









1  **Loan** 1 



On buy: +7 coins
Every day: -2 coins after the income phase.

0  1 / 



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0  1 / 


2  **Hungry Hippo** 2 


Income phase: optionally add 1  to this card



+1 defense and +1 attack for each  on this card



2  1 / 


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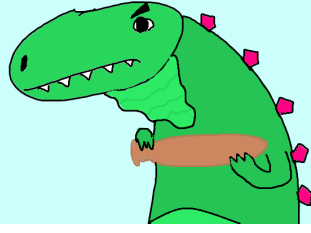
2  **Hungry Hippo** 2 

Income phase: optionally add 1  to this card



+1 defense and +1 attack for each  on this card

2  1 / 

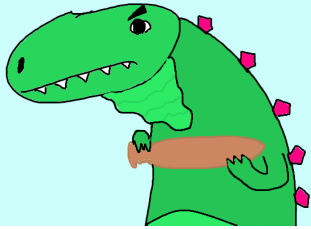
2  **Aggressive Lizard** 2 



Attack phase: gain 2 coins when this card attacks

3  1 / 

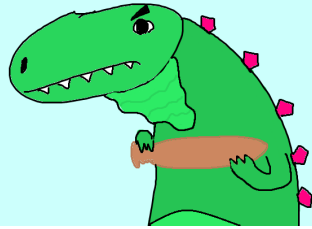
2  Aggressive Lizard 2 



Attack phase: gain 2 coins when this card attacks

3  1 / 

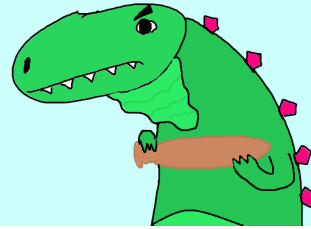
2  Aggressive Lizard 2 



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3  1 / 


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Attack phase: gain 2 coins when this card attacks


3  1 / 


1  Coin Gremlin 1 

Has +1 to hp and attack for each  the owner has.


3  1 / 


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3  1 / 

1  Coin Gremlin 1 

Has +1 to hp and attack for each  the owner has.



3  1 / 

2  Gold Mine 2 

Day 3: +1 
Day 1: +1  for each card to the right of this card.



3  1 / 


2  Gold Mine 2 

Day 3: +1 
Day 1: +1  for each card to the right of this card.



3  1 / 

2  Gold Mine 2 

Day 3: +1 
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3  1 / 

2  Gold Mine 2 

Day 3: +1 
Day 1: +1  for each card to the right of this card.

3  1 / 

1  Strange Flower 3 

Has +1 to attack for every card to its right.

3  1 / 

1  Strange Flower 3 

Has +1 to attack for every card to its right.

3  1 / 


1  Strange Flower 3 

Has +1 to attack for every card to its right.


3  1 / 

1  Strange Flower 3 

Has +1 to attack for every card to its right.


3  1 / 

2  Underdog 2 

Every day:
If owner has fewer cards than every other player:
+3 


4  1 / 

2  Underdog 2 



Every day:
If owner has fewer cards than every other player:
+3 


4  1 / 



2  Underdog 2 



Every day:
If owner has fewer cards than every other player:
+3 

4  1 / 



2  **Underdog** 2 



Every day:
If owner has fewer cards
than every other player:
+3 

4  1 / 



4  **Buff Farmer** 2 


Cannot be blocked by cards
with less than 4 attack.

4  1 / 



4  **Buff Farmer** 2 



Cannot be blocked by cards
with less than 4 attack.

4  1 / 



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Cannot be blocked by cards
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2 Hungry Hippo 2

Income phase: optionally add 1 to this card

+1 defense and +1 attack for each on this card

2 1 /

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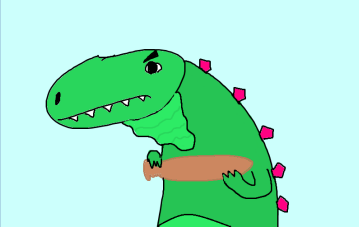
2 Hungry Hippo 2

Income phase: optionally add 1 to this card

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2 1 /

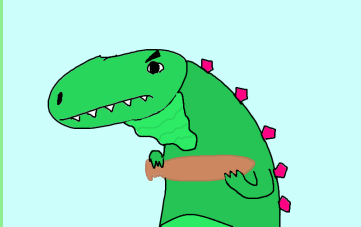
2 Aggressive Lizard 2



Attack phase: gain 2 coins when this card attacks

3 1 /

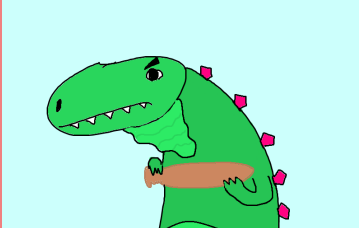
2 Aggressive Lizard 2



Attack phase: gain 2 coins when this card attacks

3 1 /

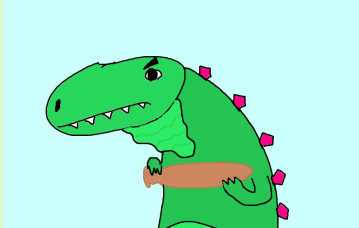
2 Aggressive Lizard 2



Attack phase: gain 2 coins when this card attacks

3 1 /

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Attack phase: gain 2 coins when this card attacks


3 1 /



1 Coin Gremlin 1



Has +1 to hp and attack for each the owner has.


3 1 /



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

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Day 3: +1 
Day 1: +1  for each card to the right of this card.



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Day 3: +1 
Day 1: +1  for each card to the right of this card.

3  1 / 

2  **Gold Mine** 2 



Day 3: +1 
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3  1 / 



2  **Gold Mine** 2 

Day 3: +1 
Day 1: +1  for each card to the right of this card.

3  1 / 

1  **Strange Flower** 3 

Has +1 to attack for every card to its right.

3  1 / 

1  **Strange Flower** 3 

Has +1 to attack for every card to its right.

3  1 / 

1 Strange Flower 3

Has +1 to attack for every card to its right.

3 1 /

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Has +1 to attack for every card to its right.

3 1 /

2 Underdog 2

Every day:
If owner has fewer cards than every other player:
+3

4 1 /

2 Underdog 2

Every day:
If owner has fewer cards than every other player:
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4 1 /

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If owner has fewer cards than every other player:
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4 Buff Farmer 2

Cannot be blocked by cards with less than 4 attack.

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4 1 /

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4 1 /

4 

Buff Farmer

2 

Cannot be blocked by cards
with less than 4 attack.

4 

1 / 