

Basic Mining Company

Begin game with:
\$8

Special Power:

⚡ 1 \$5
To upgrade

- Upgrading costs \$1 less
- Upgrading costs \$2 less
- Upgrading costs \$3 less

Drill

Upgrading your drill allows you to mine deeper.

⚡ 1 \$3
To upgrade

- 1: Iron Drill
- 2: Steel Drill
- 3: Titanium Drill
- 4: Diamond Drill

SCAN: 1

SCAN: 2

SCAN: 3

SCAN: 4

Scan

Look at X cards on a pile and rearrange them.

⚡ 1
To scan
⚡ 1 \$1
To upgrade

Cargo Capacity

Any cards in hand over Cargo Capacity MUST be discarded.

⚡ 1 \$2
To upgrade

- 3
- 5
- 7

- Sell all copies of a card at once
- Sell all copies of 2 cards at once
- Sell all copies of 2 cards at once. +\$1 per card sold
- Sell all copies of 2 cards at once. +\$2 per card sold

Trading House

⚡ 1
To sell
⚡ 1 \$4
To upgrade

Hull

Hull allows you to collect profit from mining hazards.

⚡ 1 \$2
To upgrade

- 1: Basic Hull
- 2: Reinforced Hull
- 3: Superior Hull

Get 2 energy per start of turn

Get 3 energy per start of turn

Get 4 energy per start of turn

Get 5 energy per start of turn

Energy Generation

Energy is used for most actions.

⚡ 1 \$5
To upgrade

Money

Keep track of how much money you have here.

- \$0
- \$5
- \$10

\$0

\$1

\$2

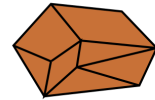
\$3

\$4

Once you exceed \$4, track it on the right side of this card and set the left side back to the remainder.

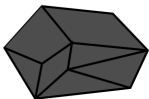
Any money gained past \$14 is LOST.

Copper



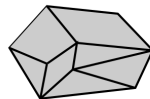
Sell this card at the Trading House for \$1

Iron



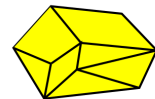
Sell this card at the Trading House for \$2

Silver



Sell this card at the Trading House for \$3

Gold



Sell this card at the Trading House for \$5