

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.

<div><div><div>Rusted Gears</div><div>3</div><div>0</div><div>Lest we forget, steampunk is a fantasy.</div></div></div>	<div><div><div>Rusted Gears</div><div>3</div><div>0</div><div>Lest we forget, steampunk is a fantasy.</div></div></div>	<div><div><div>Pile of Nails</div><div>1</div><div>0</div><div>Just don't get tetanus.</div></div></div>	<div><div><div>Pile of Nails</div><div>1</div><div>0</div><div>Just don't get tetanus.</div></div></div>
<div><div><div>Pile of Nails</div><div>1</div><div>0</div><div>Just don't get tetanus.</div></div></div>	<div><div><div>Pile of Nails</div><div>1</div><div>0</div><div>Just don't get tetanus.</div></div></div>	<div><div><div>A Stone</div><div>1</div><div>0</div><div>Build it strong, build it right.</div></div></div>	<div><div><div>A Stone</div><div>1</div><div>0</div><div>Build it strong, build it right.</div></div></div>

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<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>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>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>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>


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



<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 

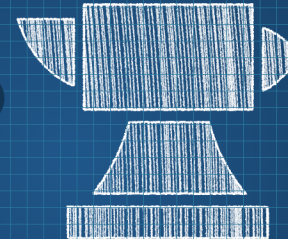
4 

May be purchased for 2  or 3 


Gesundheit.

Anvil

4 



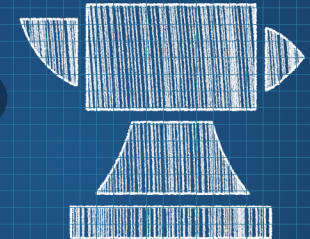
6 

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 

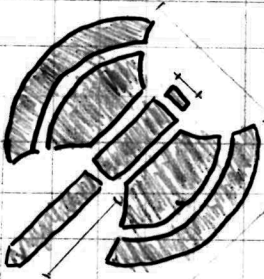
8 

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>	