

Assignment 1

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Smithy



An action card with a cost of 4. When played, allows the player to draw an additional 3 cards into their hand (1). The smithy is a part of the Base set (6).

Adventurer



An action card with a cost of 6. When played, the player must reveal cards from their deck until 2 treasure cards are found (e.g. Copper, Silver, Gold). The remaining revealed cards are then discarded (2). The adventurer is a part of the Base set (6).

Ambassador



An action-attack card with a cost of 3. Allows the player to transfer up to 2 copies of a particular card from their hand to their supply (3). Then each opponent receives 1 copy of that card (3). The ambassador is a part of the Seaside set (7).

Gardens



A victory card with a cost of 4. At the end of the round, it adds 1 victory point for every 10 cards in the player's hand (4). The gardens are a part of the Base set (6).

Village



An action card with a cost of 3. Allows the player to draw 1 extra card from the deck, and play 2 additional actions (5). The village is a part of the Base set (6).

Sources

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- (1) <http://wiki.dominionstrategy.com/index.php/Smithy>
- (2) <http://wiki.dominionstrategy.com/index.php/Adventurer>
- (3) <http://wiki.dominionstrategy.com/index.php/Ambassador>
- (4) <http://wiki.dominionstrategy.com/index.php/Gardens>
- (5) <http://wiki.dominionstrategy.com/index.php/Village>
- (6) <http://wiki.dominionstrategy.com/index.php/Base>
- (7) <http://wiki.dominionstrategy.com/index.php/Seaside>