

```
box["Woodcutter"]=[Dominion.Smithy()]*10
```

For the first bug that I implemented is just to simply change Dominion.Woodcutter to Dominion.Smithy which would make Woodcutter impossible to be drawn. It might be unnoticed as draw chance are random but if you see the code it's impossible to get the card as when supposedly you are going to draw a woodcutter, you'll get a Smithy. So technically, the chance of getting a smithy card would be higher.

```
supply["Gold"]=[Dominion.Gold()]*100
```

For the second bug, I changed the output of gold from 30 to 100 which will give 10 golds instead of 3. It will be very broken as the player who get a gold will get a major boost in power. While the description of the gold stay untouched so other player will not know.