

## Adventurer



### Description:

The adventurer card is an action card. It requires a total of 4 copper to purchase. Once purchased it will remain in the player's deck. Being an action card it can only be played during an action phase, if at least one action is present and if it is in the player's hand. If played the player must continually draw cards from their deck until they find 2 Treasure cards. Treasure cards can be Copper, Silver or Gold cards. Once found those go into their hand and the revealed cards are discarded. If none are found, the entire deck is discarded and nothing is placed into the hand. The Adventurer card is then discarded.

## Smithy



### Description:

The Smithy card is an action card. It requires a total of 4 copper to purchase. Once purchased it will remain in the player's deck. Being an action card it can only be played during an action phase, if at least one action is present and if it is in the player's hand. If played the player must draw cards from their deck until they have drawn 3 new cards which are then added to their hand. The Smithy card is then discarded.

## Province



### Description:

The Province card is a Victory card. It requires a total of 8 copper to purchase. Once purchased it will remain in the player's deck. The card cannot be "played" and only counts towards the player's total Victory Points. This is the highest ranking Victory card and the game ends once all Province cards have been purchased. Victory Points determine which player wins so having the largest value of Victory cards will win the game.

## Village



### Description:

The Village card is an action card. It requires a total of 3 copper to purchase. Once purchased it will remain in the player's deck. Being an action card it can only be played during an action phase, if at least one action is present and if it is in the player's hand. If played the player must draw 1 card from their deck until they have drawn 1 new card which is then added to their hand. The player also then gains 2 more actions for that turn. Meaning they can play two additional action cards from their hand if they want. The Village card is then discarded.



## Remodel



### Description:

The Remodel card is an action card. It requires a total of 4 copper to purchase. Once purchased it will remain in the player's deck. Being an action card it can only be played during an action phase, if at least one action is present and if it is in the player's hand. If played the player must trash a card from their hand. The trash pile takes a card out of the game permanently, which is

different than a discard. Once trashed the player can “buy” a card that was the trashed card’s coin value + 2 coins more. So if a card of 4 copper value was trashed, the player can buy a card with a value up to 6 copper. This card is discarded after use.



