

1) Baron



Description:

An action card that allows you to discard estate cards in exchange for gold. The baron card comes from the Intrigue set of dominion cards and its value is very controversial among regular players. Some claim that baron card is very useful but only when a player already has an estate card on hand, otherwise the baron is useless. An important effect is that the baron card discards instead of trashes estate cards which can be beneficial.

cardEffect:

In the case the baron card is drawn, buys are increased by 1. The user decides whether or not to discard an estate -- if the estate card is not discarded, and there is an estate card in hand, 4 coins are added. If estate card discarded or if estate card not present, turn ends.

2) Minion



Description:

The minion card is an action-attack card from the intrigue set . The card can be played for 2 coins to make opponents draw 4 cards. The minion card can increase coins or action points when combined with action cards, including itself. Minion can be very strategically used to increase the effects of other non-terminal actions but can be weakened by curse-giving attacks or swindlers (terminal actions).

cardEffect:

In the case that the minion is drawn, the action points are incremented and the user discards their hand and draws four cards from the deck. Opponents with hands of greater than 4 cards will draw 4 cards as well.

3) Ambassador



Description:

Originally from the seaside series, the ambassador card helps clear out cards from your hand (trashing) and is considered one of the best openers. This action-attack card works by allowing you to return up to two copies of a certain card from your hand to the supply and requires your opponents to gain a copy of the same card (junk-dealing). It is important to note that the card returned needs to be a part of the supply, otherwise the ambassador card has no effect.

cardEffect:

Player's hand is checked if there are enough cards to discard. If there are, the player selects a card to discard. The discarded copy is returned to supply and each opponent gains a copy of the discarded card.

4) Tribute



Description:

Another card from the intrigue series, the tribute card forces the player after you to reveal a certain number of cards. If the next player has less than 2 cards in their hand, they are required to reveal their cards and shuffle their discard pile to reveal a total of two cards. If the next player has two or more cards, they will reveal 2 cards in their hand. Certain cards will give you certain bonuses. For example, cards with 2 types will give multiple bonuses while curse cards produce no bonuses.

cardEffect:

When a tribute is played, the next player is called to reveal two cards. If the cards revealed are repeated one is dropped. If the player doesn't have enough cards another card is revealed from the discard deck.

5) Mine



Description:

The mine card is from the base series and allows you to trash a card in order to obtain a card that has a higher value. For example, copper will be exchanged for silver and silver will be exchanged for gold. It is best to play the mine card repeatedly in order to stack the effects of the card. The mine card can also be played with a treasure card in exchange for the same treasure or a cheaper treasure.

cardEffect:

The card to be trashed is stored, if the stored card is copper, silver, or gold, a flag is put. If the card selected is treasure or a curse, another flag is put up. The cost of the card is saved and the player gains a card corresponding to the flag given. The discarded card is removed from the hand.