

## The Coveted Starting Player



Can be stolen by any player on their turn if they trash 1 of any Resource.



Because just going around in a circle is not strategic enough.

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## The Building Building Building



Trash 1 Stone

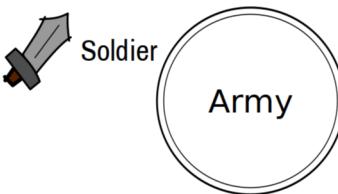
You may now build buildings.



*It's a total coincidence that we are housed in a building. In fact, we built our own building. We did not need a building building building building.*

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## The Military Strategy



At round start, player with the most soldiers places the Army token on any card in a purchase row. Anyone who takes that card must pay this person 1 Resource Card. In a tie, nobody plac...



*This strategy worked for me once. I think.*

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## The Grain Engine



Trash 1 Wood

You may trash 1 Grain for any 1 Resource, any number of times.



*A solid choice, but be sure to commit to it.*

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## The Animal Engine



Trash 1 Clay

You may trash 1 Animal for any 1 Resource, any number of times.



*Let's just say you should be happy this card has no artwork.*

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## The Ladder Engine



As an action, once per turn, you may trash 1 Special in your hand or 1 Resource card on your tableau to Climb a Ladder 1 space.



*See you at the top!*

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## The Artificial Need



To trash this card, you must trash 3 Food in one turn before Endgame.



*Food is how we keep you from making powerful moves. You're welcome.*

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## The Early Investment



You may only play this card before playing an Engine.



*Does nothing now, but it will pay off later. The engine can wait.*

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**Engine  
Card**

**Engine  
Card**

**Engine  
Card**

**Starting  
Player  
Card**

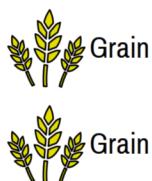
**Engine  
Card**

**Engine  
Card**

**Engine  
Card**

**Engine  
Card**

## Grain Breed!



Trash 1 Grain

You may trash this card for 1 Food.

20

Grain: the sheep of plants.

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## The Stone Building

### Building Building



Trash 1 Stone  
④ Requires Building

You do not need to pay any required Stone for Buildings.

20

Technically, we're just a shack made out of fiberglass, but this game doesn't need another resource.

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## The Wildcard Building



④ Requires Building

You may trash 1 Silk for any 2 Resources, any number of times.

50

Be sure to take this from someone who has collected silk.

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## Sheep Breed!



Trash 1 Sheep

You may trash this card for 1 Food.

30

Sheep: the rabbits of farm animals.

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## Early Sheep Climb!

Trash 1 Sheep

Upon playing, climb 1 rung on a Ladder

10

I smell a strategy brewing...

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## The Wood Building

### Building Building



Trash 1 Wood  
④ Requires Building

You do not need to pay any required Wood for Buildings.

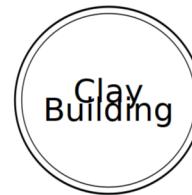
10

Not to be confused with the Building Wood Building, which is what we call our indoor arboretum

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## The Clay Building

### Building Building



Trash 1 Clay  
④ Requires Building

You do not need to pay any required Clay for Buildings.

10

We need some seed Clay for breeding.

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## The 'Free' Soldier



④ Requires Army

What's the catch?

**Engine  
Card**

**Engine  
Card**

**Engine  
Card**

**Engine  
Card**

**Blocker  
Card**

**Blocker  
Card**

**Engine  
Card**

**Engine  
Card**

## The Obligatory Trader



You may substitute 2 different Resources for 1 of any Resource, any number of times.

I'm sure I'll use this enough to justify its purchase.  
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## Feast!



Food



Food

Trash 1 Sheep  
 Trash 1 Grain

## The Military Building



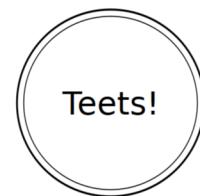
Soldier



Soldier

Requires Building  
 Requires Army

## The Milk Engine



Trash 1 Grain

You may gain 1 Food this turn if you have at least one Cattle on your tableau. It will expire at the end of thi...

