

### 1.) Baron



Baron is an Action card that costs 4 coins (any combination of gold/silver/copper). This Action card can only be played during the player's Action phase (or if the player played a previous Action card that allows for more than one Action phase.) The resulting action of this card is somewhat simple - if a player discards an Estate (presumably from his or her current hand), he/she will get an addition +4 copper, but remember that an Estate is a cost of a victory point(s). If the player does not have an Estate, he/she gains one (presumably in his or her hand.) This card can only be played during the "action" phase on a player's turn.

In the dominion.c file, the card effect of the baron increases the player's buy action by 1 and checks whether the player discards the estate via true/false (boolean.) If true (discarded), the player receives +4 coins, updates the player's cards in hand, else if no Estate found in current hand, the player gain's an Estate.

### 2.) Minion



Minion is an Action card that costs 5 coins (any combination of gold/silver/copper). This Action card can only be played during the player's Action phase (or if the player played a previous Action card that allows for more than one Action phase.) The result is an additional Action after this card is played during the action phase. To play this card, you can choose one action to occur (1) You gain 2 coins OR (2) discard your hand, gain +4 cards, and any player with more than 4 cards in hand has to discard their hand and re-draw 4 new cards.

In the dominion.c file, the card effect of minion increases the action of the player and discards the card from the player's hand. The card effect gives the player a choice between either adding +2 coins or discarding the player's hand and drawing 4 cards while forcing other players to discard their hand if the hand size is greater than 4.

### 3.) Ambassador



Ambassador is an Action card that costs 3 coins (any combination of gold/silver/copper). This Action card can only be played during the player's Action phase (or if the player played a previous Action card that allows for more than one Action phase.) The result when played on the player's turn is the ability to make up to 2 copies of a card that they must reveal from their hand – then each other player/opponent(s) is dealt a copy of that card that goes around (again up to 2) starting from the player to the left, and that copy is put on the top of the player/opponent(s) supply pile.

In the dominion.c file, the card effect of ambassador is to check if the player has enough cards to discard and then gives the player a choice to reveal a card from their hand. Once revealed, the supply count of the chosen card increases based on the number of copies the player chooses (up to 2) and each player gains a copy of the revealed card. The card is then discarded and all copies are trashed once the card is returned to the supply.

### 4.) Tribute



Tribute is an Action card that costs 5 coins (any combination of gold/silver/copper). This Action card can only be played during the player's Action phase (or if the player played a previous Action card that allows for more than one Action phase.) The result when played on the player's turn is the ability to force the player to the left to reveal and discard the top two card of their deck, and if the cards revealed is an: (1) action card, the player gains +2 actions (2) treasure card, the player gains +2 coins or (3) victory card, the player gains +2 cards. If the revealed card is a curse, there is no bonus to the player.

In the dominion.c file, the card effect of tribute gives the player the ability to force the next player to reveal his/her card (if no card revealed, the player is notified.) If the card is either a copper, silver, or gold card, the player receives +2 coins. If the card is a victory card (estate, duchy, province, garden, or great hall) the player draws +2 cards; if not either choice, the player gains +2 actions.

## 5.) Mine



Mine is an Action card that costs 5 coins (any combination of gold/silver/copper). This Action card can only be played during the player's Action phase (or if the player played a previous Action card that allows for more than one Action phase.) .) The result is if the player has a Treasure card, he/she can trash a card from their hand (i.e. for example, they may trash a Copper coin to gain a Silver, or trash a Silver to gain a Gold, etc) and they may gain a Treasure costing up to 3 coins.

In the dominion.c file, the card effect of mine identifies the card a player chooses and stores the card that will be trashed. The player then gains +3 if there is a Treasure card in hand, if not, the loop breaks – once the player gains a card, it will discard to current card.