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Assignment 1



1. The Smithy card gives 3 cards to the player that uses it.



2. The Sea Hag card makes each player discard the top card in their decks, and then makes them get a curse card in the top of their decks.



3. The Adventurer card allows you to reveal cards from your deck until you find 2 cards of type treasure, then you keep those treasure cards and discard all the other cards that were revealed.



4. The Gardens card increases in value +1 victory point, for every 10 cards that you have in your deck



5. The Treasure map card, allows you to gain 4 gold cards and put them on top of your deck, if you trash 2 copies of the treasure map card.