

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



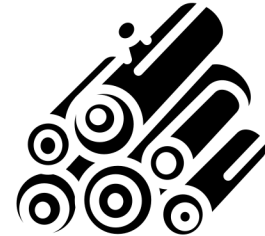
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Let's get started.

Bunch of Logs

2



0



Let's get started.

Bunch of Logs

2

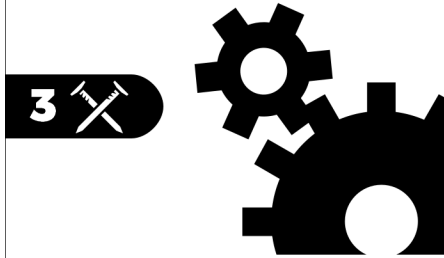


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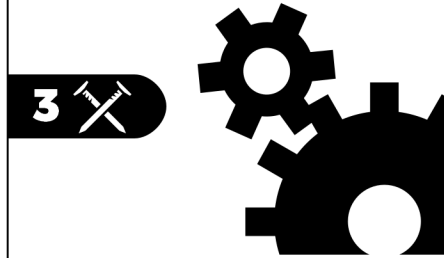
Let's get started.

Rusted Gears



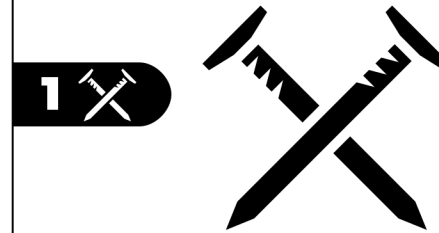
Lest we forget, steampunk is a fantasy.

Rusted Gears



Lest we forget, steampunk is a fantasy.

Pile of Nails



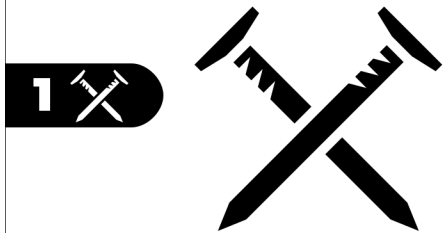
Just don't get tetanus.

Pile of Nails



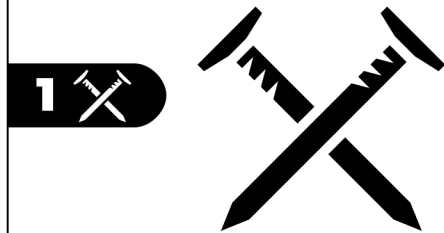
Just don't get tetanus.

Pile of Nails



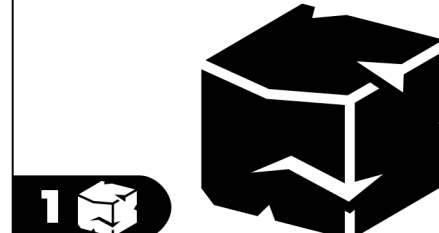
Just don't get tetanus.

Pile of Nails



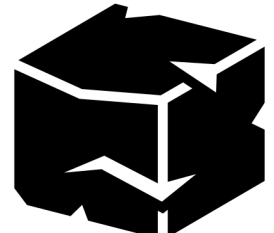
Just don't get tetanus.

A Stone


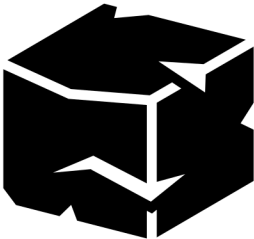


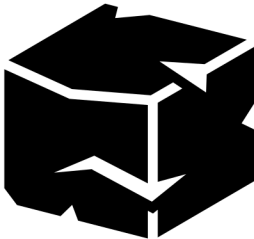


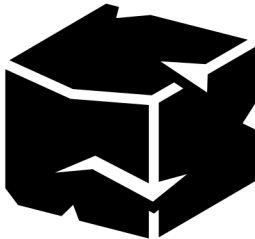


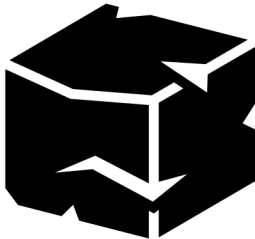


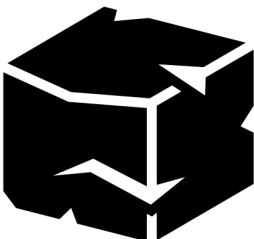


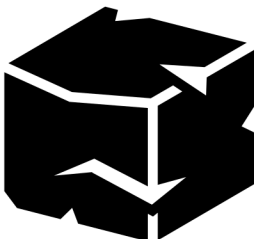


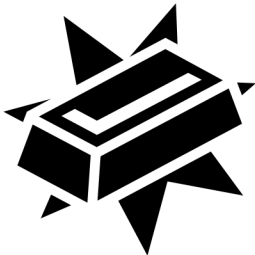


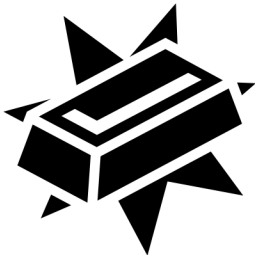



Build it strong, build it right.

