><div>1</div><div></div></div><div><div>1</div><div></div></div><div><div>6</div><div></div></div><div>At game end, +2 VP for two Ancient artifacts, and +4 VP for three Ancient artifacts</div><div>Great for naps or eternal rest!</div></div>	<div><div>Ladder</div><div><div>1</div><div></div></div><div><div>1</div><div></div></div><div>Draw a card from your deck. If it contains , draw one more card.</div><div>Let the wood times roll!!</div></div>


## Magnet

2



2



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

*Just get out of the way of the flying shards.*

## Solid Spade

1



1



Draw one card from your deck.

*Most people just call this a shovel.*

## Normal Spade

1



1



Draw one card from your deck.

*Most people just call this a shovel.*

## Heavy Spade

1



1



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.

*This one messes up your small deck strategy.*

## Gold Merchant

1





-1  per turn

*Shiny things! I like shiny things.*

## Gold Key

1



-1  to build items consisting only of 

*Are you ready for this kind of commitment?*

## Pendant

2



-2  per turn

*Snag this while you can!*

2



2



2



2










2



2



<div>Gold Mine</div> <div><div>2</div><div></div></div> <div><div>4</div><div></div></div> <div><div>May also be purchased for 1 , 1 , and 1 .</div></div> <div><div>There's gold in them there hills!</div></div>	<div>Necklace</div> <div><div>3</div><div></div></div> <div><div>4</div><div></div></div> <div><div>Can be purchased for 2 .</div></div> <div><div>A good deal, indeed.</div></div>	<div>Necklace</div> <div><div>3</div><div></div></div> <div><div>4</div><div></div></div> <div><div>Can be purchased for 2 .</div></div> <div><div>A good deal, indeed.</div></div>	<div>War Chest</div> <div><div>4</div><div></div></div> <div><div>6</div><div></div></div> <div><div>Can be purchased for 3 .</div></div> <div><div>My money. Stay away.</div></div>
<div>Chalice</div> <div><div>4</div><div></div></div> <div><div>8</div><div></div></div> <div><div>A retirement plan you can drink from.</div></div>	<div>Crown</div> <div><div>6</div><div></div></div> <div><div>13</div><div></div></div> <div><div>Woah, this really does make my head heavy.</div></div>	<div>Wheelbarrow</div> <div><div>2</div><div></div></div> <div><div>1</div><div></div></div> <div><div>You may keep 2 Resources until the next turn</div></div> <div><div>Out of my way!</div></div>	<div>Barrel</div> <div><div>2</div><div></div></div> <div><div>2</div><div></div></div> <div><div>5</div><div></div></div> <div><div>You may keep 3 Resources until the next turn</div></div> <div><div>Also great for scaring people.</div></div>

## Barn

1 

1 

1 

4 

At game end, +1 VP if your deck has 10 or fewer cards.

*Fun fact: not a good place to be born in.*

## Obelisk

2 

2 

1 

1 

9 


At game end, +3 VP if your deck has 10 or fewer cards.

*A must have for the modern survivor.*

## Screwdriver

2 

3 


-2  per turn

*Everyone needs one of these.*

## Smelter

2 

3 



-3  per turn

*How does smelting actually CREATE things?*

## Horseshoe

3 

4 



May be purchased for 2  or 3 

*Gesundheit.*

## Horseshoe

3 

4 



May be purchased for 2  or 3 

*Gesundheit.*

## Anvil

4 

6 



May be purchased for 3  or 4 

*WARNING! Watch your thumbs.*

## Anvil

4 

6 



May be purchased for 3  or 4 

*WARNING! Watch your thumbs.*

## Uzi

5 

8 

May be purchased for 4  or 5 



*Spray and pray.*

## Battle Axe

6 



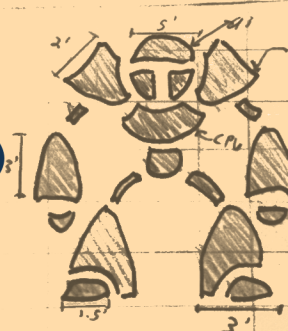
9 

May be purchased for 5  or 6 


*And my axe.*

## Robot Golem

7 



10 

At game end, +1 VP per card that contains , including this one.

*Wait, when did this game get futuristic?!?!?*

## Spear

1 

1 

3 

-1  per turn

*Make sure you use the pointy end.*

## Rockslide

2 

3 


-1  per turn

*You know, most people run from rockslides.*

## Mining Pick

2 

3 

-1  per turn

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

## Stone Pile

2 

3 

*We used the steel to collect the stones, duh!*

## Stone Pile

2 

3 

*We used the steel to collect the stones, duh!*



<div>Stone Tablet</div> <div><div>3</div><div></div></div> <div><div>6</div><div></div></div> <div>Great for historical records until you drop them.</div>	<div>Stone Tablet</div> <div><div>3</div><div></div></div> <div><div>6</div><div></div></div> <div>Great for historical records until you drop them.</div>	<div>Rune Stone</div> <div><div>2</div><div></div></div> <div><div>2</div><div></div></div> <div><div>8</div><div></div></div> <div>Sorry, no magical powers here.</div>	<div>Medieval Turret</div> <div><div>6</div><div></div></div> <div><div>9</div><div></div></div> <div>At game end, 1 VP for every three cards in deck</div> <div>Obelisks and Turrets don't mix. Just sayin'.</div>
<div>Windmill</div> <div><div>2</div><div></div></div> <div><div>1</div><div></div></div> <div><div>4</div><div></div></div> <div>Upon purchase, you may reorder cards on one row or column. May also be trashed to do the same.</div>	<div>Crossbow</div> <div><div>1</div><div></div></div> <div><div>2</div><div></div></div> <div><div>4</div><div></div></div> <div>Upon purchase, you may reorder cards on one row or column. May also be trashed to do the same.</div>	<div>Stone Axe</div> <div><div>1</div><div></div></div> <div><div>2</div><div></div></div> <div>-2  per turn</div>	<div>Small Crate</div> <div><div>3</div><div></div></div> <div><div>3</div><div></div></div> <div>May be purchased for 3 </div>

<div>Small Crate</div> <div>3 </div> <div>3 </div> <div>May be purchased for 3 </div>	<div>Medium Crate</div> <div>4 </div> <div>4 </div> <div>May be purchased for 4  or 2 </div>	<div>Medium Crate</div> <div>4 </div> <div>4 </div> <div>May be purchased for 4  or 2 </div>	<div>Sign Post</div> <div>5 </div> <div>7 </div> <div>May be purchased for 4  or 3 </div>
<div>Sign Post</div> <div>5 </div> <div>7 </div> <div>May be purchased for 4  or 3 </div>	<div>Wizard Staff</div> <div>4 </div> <div>1 </div> <div>8 </div> <div>At game end, +2 VP if deck contains 4  besides this card.</div>	<div>Galleon</div> <div>7 </div> <div>9 </div> <div>At game end, +1 VP per  in any cards except this one.</div>	