## Time to Build Fences



Trash 1 Wood  
 Trash 1 Grain

## Even More Sheep!



Trash 1 Sheep

Is it me or does it feel like this is your excuse to change strategies?  
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Sheep: the grain of animals.

## Even More Grain!



Trash 1 Grain

You may trash this card for 1 Food

Trash 1 Wood  
 Trash 1 Wood  
 Requires Building

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Grain: the rabbits of plants.

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Hey, VPs are VPs. Every little bit counts.

**Starter  
Card**

**Starter  
Card**

**Blocker  
Card**

**Blocker  
Card**

**Starter  
Card**

**Starter  
Card**

**Starter  
Card**

**Starter  
Card**

## The Combo Building

## The Red Building

## The Cheap Stone Building

## The Red Stone Building

Trash 1 Clay  
 Trash 1 Wood  
 Ⓡ Requires Building

Trash 1 Clay  
 Trash 1 Clay  
 Ⓡ Requires Building

Trash 1 Wood  
 Trash 1 Stone  
 Ⓡ Requires Building

Trash 1 Clay  
 Trash 1 Stone  
 Ⓡ Requires Building



Nice! Way to get some points on the board.

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Good move. Not Great. What else are you going to do to get points? No pressure. But you should think of something. Now.

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Just when you think you've pulled ahead, someone else will play a bigger building than this.

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The stones aren't red. Wait... aren't bricks stones? I don't know. You're not supposed to think of theme in these games.

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## The Premium Building

## The Fragile Building

## Cattle Breed!

## Eat More Veggies!

Trash 1 Stone  
 Trash 1 Stone  
 Ⓡ Requires Building

Trash 1 Stone  
 Trash 1 Glass  
 Ⓡ Requires Building



Cattle



Cattle



Food



Food

Trash 1 Carrot



Seems like a lot now, but this won't win you the game alone.

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People in glass houses shouldn't throw stones. Go outside first.

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I won't tell you how we got this cow to breed by itself.

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Wait, aren't carrots themselves food? And how does one measly carrot give you MORE food? Is this designer Big Vegetable??

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No substitution can be made for the ...

**Starter  
Card**

## The Arms Race

## There's Always a Golem

## The Military Commitment

## Please, Think of the Children



Soldier



Soldier



Soldier



Soldier

Trash 1 Wood  
Requires Army

Trash 1 Clay  
Requires Army

Trash 1 Stone  
Requires Army

Trash 1 Food  
Trash 1 Food



I'm pretty sure this strategy worked for me at least once.



Tank and spank always works.



You're in it now.



This was an altruistic act until you noticed those sweet, sweet veeps.

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## Sheep Climb!

## Grain Climb!

## Clay Climb!

## Stone Climb!

Trash 1 Sheep

Trash 1 Grain

Trash 1 Clay

Trash 1 Stone

Upon playing, climb 1 rung on a Ladder



Are we climbing a sheep, or is the sheep doing the climbing? Because they're not goats. Should we be worried?



Thematically this card makes no sense. We needed it for game reasons.



Always make sure your clay ladders are kiln-dried before embarking.



Stone ladders: also known as "stairs".

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**Midgame  
Card**

**Midgame  
Card**

**Starter  
Card**

**Starter  
Card**

**Midgame  
Card**

**Midgame  
Card**

**Midgame  
Card**

**Midgame  
Card**

## Free Climb!

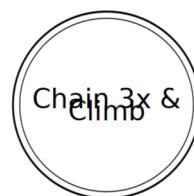
Upon playing, climb 1 rung on a Ladder



Yep. Free. The only cost is that you're not working on any of your other strategies.

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## Chain Climb Mastery



You may play this immediately upon taking this card. Once per turn, if you use the Chain Rule to play or steal 3 cards in one turn, you may climb a ladder.



