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CHAPEL

The chapel card is called a trasher because when played you can get rid of 4 cards from your hand. The card cost 2 to acquire.

CHAPEL
Trash up to 4 cards from your hand.
2
ACTION
Illustration: Matthias Catrein
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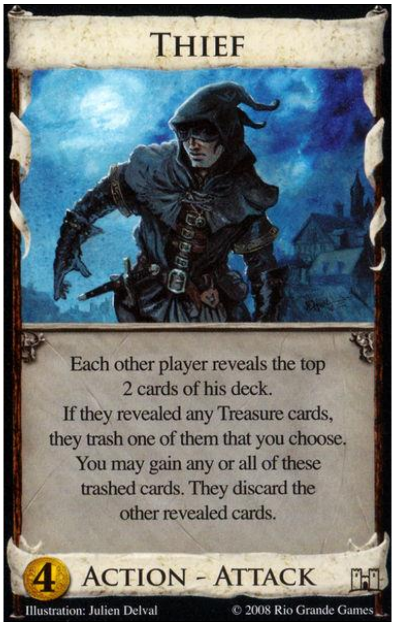
This is a great card to play and many people believe this the one of the best cards in the game because of the cost and rewards received from the card. It is a great way to clean out your deck and will be very beneficial.

The python code for the chapel class takes the Action card class as a parameter. the action card then sets the proper values for the player. Then calls the init function with self as the parameter the function then calls the action card function with the player and chapel variables. After that call it then calls the play function with trash cards set to 0 and runs a while loop while trashed is less then 4 and the player has more then zero cards. The while loop asks for the user to choose a card to trash then sets that card to trashcard if nothing is trashed then it breaks the loop. If a card is set to trashcard. it is appended to the trash and removed from the hand and it increments trashed by one.

THIEF

The thief card is an action attack card which allows you to steal treasures from your opponents by making them trash their top 2 cards and then lets you gain them. This card gives no bonus on the turn you play. The card has a cost 4.



THIEF

Each other player reveals the top 2 cards of his deck. If they revealed any Treasure cards, they trash one of them that you choose. You may gain any or all of these trashed cards. They discard the other revealed cards.

4 ACTION - ATTACK

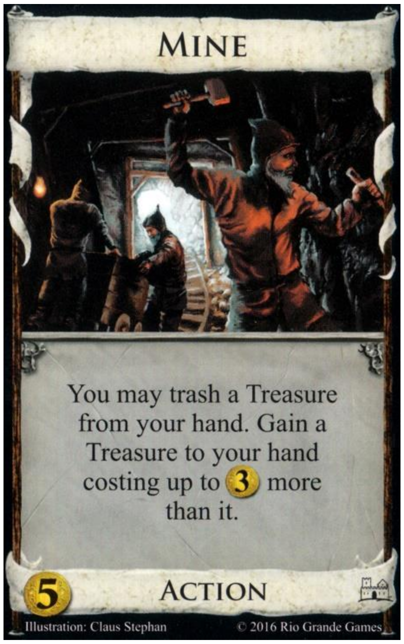
Illustration: Julien Delval © 2008 Rio Grande Games

This card is one of the worst cost 4 cards to play early in the game you are just helping your opponents get rid of their trash and in small games it makes it even more useless.

The code for the thief class takes the Action card class as a parameter. The action card then sets the proper values for the player. Then calls the init function with self as the parameter the function then calls the action card function with self as a parameter. This object sets the thief card and its values to the player. The play function uses the cards that each player has then runs a for loop through all players when the player matches the current player then it runs through the player cards. If it's the card react is invoked and it breaks, if not we run a for loop and draw the top 2 cards and print them. If there's a coin card in the list ask the player what they want to trash, then ask the current player that played thief if they want to steal it. Depending on the answer it will determine where the card get placed either in the trash or into the players cards.

MINE

The mine card is considered a trash for benefit card. Playing this card allows the player to trash coppers to gain silver and trash silvers to gain gold. The card costs 5 and the benefit of playing it is immediate.



