

Smithy



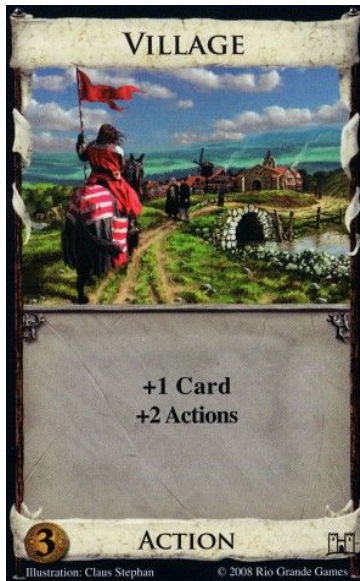
Cost: 4

Class: Action Card

Effect: Draw three cards from the deck and add them to your hand. These cards may be used during the turn in which you played the Smithy, but drawn Action cards may only be used if playing the Smithy did not consume the player's sole Action for the turn (e.g. if the player used Village beforehand, they would still be able to play action cards due to the extra Actions).

Strategy: A decently powerful and relatively low-cost card that can serve players well in all stages of the game. As it allows for three extra cards to be drawn, it effectively increases the player's hand from five cards to seven. However, it can be unwise to play a Smithy as one's only action, as it only gives extra cards and no extra actions. As such, if any other valuable action cards (such as Market or Village) are in the player's hand after the Smithy is played, they will be wasted. Playing a Smithy is nice during an action chain, such as when a player has already gained several extra actions and buys. In the early stages of the game (when most players are low on action cards, prestige cards, and higher-level currency cards), a Smithy is nice because it may put extra Coppers in the player's hand, allowing them to buy a more expensive item than usual. The Smithy's cost of 4 is perfect for the early game, and it serves as a nice backup buy for later stages.

Village



Cost: 3

Class: Action Card

Effect: Draw one card from your deck and place it in your hand. During your Action Phase, you may play two additional actions. For instance, you may play a Village to use up your initial Action, and then use a Smithy and a Mine with the two additional actions granted by the Village. However, you may not, for example, play a Smithy followed by a Village, as the additional actions only kick in once Village has been played. Village should be played at the beginning of one's turn to maximize its usefulness.

Strategy: A very powerful card that comes at a low cost. It pays for its own card cost by granting its user an extra card from the deck, and it one-ups its own action cost by granting the player two additional actions. The Village card can be vital to creating chains of actions, though the fact that it does not afford the player any extra buys usually means that it should be combined with cards such as Market or Festival. Village cards are usually bought quickly at the beginning of the game, since they combine seamlessly with every other action card in the game and have a very low cost of 3.

Adventurer



Cost: 6

Class: Action Card

Effect: Search your deck for Treasure cards, discarding every non-Treasure card you find during the process. When two Treasure cards are found, they may be placed in the player's hand and used. All cards from the deck that are checked must be shown to the other players (though this is somewhat redundant as discard piles are generally placed face-up).

Strategy: The Adventurer is a great card for people who love upgrading or discarding Coppers, such as with the Mine action card. It's a little bit of a gamble to play the Adventurer - especially since it doesn't add any additional buys - but if a player has a significant amount of Silvers or Golds in their deck, it can be well worth it. The Adventurer can be seen as a less-random version of the Smithy, as it can only procure Treasure cards. As most people don't trash Coppers all too often, the Adventurer is likely to simply add two Coppers to your hand, which makes the card mediocre in most situations. As the Adventurer has a high cost of 6, it's usually better to just buy a Gold card instead.

Mine



Cost: 5

Class: Action Card

Effect: Trade in a Treasure card (Copper, Silver, or Gold) of your own selection for a Treasure card that costs at most 3 more. The Treasure card you trade in does not get put back in circulation; rather, it goes into the trash, where it may no longer be bought by players. This may be used to turn Copper into Silver or Silver into Gold. It may also be used to turn Gold into Gold, Silver into Copper, and so on, but those uses are simply ridiculous and counterproductive.

Strategy: Mine is extremely useful for getting rid of Coppers, as they start to become less and less useful as the game goes on. Its effect can be seen as a temporary +1 gold, which cards like Market give (among other things), but Mine's ability to make you permanently richer while also getting rid of less-useful Treasure cards makes it powerful. Players who commonly use Mines to upgrade their cards may consider also buying Adventurers, as the usefulness of Adventurers increases as the player's number of Coppers decreases.

Remodel



Cost: 4

Class: Action Card

Effect: Choose a card from your hand to put into the trash. Check the value of the card and select a card costing up to 2 more than its value. This card is **not** placed into the player's hand; rather, it goes straight to the discard pile. Though Remodel improves the player's deck by 2, it does not improve the player's current hand.

Strategy: Remodel is similar to Mine, as it allows the player to trash one of their cards to gain a better one. While Remodel is more flexible - it allows for the purchase of Action or Prestige cards, while Mine only allows Treasure cards to be obtained - it only lets the player to gain a card costing up to 2 more than the one they trashed, as compared to Mine's 3. Mine's other advantage is that it puts the newly gained card into the player's hand, a feature which Remodel lacks. Remodel is very useful for turning lackluster 2-cost or 3-cost action cards into valuable 4-cost or 5-cost cards. While it can also allow the player to gain Treasure, it will require for the player to dump an Action or Prestige card in exchange, which is suboptimal. As such, Remodel can be considered the Mine of Action cards.