Who needs a chain to climb a ladder? Is it a chain ladder? We really need artwork to clarify this stuff.

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## Chain Rule Mastery



You may play this immediately upon taking this card. Once per turn, if you use the Chain Rule to play or steal 3 cards in one turn, you may draw a Special card.



You're gonna have to learn that rule now.

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## The Combo Thing-in-a-Set

Trash 1 Wood

Trash 1 Grain



Hm, this card mysteriously looks like it's part of a set. I wonder if that will pay off?

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## The Animal Thing-in-a-Set

Trash 1 Wild Boar  
 Trash 1 Cattle



No, they won't breed. (Hm, this card mysteriously looks like it's part of a set. I wonder if that will pay off...)

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## The Expensive Thing-in-a-Set

Trash 1 Stone  
 Trash 1 Silk



Ordinarily these two things don't mix. (Hm, this card mysteriously looks like it's part of a set. I wonder if that will pay off...)

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## The Unfair Deck Dive

Trash 1 Glass

Upon playing, retrieve any Trashed card and play it immediately without prerequisites.



Playing this card has the hidden advantage of making your opponents hate you.

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## The Unnecessary Memory Mechanic

Trash 1 Glass

Once per game, if you can guess 3 cards in another player's hand, you may take one of them at random.



Memory games: we make you feel old.

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**Midgame  
Card**

## Take That! Tactics



① Requires Army

Upon Endgame initiation, you may trash 1 available Payoff card of your choosing.

20

"Which is more fun... scoring more points for myself, or denying points from my opponents?"

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## The One-and-Done Card



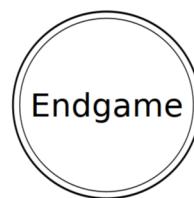
You may trash this card from your tableau for any 2 available Resource cards.

30

Make it count. No pressure. Are you sure you that's a good enough use for this card?? There's probably a better move.

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## The Payoff Gambit



☒ Trash 1 Silk

On your first turn in Endgame, you get 2 extra Actions.

40

Ok everyone, this player is officially procrastinating on getting VPs.

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## The Payoff Payoff

40 VPs for each Payoff you have played by endgame scoring.

?

This card is as close at this game gets to Victory Point Points.

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## The Unexpected Payoff

☒ Trash 1 Glass

☒ Trash 1 Carrot

You may not make any substitutions to play this card.

100

This card favors those who have this deck memorized.

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## The Investment Payoff

60 VP if you have Invested plus 10 VP for each Gold.

?

See! I told you that card would pay off.

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## The Unused Garbage Payoff

30 VP for each Wood, Sheep, and Grain

?

Hey, at least you know nobody else is going for it.

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## The Payoff With Math

Take the total number of Glass and Silk you have. Square that number, then multiply it by 10 for VPs.

?

"Go ahead and take your next turn, this is gonna take me a moment."

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**Midgame  
Card**

## The Military Payoff

## The Building Payoff Building

## The Things-in-a-Set Payoff

## The Unfulfilled Promises Payoff

① Requires Military

30 VP for each Soldier, +30 additional VP if you end the game with the most soldiers.



*Aggression does have benefits.*

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① Requires Building

10 VP for each Building you've played



*You had to see this one coming.*

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20/40/70 VP if you have 1/2/3 Thing-in-a-Set cards.



*Yay! Another point ladder.*

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40 VP for each Clay, Stone, Silk, Glass, Carrot



*This card makes your leftover Stones look intentional. Your secret's safe with us.*

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## The Animal Payoff

## Initiate Endgame!

50 VP if you have 4 Sheep. 50 VP if you have 3 Cattle.



*Breeding isn't just fun for the animals.*

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*You didn't forget about food, did you?*

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## Midgame Card

All Blockers must be paid by the end of this turn. Initiate Endgame.

## Midgame Card

**Midgame  
Card**

**Midgame  
Card**

**Midgame  
Card**

**Midgame  
Card**