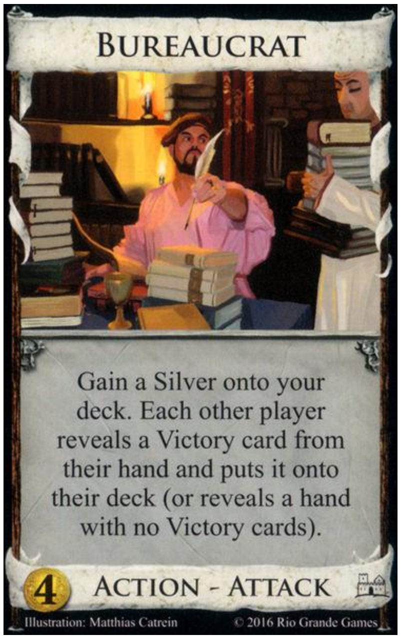
You may trash a Treasure from your hand. Gain a Treasure to your hand costing up to 3 more than it.

Mine is a good card to play early and often since you receive an improved treasure through the rest of the game. The opinions vary on this card and is often an overlooked card.

The code for the Mine class takes the Action card class as a parameter. the action card then sets the proper values for the player. Then calls the init function with self as the parameter the function then calls the action card function with self as a parameter. This object set the Mine card and its values to the player. The play function with set up of the cards then run a while loop looking for the coins in the players hand and then ask which card they would like to upgrade. When the player chooses the coin card, they want to upgrade the coin card is removed from their hand and they are asked which coin card they would like in return. First there is a while loop to check the supply of copper and silver is greater than 0. The selected card is then added to the player and removed from the supply.

BUREAUCRAT

The bureaucrat card is an action-attack which allows you to get silver cards without buying them and puts them on top of your deck so you can play them next turn. This also make your opponents put their victory card on the top and gives no money to spend next turn.



BUREAUCRAT

Gain a Silver onto your deck. Each other player reveals a Victory card from their hand and puts it onto their deck (or reveals a hand with no Victory cards).

4 ACTION - ATTACK

Illustration: Matthias Catrein © 2016 Rio Grande Games

It is believed to be one of the worst 4 cost cards. It can have its benefits but should be paired with certain other cards and can be used in the garden strategy.

The code for the Bureaucrat class takes the Action card class as a parameter. the action card then sets the proper values for the player. Then calls the init function with self as the parameter the function then calls the action card function with self as a parameter. this object set the Bureaucrat card and its values to the player. The play function with set up of the cards then look to see if the supply has any silver left. If supply is greater then 0 its then added to the players supply. Then we run a for loop checking the opponent’s hands for victory cards. if the players card is react, we break if not show victory card. The opponent then put the victory card on their deck and removed from their hand.

CELLAR

The cellar is an action card that acts as a sifter (a sifter is a card that allows you to cycle through your deck to get more desirable cards). The cellar replaces cards you don’t want with an equal number of cards from the top of your deck. The card costs 2. You don’t have let players see the top card discarded, however the number of cards you discard is public.

CELLAR
+1 Action
Discard any number of cards, then draw that many.
2
ACTION
Illustration: Matthias Catrein
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The cellar card is a good card because of its versatility and is best if you have a large hand size. It can help with bad draws or decks that have been witched.

The code for the Cellar class takes the Action card class as a parameter. The action card then sets the proper values for the player. Then calls the init function with self as the parameter the function then calls the action card function with self as a parameter. this object set the Cellar card and its values to the player. The play function with set up of the cards then sets cards discarded to 0. A while loop runs as long the length of the players hand is greater than 0. A prompt asks how many cards they wish to discard if zero is selected then break if not the player selects a card. The chosen card is removed from their hand and the discarded variable is incremented. When the number of desired cards is discarded then we run a for loop with the player drawing a new card each time the for loop runs, until we reached the range of the discarded variable.