

Setup

Opening Hand

3 Estates

7 Coppers

The Supply

Base Cards

Kingdom Cards

Base Cards

Copper All Copies

Silver All Copies

Gold All Copies

Estate 8 copies for 2 player, 12 copies for 3-4

Duchy 8 copies for 2 player, 12 copies for 3-4

Province 8 copies for 2 player, 12 copies for 3-4

Curse 10 for 2 players, 20 for 3, 30 for 4

Kingdom Cards

Victory Kingdom Cards 8 copies for 2 player, 12 copies for 3-4

All Other Cards 10 Copies

Pick Kingdom cards however you'd like.

- Use the randomizer deck to pick at random.
- Go by sets to the right.
- Pick specifically

Action Phase

Play a single action card. You may be able to play additional actions based on the cards played. You are not required to play action cards from your hand if you do not want to.

+X Action: Cards with this text allow you to play X more action cards this turn. The current card must fully resolve before you play another action.

Buy Phase

First, play any number of treasure cards from your hand in any order. You gain coins based on the big number in a coin toward the top of the card (also in the upper left and right corners). Then, you can buy one card, costing up to as many coins as you have. Cost is indicated in the coin in the lower left corner. The purchased card goes from The Supply to your discard pile. Treasures cannot be played after buying a card.

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+X Buy: Cards with this text allow you to buy X more cards during your buy phase.

+(X coin): Cards with a plus and number in a coin gives you that many coins this turn.

Clean-up Phase

Take all cards you have in play and all cards in hand and put them into your discard pile.

Draw a new hand of 5 cards. If your deck has fewer than 5 cards, first shuffle your discard pile and put it under your deck. Then draw. Any unused Actions, Buys, or coins are gone. Play passes to the player on your left.

Game End

The game ends at the end of a turn, if either the Province pile is empty, or any three or more Supply piles are empty (including Kingdom cards, Curses, Treasure, etc)

Take all cards from your hand, deck, discard, play and set aside, and sort them back into piles. Count up victory points (represented by a large number next to a shield).

