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CS 362  
Assignment 1 Part 3



The Chapel card is a basic supply card. It costs 2 copper. When the card is played, the user burns a maximum of 4 cards from their hand.



The thief card is an action - attack card. It costs 4 coppers. When the card is played, other players must show the very top 2 cards of the deck. If any of the revealed cards happen to be a treasure category card, they must burn one of them that the thief card user uses. The thief card user can then choose to gain some or all the trashed cards. The other cards that were revealed are then discarded.



The mine card is an action card that costs 5 coppers. The mine card allows the user to upgrade their treasure cards. For example, it allows you to burn copper treasure cards to get silver treasure cards. It also allows you to burn silver treasure cards to gain gold treasure cards.



The Bureaucrat card is an action – attack card that costs 4 coppers. When played, this card allows the user to gain silver treasure cards without purchasing them and moves them to the top of your deck so that they will be pulled the next turn. It also inhibits the opponents win condition by making them reveal a victory card from their hand and moving it to the top of their deck.



The Cellar card is an action card that costs 2 coppers. When played, the user can discard their choice of cards and draw just as many as they chose to discard. The purpose of this card is to allow the user to cycle through their deck faster in order to reach their desired cards.