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CS 362

4/8/2018

Assignment 1



Smithy is a basic card but at a cost of 4 it can help a lot. This card will not win the game for you on its own but it can help you if you need a little more treasure to afford a province or a higher costing card. Drawing three cards for the round can be very helpful but it can also backfire and hurt the player. If you draw three action cards after you play Smithy, not only can you not use the action cards after playing Smithy (unless you played a festival or similar card first) but you have to discard them at the end of the turn and can't play them again until you go through your deck first.



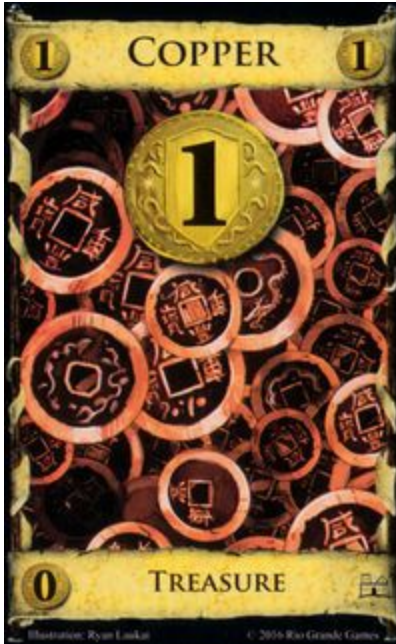
I wasn't able to play with adventurer when I was playing the game online because it has been removed from the game. After reading the card and playing the game, I can definitely see why it was removed from the game. This card is very powerful. It is a six cost card which is high but you would almost be able to buy anything you want every turn you play it because you are guaranteed to receive two more treasure cards that turn. This card, combined with a card like market, could allow the player to buy 2 high costing cards that turn. The only downfall of this card is that you might discard powerful action cards in search of a treasure card.



The curse card is a simple card but can be disruptive if attached to an action - attack card. A curse card decreases the player's victory points by one which is actually not a whole lot but it can be annoying to players while it is their deck. Each player draws 5 cards at the end of their turn. If the player is unlucky enough to draw this card instead of a treasure card that is needed to buy a province or any desired card, it can be very disruptive. Curse cards are usually tied to action - attack cards such as Witch. Usually the action card does something like draw cards and then it puts a curse card in the other player's discard pile.



The village card is a very nice early game card to add a little more power to the player's turns. This card draws the player one card which can be useful for drawing an extra treasure card to help you meet cost requirements during the buy phase. Village also allows the user to play 2 more action cards which can be very powerful especially if you draw another action card with the player's draw. At a cost of 3, Village can be purchased early in the game and be very useful later on when the player has multiple action cards in hand.



For the last card, I chose to pick the copper treasure card because it is very useful but also very problematic. Each player starts with 7 copper cards in their deck at the start of the game. The copper treasure card is essential to start out the game and to start buying cards. The goal is to use copper to buy silver treasure cards and then use both of those to buy gold treasure cards. The major problem with the copper card is that you are often stuck with it for the whole game. Often times, the player would rather not have the copper card in their hand because it is taking the place of a greater treasure or a powerful action card. The player will want to use action cards specifically designed to trash copper cards to increase the chance that the player draws more powerful cards.