



Baron: This card gives player buying power and makes use of Estates. The Player is given choice to discard an Estate for 4 Gold, or else gain an Estate. The function cardEffect deals with this card in the following manner: it increased the player's numBuys. While the card is not discarded, if the player has an Estate, they can gain 4 coins and lose their estate. Otherwise they are given the option to gain an Estate, and thus the state->supplyCount[estate] is decremented.



Minion: This card allows the player to gain 2 coins, OR gain four cards, and any other player that has more than 4 cards discards their hand and draws 4 card. This is unpredictable card used this way, but may sabotage your opponent's strategy. If the player makes choice1, they gain 2 coins. Else if the player makes choice2, the player gains 4 cards and every other player in state->players who have a state->handcount[i] greater than 4, discards all their cards and draws 4 cards.



Ambassador: Allows the player to return up to 2 copies of any card from their hand. Their opponents gain a copy of that card. Essentially, Ambassador gets rid of cards the player does not want and gives them to their opponent. The function `cardEffect` deals with this card in the following manner: if the player does not have enough cards to discard, return -1 (invalid move). Else, every other player (using the condition `if i != currentPlayer`), gains that card through the `gainCard()` function and the current player discards the card through `discardCard()`.



Tribute: The opponent to the player's left discards the top two cards of their deck, and for each two different card, the player gets 2 Actions (if Action Card) or 2 coins (if Treasure Card) or 2 cards (if Victory Card). function `cardEffect` deals with this card in the following manner: checks if there are cards to reveal, check if `tributeRevealedCard` are a Treasure (copper or silver or gold...in which case +2 coins), a Victory (estate, or duchy or province or gardens or greatHall, in which case `drawCard()`), or a Action (in which case +2 `numActions`).



Mine: Allows the player to trade in their coppers for silvers, or silvers for gold, or other treasures, as long as the trade in costs up to 3 more than it. The function `cardEffect` deals with this card in the following manner: check if the player can make a valid trade, then use `getCost()` to evaluate if it's a valid move. Trade in the cards for the corresponding increase in value.