

UPTIME · Cards

54 cards from deck.json. Visual 9-up cut sheets: <https://tablepress.space/uptime/print.html>

1. Silicon [grey circle]

Raw Material

Spend to Requisition Components/Computers per printed cost.

2. Silicon [grey circle]

Raw Material

Spend to Requisition Components/Computers per printed cost.

3. Silicon [grey circle]

Raw Material

Spend to Requisition Components/Computers per printed cost.

4. Silicon [grey circle]

Raw Material

Spend to Requisition Components/Computers per printed cost.

5. Silicon [grey circle]

Raw Material

Spend to Requisition Components/Computers per printed cost.

6. Silicon [grey circle]

Raw Material

Spend to Requisition Components/Computers per printed cost.

7. Copper [orange triangle]

Raw Material

Spend to Requisition Components/Computers per printed cost.

8. Copper [orange triangle]

Raw Material

Spend to Requisition Components/Computers per printed cost.

9. Copper [orange triangle]

Raw Material

Spend to Requisition Components/Computers per printed cost.

10. Copper [orange triangle]

Raw Material

Spend to Requisition Components/Computers per printed cost.

11. Copper [orange triangle]

Raw Material

Spend to Requisition Components/Computers per printed cost.

12. Copper [orange triangle]

Raw Material

Spend to Requisition Components/Computers per printed cost.

13. Polymer [blue square]

Raw Material

Spend to Requisition Components/Computers per printed cost.

14. Polymer [blue square]

Raw Material

Spend to Requisition Components/Computers per printed cost.

15. Polymer [blue square]

Raw Material

Spend to Requisition Components/Computers per printed cost.

16. Polymer [blue square]

Raw Material

Spend to Requisition Components/Computers per printed cost.

17. Polymer [blue square]

Raw Material

Spend to Requisition Components/Computers per printed cost.

18. Polymer [blue square]

Raw Material

Spend to Requisition Components/Computers per printed cost.

19. Rare-Earth [purple diamond]

Raw Material

Spend to Requisition Components/Computers per printed cost.

20. Rare-Earth [purple diamond]

Raw Material

Spend to Requisition Components/Computers per printed cost.

21. Rare-Earth [purple diamond]

Raw Material

Spend to Requisition Components/Computers per printed cost.

22. Rare-Earth [purple diamond]

Raw Material

Spend to Requisition Components/Computers per printed cost.

23. Rare-Earth [purple diamond]

Raw Material

Spend to Requisition Components/Computers per printed cost.

24. Rare-Earth [purple diamond]

Raw Material

Spend to Requisition Components/Computers per printed cost.

25. Power Surge [lightning]

Twist

Take 2 free raw materials of your choice, then continue your turn as normal.

26. Supply Shortage [no-entry]

Twist

The Build Row does not refill after the next claim by anyone.

27. CPU [2 Silicon]

Component

Counts as 1 of 3 different Component types needed for a Computer.

28. CPU [2 Silicon]

Component

Counts as 1 of 3 different Component types needed for a Computer.

29. RAM [2 Copper]

Component

Counts as 1 of 3 different Component types needed for a Computer.

30. RAM [2 Copper]

Component

Counts as 1 of 3 different Component types needed for a Computer.

31. Storage [2 Rare-Earth]

Component

Counts as 1 of 3 different Component types needed for a Computer.

32. Storage [2 Rare-Earth]

Component

Counts as 1 of 3 different Component types needed for a Computer.

33. Motherboard [1 Silicon + 1 Copper]

Component

Counts as 1 of 3 different Component types needed for a Computer.

34. Motherboard [1 Silicon + 1 Copper]

Component

Counts as 1 of 3 different Component types needed for a Computer.

35. PSU [1 Copper + 1 Polymer]

Component

Counts as 1 of 3 different Component types needed for a Computer.

36. PSU [1 Copper + 1 Polymer]

Component

Counts as 1 of 3 different Component types needed for a Computer.

37. Case [2 Polymer]

Component

Counts as 1 of 3 different Component types needed for a Computer.

38. Case [2 Polymer]

Component

Counts as 1 of 3 different Component types needed for a Computer.

39. Workstation [Discard 3 different Component types]

Computer

Worth 5 points. On claim: draw 1 free raw material of your choice.

40. Blade [Discard 3 different Component types]

Computer

Worth 5 points. On claim: return 1 unwanted Component to the bottom of the Build Deck, then draw 1 raw material.

41. Tower [Discard 3 different Component types]

Computer

Worth 5 points. On claim: your next Network Requisition costs 1 fewer raw material (min 1).

42. Mainframe [Discard 3 different Component types]

Computer

Worth 5 points. On claim: counts as 2 Computers toward the Cloud Milestone (scoring unaffected).

43. Cable [Discard 3 raw materials; need 2+ Computers]

Network

Connects 2 of your Computers. Worth 2 points, capped at 8 Network points per player.

44. Cable [Discard 3 raw materials; need 2+ Computers]

Network

Connects 2 of your Computers. Worth 2 points, capped at 8 Network points per player.

45. Cable [Discard 3 raw materials; need 2+ Computers]

Network

Connects 2 of your Computers. Worth 2 points, capped at 8 Network points per player.

46. Cable [Discard 3 raw materials; need 2+ Computers]

Network

Connects 2 of your Computers. Worth 2 points, capped at 8 Network points per player.

47. Router [Discard 3 raw materials; need 2+ Computers]

Network

Connects up to 3 of your Computers. Worth 2 points per Computer attached (max 6), same 8-point cap.

48. Router [Discard 3 raw materials; need 2+ Computers]

Network

Connects up to 3 of your Computers. Worth 2 points per Computer attached (max 6), same 8-point cap.

49. Starter Client [Win by auction]

Contract

Worth 4 points at game end.

50. Regional Client [Win by auction]

Contract

Worth 5 points at game end.

51. National Client [Win by auction]

Contract

Worth 6 points at game end.

52. Global Client [Win by auction]

Contract

Worth 7 points at game end.

53. Patch [—]

Patch

Substitute for 1 raw material or 1 Component type, OR play face-up on a Build Row card to Reserve it until your next turn.

54. Patch [—]

Patch

Substitute for 1 raw material or 1 Component type, OR play face-up on a Build Row card to Reserve it until your next turn.