

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.

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.

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. Then each opponent receives 1 copy of that card.

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.

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.