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| **#** | **Card** | **Set** | **Card Type** | **Cost** | **Rules** | **Functions** |
| 1 | [**Cellar**](http://dominion.diehrstraits.com/?card=!cellar) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action | $2 | +1 Action, Discard any number of cards. +1 Card per card discarded. | Player.addAction(1, arrayHand);  -----------------  OPTIONAL  -----------------  Player.DiscardAnyFromHand () -> return number discarded cards  Player.AddFromDeckToHand(^previous return); |
| 2 | [**Chapel**](http://dominion.diehrstraits.com/?card=!chapel) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action | $2 | Trash up to 4 cards from your hand. | -----------------  OPTIONAL  -----------------  Player.TrashAmountCardsUpTo(4, arrayHand); |
| 3 | [**Moat**](http://dominion.diehrstraits.com/?card=!moat) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action - Reaction | $2 | +2 Cards, When another player plays an Attack card, you may reveal this from your hand. If you do, you are unaffected by that Attack. | Player.addAmountOfCardInHand(2, arrayHands);  -----------------  REACTION  -----------------  Blokkeren |
| 4 | [**Chancellor**](http://dominion.diehrstraits.com/?card=!chancellor) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action | $3 | +2 Coins, You may immediately put your deck into your discard pile. | Player.addCoin(2);  -----------------  OPTIONAL  -----------------  deckArray.addAll(DiscardPileArray);  shuffledeck(); |
| 5 | [**Village**](http://dominion.diehrstraits.com/?card=!village) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action | $3 | +1 Card, +2 Actions. | Player.addAmountOfCardInHand(1);  Player.addAction(2); |
| 6 | [**Woodcutter**](http://dominion.diehrstraits.com/?card=!woodcutter) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action | $3 | +1 Buy, +2 Coins. | Player.addBuy(1);  Player.addCoin(2); |
| 7 | [**Workshop**](http://dominion.diehrstraits.com/?card=!workshop) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action | $3 | Gain a card costing up to 4 Coins. | CardsOnBoard.GainACard(4); |
| 8 | [**Bureaucrat**](http://dominion.diehrstraits.com/?card=!bureaucrat) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action - Attack | $4 | Gain a silver card; put it on top of your deck. Each other player reveals a Victory card from his hand and puts it on his deck (or reveals a hand with no Victory cards). | Player.addCardInFrontOfDeck(#2); -> SilverID is 2. De hoeveelheid wordt hier niet ingegeven.  Player.SearchInHand(“VICTORY”) -> return ID  Player.ShowHand()  Player.AddCardToDeck(^previous return)  Player2.SearchInHand(“VICTORY”) -> return ID  Player2.ShowHand()  Player2.AddCardToDeck(^previous return) |
| 9 | [**Feast**](http://dominion.diehrstraits.com/?card=!feast) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action | $4 | Trash this card. Gain a card costing up to 5 Coins. | Player.TrashThisCards();  CardsOnBoard.GainACard(5); |
| 10 | [**Gardens**](http://dominion.diehrstraits.com/?card=!gardens) | [Base](http://dominion.diehrstraits.com/?set=Base) | Victory | $4 | Variable, Worth 1 Victory for every 10 cards in your deck (rounded down). | Niets |
| 11 | [**Militia**](http://dominion.diehrstraits.com/?card=!militia) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action - Attack | $4 | +2 Coins, Each other player discards down to 3 cards in his hand. | Player.AddCoin(2);  Player2.DiscardFromHandUntil(3); |
| 12 | [**Moneylender**](http://dominion.diehrstraits.com/?card=!moneylender) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action | $4 | Trash a Copper from your hand. If you do, +3 Coins. | Player.TrashCard(#1): -> CopperID is 1  Player.addCoin(3); |
| 13 | [**Remodel**](http://dominion.diehrstraits.com/?card=!remodel) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action | $4 | Trash a card from your hand. Gain a card costing up to 2 Coins more than the trashed card. | Player.TrashAmountCards(1, arrayHand); -> return waarde van kaart  CardsOnBoard.GainACard(^previous return + 2); |