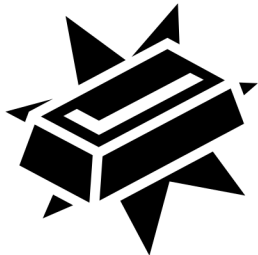
A Stone



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



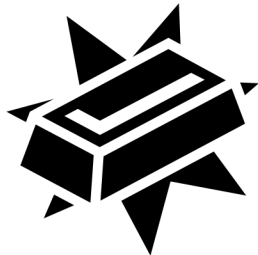
1



0



A Gold Bar



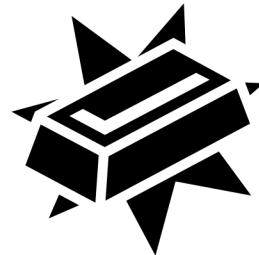
1



0



A Gold Bar



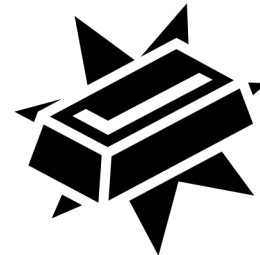
1



0



A Gold Bar



1



0



May also be used for any 1 Resource.

Behold the power of purchase.

May also be used for any 1 Resource.

Behold the power of purchase.

May also be used for any 1 Resource.

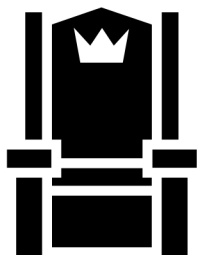
Behold the power of purchase.

May also be used for any 1 Resource.

Behold the power of purchase.

Ancient Throne

2



1



1



6



Ancient Armor

2



1



1

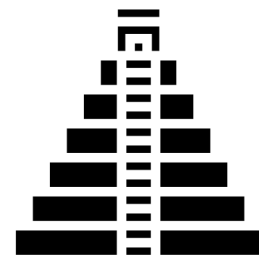


6



Ancient Pyramid

2



1



1



6



Ladder

1



1



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


Great for making decrees.

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

To war!

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

Great for naps or eternal rest!

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

Let the wood times roll!

Magnet

Solid Spade

Normal Spade

Heavy Spade

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.

1



1



2



Draw one card from your deck.

Most people just call this a shovel.

1



1



2



Draw one card from your deck.

Most people just call this a shovel.

1



1



2



Draw one card from your deck.

Most people just call this a shovel.

Boomerang

Gold Merchant

Gold Key

Pendant

1



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.



2



-1 per turn

Shiny things! I like shiny things.

1



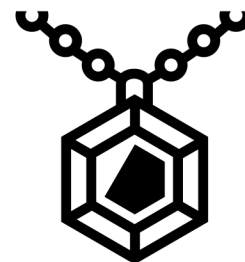
2



-1 to build items consisting only of

Are you ready for this kind of commitment?

2


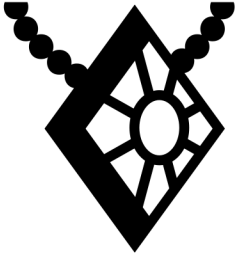
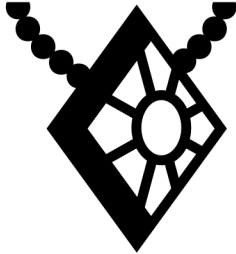
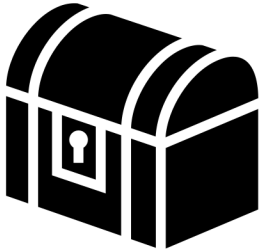

















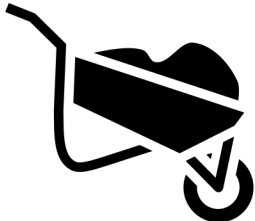













2



-2 per turn

Snag this while you can!

