

REFERENCE

COUNTERFEIT

Your VP is doubled as long as you have *Counterfeit* in play. If you have two copies of *Counterfeit* in play, your VP is quadrupled.

TAX

Your opponent makes the decision to discard cards or have *Tax* be worth VP immediately when *Tax* is played. They may choose the latter option even if they have 4 or less cards in their hand; in that case they do not discard any cards.

CASTLE

You must decide whether you want to use *Castle*'s ability before you resolve the ability of the card you play. If *Castle*'s ability has not been used and is stolen by *Thief*, the new owner may use it. The reduced level of a card acted on with *Castle* is referenced when some values are banned with *Law*.

REFERENCE

LIBRARY



If you have four or more cards when you play *Library*, you do not draw any.

ALCHEMY



You can play *Alchemy* even if you have less than two cards in your hand. In this case, you discard your entire hand.

MINING



Mining's worth in VP depends on both cards played before and after it was played. Cards stolen with *Thief* or also increase the amount of VP *Mining* is worth. *Vineyards* played in previous rounds do not count. When a card is played, *Mining*'s VP value increases before the effect of the card happens. For example, *Lighthouse* checks to see if you have less VP than your opponent after *Mining* becomes worth 1 more VP. Cards placed onto other cards, such as with *Bank*, do not contribute to *Mining*.

REFERENCE

FORGE

A card selected with *Forge* cannot be selected with a different copy of *Forge* for the remainder of the round.

BANK

If both players have *Bank* when the round ends, they each simultaneously choose whether or not to return their cards to their hands (in which case *Bank* is worth 0 VP).

LAW

The levels of the cards placed onto *Law*, which are revealed to your opponent, determine the cards they can't play this round.

VINEYARD

Vineyard goes to the discard pile like any other card at the end of the round. If your *Vineyard* is selected with *Forge*, you still start the next round with 1 VP.

REFERENCE

RECONSTRUCT



When returning a *Forge*, *Vineyard* or *Explore*, their end-of-round abilities also no longer take effect. When returning a *Castle*, its ability can be used again when it is played again this round. When returning a *Map*, the total amount of passes needed to end the round will decrease; if this means that the round should end now, it will end when the next pass occurs.

EXPLORE



Explore's ability to score you an additional crown happens when crowns are awarded at the end of the round. If your hand is empty when this ability happens, you still score an additional crown.

MAP



After a *Map* is played, the current round ends when players pass three times in total, rather than two. When a second *Map* is played, the round doesn't end until players have passed four times in total.

REFERENCE

THIEF



The card you choose with *Thief*'s ability is treated as if it were a card you played. Your opponent loses and you gain any VP the card is worth. You also gain all other abilities of the card, except the ones that only happen when it is played. For example, stealing *Forge* would give you the card previously selected with *Forge* at the end of the round, but stealing a *Supplies* would not draw you two cards. Stealing *Bank* does not allow you look at the cards on it, but does allow you to return them to your hand.



INHERITANCE

Five Crowns