



BuilderCards

DECKBUILDING GAME

Quick Reference

Player Turn Order

1. If you have more Builder cards than on-premises cards (3 vs. 2 or 4 vs. 1): Retire one on-premises-card.
2. Build Architectures and use combos!
3. Adopt cards from the marketplace.
4. Discard all cards from your turn
5. Draw 5 new cards for your next turn.

Terminology

- **Resources Pile:** your deck, shuffled, face-down
- **Discard Pile:** Used cards from your deck, face-up
- **discarding a card:** to the discard pile
- **retiring a card:** remove from the current game
- **cloud adoption:** acquire one card from the console

Core Rules

- A player has one cloud adoption per turn. unlock more by using effects.
- Acquired cards go straight to the discard pile and can't be used in the same turn.
- When you need to draw a card from the resources pile and it is empty, shuffle the discard pile and place it as new resources pile.

Effect Icons

- 2 Credits
- draw a card from the resources pile
- one additional cloud adoption
- retire this card after using the effect on the left

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Well-Architected Cards

Once you have acquired Well-Architected Cards, place them here

Resources Pile (face-down)

Whenever you need to draw a card, draw from here!

When you need to draw a card and this pile becomes empty, shuffle the Discard Pile and place it as new Resources Pile!

Discard Pile (face-up)

All acquired cards from the console go directly here.

At the end of your turn, all cards from your turn, whether used or not, go here.

Player Mat



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Player Mat