<h3>Gold Mine</h3> 	<h3>Necklace</h3> 	<h3>Necklace</h3> 	<h3>War Chest</h3> 
<div>2 </div> <div>4 </div> <div>3 </div> <div>Can be purchased for 1 , 1 , and 1 .</div> <div>There's gold in them there hills!</div>	<div>4 </div> <div>3 </div> <div>Can be purchased for 2 </div> <div>A good deal, indeed.</div>	<div>4 </div> <div>3 </div> <div>Can be purchased for 2 </div> <div>A good deal, indeed.</div>	<div>4 </div> <div>6 </div> <div>Can be purchased for 3 </div> <div>My money. Stay away.</div>
<h3>Chalice</h3> 	<h3>Crown</h3> 	<h3>Wheelbarrow</h3> 	<h3>Barrel</h3> 
<div>4 </div> <div>8 </div> <div>6 </div> <div></div> <div>A retirement plan you can drink from.</div>	<div>13 </div> <div></div> <div>Woah, this really does make my head heavy.</div>	<div>2 </div> <div>2 </div> <div>1 </div> <div>You may keep 2 Resources until the next turn</div> <div>Out of my way!</div>	<div>2 </div> <div>2 </div> <div>5 </div> <div>You may keep 3 Resources until the next turn</div> <div>Also great for scaring people.</div>

Barn

1



1



1



4



2



2



1



9



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



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

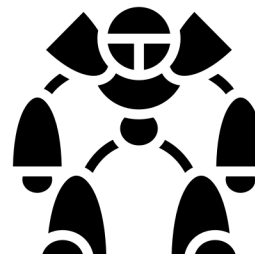


May be purchased for 5 or 6

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

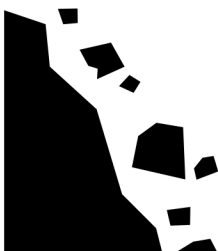


-1 per turn

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



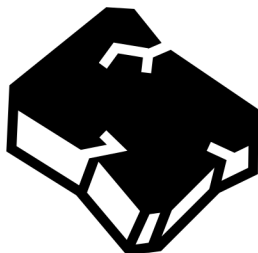
3



We used the steel to collect the stones, duh!

Stone Tablet

3



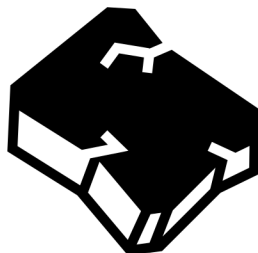
6



Great for historical records until you drop them.

Stone Tablet

3



6



Great for historical records until you drop them.

Rune Stone

2



2



8



Sorry, no magical powers here.

Medieval Turret

6



9



At game end, 1 VP for every three cards in deck

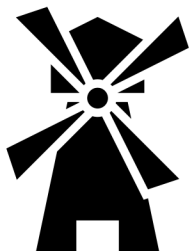
Obelisks and Turrets don't mix. Just sayin'.

Windmill

2



1



4



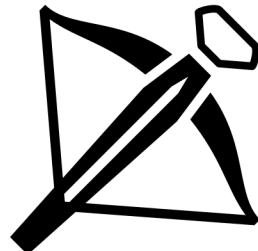
Upon purchase, you may reorder cards on one row or column. May also be trashed to do the same.

Crossbow

1



2



4



Upon purchase, you may reorder cards on one row or column. May also be trashed to do the same.

Stone Axe

1



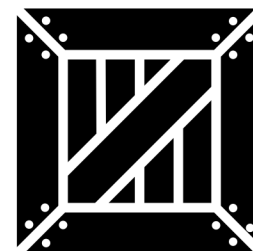
2



-2 per turn

Small Crate


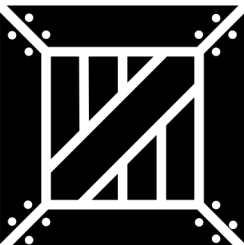



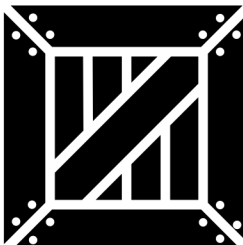




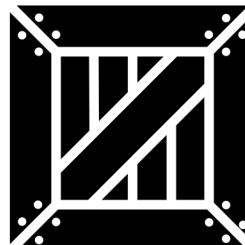




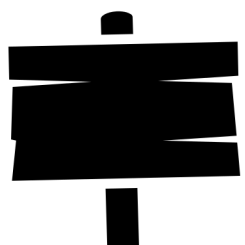




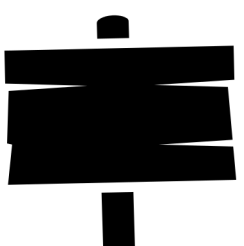












3



3



May be purchased for 3

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