| 14 | [**Smithy**](http://dominion.diehrstraits.com/?card=!smithy) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action | $4 | +3 Cards. | Player.AddAmountOfCard(3); |
| 15 | [**Spy**](http://dominion.diehrstraits.com/?card=!spy) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action - Attack | $4 | +1 Card +1 Action  Each player (including you) reveals the top card of his deck and either discards it or puts it back, your choice. | Player.AddAmountOfCard(1);  Player.addAction(1);  Player.ShowDeckCard(1); -> return ID  Player2.ShowDeckCard(1) -> returnID  -----------------  OPTIONAL  -----------------  Player.DiscardFromHand(^Player previous return ID)  Player2.DiscardFromHand(^Player2 previous return ID) |
| 16 | [**Thief**](http://dominion.diehrstraits.com/?card=!thief) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action - Attack | $4 | Each other player reveals the top 2 cards of his deck. If they revealed any Treasure cards, they trash one of them that you choose. You may gain any or all ***(?)*** of these trashed cards. They discard the other revealed cards. | Player2.ShowDeckCard(2); -> return Ids  -----------------  IF – has treasure  -----------------  Player2.StealCardFrom(#SelectedID); -> #ID is selected id from return  -----------------  CHOICE  -----------------  Player2.TrashCard(#SelectedID):  Player2.DiscardCard(#OtherID)  -----------------  OR  -----------------  Player2.TrashCard(#SelectedID):  Player.AddCard(#SelectedID):  Player2.DiscardCard(#OtherID) |
| 17 | [**Throne Room**](http://dominion.diehrstraits.com/?card=!throneroom) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action | $4 | Choose an Action card in your hand. Play it twice. | Player.AddSecretAction(2)  ActionPhase.PlayCard(#InputID)  ActionPhase.PlayCard(#InputID) |
| 18 | [**Council Room**](http://dominion.diehrstraits.com/?card=!councilroom) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action | $5 | +4 Cards, +1 Buy, Each other player draws a card. | Player.AddCard(4);  Player.AddBuy(1);  Player2.AddFromDeckToHand(1) |
| 19 | [**Festival**](http://dominion.diehrstraits.com/?card=!festival) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action | $5 | +2 Actions, +1 Buy, +2 Coins. | Player.AddAction(4);  Player.AddBuy(1);  Player.AddCoin(2) |
| 20 | [**Laboratory**](http://dominion.diehrstraits.com/?card=!laboratory) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action | $5 | +2 Cards, +1 Action. | Player.AddCard(2);  Player.AddAction(1); |
| 21 | [**Library**](http://dominion.diehrstraits.com/?card=!library) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action | $5 | Draw until you have 7 cards in hand. You may set aside any Action cards drawn this way, as you draw them; discard the set aside cards after you finish drawing. | Doe later. |
| 22 | [**Market**](http://dominion.diehrstraits.com/?card=!market) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action | $5 | +1 Card, +1 Action, +1 Buy, +1 Coin. | Player.AddCard(1);  Player.AddAction(1);  Player.AddBuy(1)  Player.AddCoin(1); |
| 23 | [**Mine**](http://dominion.diehrstraits.com/?card=!mine) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action | $5 | Trash a Treasure card from your hand. Gain a Treasure card costing up to 3 Coins more; put it into your hand. | Player.TrashCard(#selectedID); -> return waarde van kaart  TreasureCardCardsOnBoard.GainACard(^previous return + 3); |
| 24 | [**Witch**](http://dominion.diehrstraits.com/?card=!witch) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action - Attack | $5 | +2 Cards, Each other player gains a Curse card. | Player.addAmountOfCardInHand(2);  Player2.AddCard(#7); |
| 25 | [**Adventurer**](http://dominion.diehrstraits.com/?card=!adventurer) | [Base](http://dominion.diehrstraits.com/?set=Base) | Action | $6 | Reveal cards from your deck until you reveal 2 Treasure cards. Put those Treasure cards into your hand and discard the other revealed cards. | Player.CheckDeckUntilTwoTreasureCards(); |