
































Activities





All activities are events.

The text below says that **you** do the activity. But if preceded by  **L**  **R**, a player does it instead: Substitute **you/your** with **he/his**.

	Add x to your Action pool.
	Add x coins to your money pool.
	Deduct x coins from your money pool (to a minimum of )
	Add 1  to your money pool.
	Add x to your Buy pool.
	Put x  tokens on your  .
	You get x victory points.
	You get an extra turn.
	Draw x card(s).
	Do activity with card(s) from/in location to location
	Choose 1 card
	Play 1 card
	Gain 1 card

	Gain 1 card – its gaining destination changed to location
	Buy 1 card
	Discard card(s)
	Discard down to x card(s) in your hand.
	Reveal card(s)
	Look at card(s)
	Trash card(s)
	Put card(s) (Move the cards in any order.)
	Dig for card(s) (Reveal cards from deck until you reveal card(s))
	You may do activity
	The player does activity
	The player to your... left / right ...does activity

States

	Costs of card(s) are reduced by x (to a minimum of )
 	You can't buy card / You can't gain card

Cards

	card(s)
	<i>This</i> (the present card)
	1 card / 0 to 2 cards / 2 or more cards
	card(s) with type ... x or y / other than x
	card(s) with name ... x or y / other than x
	card(s) with unique name
	card(s) with cost ...
	/ lower than / from to /
	or higher
	any (card(s) you choose – <i>but if the activity is done by a player instead of you, he chooses</i>)

	all cards
	<i>Previously referred to:</i> the card(s) that were... chosen / gained / bought / discarded / revealed / looked at / trashed / dug for
	<i>Previously referred to:</i> the card(s) that would be gained
	<i>Previously referred to:</i> the other card(s) / the other card(s) that where... revealed / looked-at / dug-for
Other (not cards)	
	Supply pile
	other item (not cards)

Locations

	Supply (visible cards)
	your play area
	your hand
	the top of your deck / the bottom of your deck
	your discard pile










	Trash
	aside (your aside area for this card)
	mat (your mat for this card)
	face-up / face-down

Expressions

	x coins and 0
	0 coins and 1
	the name of card , or each of the names of cards
	the total... cost / coin cost / cost ...of card(s)



+ - /	plus / minus / divided by (rounded down)
	<i>Types:</i> Action / Treasure / Victory / Reaction / Curse / Attack / Duration / Ruins
	<i>Names:</i> Estate / Duchy / Province / Copper / Silver / Gold

Constructions





	<i>These boxes are all groupings of events. Yellow boxes are used for “if” constructions, purple boxes for different choices, and blue boxes for triggered events. Grey boxes are generic groupings.</i>
	If you... did / didn't do ...the preceding, do the following.
	If  is true, do  (that is to say, if at least  exist, do )
	If at least  exist in  , do 
	If not  exist, do 
	If not (or “otherwise”), do  (<i>Refers to preceding “if”.</i>)
	if you played  <i>x</i> times this turn (including play of <i>This</i>)
	if you bought  this turn
	Do  once for each  in 
	Choose 1 of the following  and do it.
	Choose 2 different of the following 
	Do the chosen 
	Do the following... <i>x</i> times / any number of times.
	Do the following until you have <i>x</i> card(s) in hand.
	[Do] in any order / in the given order
	The player chooses/does it (<i>instead of you, as with the symbols above</i>)
	Do  for each other player .
	Do  for each other player with at least 5 cards in hand.
	Do  for you and for each other player .




General symbols

The full meaning of the following symbols depends on the context with other symbols, which are given after this overview. This is just an aid to give you an idea of the general meaning.


*When something isn't preceded by any kind of   , it refers to **you**.*

(see next page)














	another player / a player / the other players
	before / after
	Clean-up / not in Clean-up
	turn (this turn)

	Attack, played Attack
	<i>This</i> / not <i>This</i>
	you, your / does not apply to you

Timing of events (event triggers)




All these describe when to do **event**
 = the event trigger triggers only once

The third column shows the general timing of the event trigger, as referred to later in the rules.

		when you play <i>This</i>	
		before you play <i>This</i>	
		when another player plays an Attack card	
		when you gain <i>This</i>	
		before you gain <i>This</i>	
		when you gain a card (or the specified card)	
		when you would gain a card (or the specified card)	
		when you buy <i>This</i>	
		when you buy a card (or the specified card)	
		when you discard <i>This</i> from Play (i.e. during Clean-up)	
		when you trash <i>This</i>	
		when you trash a card or cards	
		at the start of Clean-up (<i>Walled Village</i>)	
		at the start of Clean-up this turn (<i>Scheme</i>)	
		at the end of this turn (i.e. after Clean-up) (<i>Possession</i>)	
		after this turn (<i>Outpost, Possession</i>)	
		at the start of your next turn	
		at the end of the game	
		<i>This is a global event trigger that is in effect when the pile of Kingdom cards is in the game, but not connected to any individual card. (Trade Route, Duchess)</i>	

Duration of states (state timers)


All these describe when **state** is in effect.

	while This is in Play
	for the rest of the current player's turn
	during the current player's Buy phase (Peddler)

Special symbols

These symbols only appear on one card.

Ambassador

	Supply pile (empty or not) of the revealed card (<i>other – not card</i>)
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Coppersmith

	when you play a Copper (<i>event trigger</i>)	
---	---	---

Diadem

	unused Action in Action pool (<i>other – not card</i>)
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Embargo

	chosen Supply pile (<i>other – not card</i>)	
	when a player buys from that (the chosen) Supply pile (<i>event trigger</i>)	


Fool's Gold

	when another player gains a Province (<i>event trigger</i>)	
--	---	---

Grand Market

	while Copper is in Play (<i>state timer</i>)
--	--


King's Court

	[play as] the same card each time (<i>cards</i>)
---	--



Lighthouse

	You are unaffected by the effects of Attacks played by other players. (<i>state</i>)
--	--

Moat

	You are unaffected by the effects of the Attack (but not by the effects of other cards). (<i>state</i>)
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Outpost



	if you have not had two or more consecutive turns (<i>"if" and other – not card</i>)	
	when you would draw cards in Clean-up this turn (<i>event trigger</i>)	
	Draw 3 instead of 5 cards. (<i>activity</i>)	

Possession

	during your extra turn (<i>state timer</i>)
	The player to your right makes all decisions for you. (<i>state</i>)
	The player to your right can see all cards you can. (<i>state</i>)

Procession: See King's Court

Scheme

	when you discard the chosen card from Play this turn (<i>event trigger</i>)	
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Smugglers

	card that the player to your right gained on his last turn (<i>cards</i>)
--	---

Stash

	when you shuffle This in your deck (<i>event trigger</i>)	
	anywhere in deck (<i>location</i>)	

Storeroom

	card(s) discarded the second time (<i>cards</i>)
--	--

Throne Room: See King's Court


Tournament

	your revealed card / another player's revealed card (<i>cards</i>)
--	--

Trade Route

	Supply pile that was gained from (<i>location</i>)
--	--


Tunnel

	when you discard This other than during Clean-up (<i>event trigger</i>)	
--	--	---


Urchin

	when you play an Attack other than This (<i>event trigger</i>)	
--	---	---

Set-up

- Place these separate piles face-up in Supply:
 - 12 **Estates**, 12 **Duchies**, 12 **Provinces** (8 of each in 2-player games).
 - 60 **Coppers**, 40 **Silvers**, 30 **Golds**. (Double each pile in 5-6-player games.)
 - 10 **Curses** for 2 players. Add 10 Curses for each player beyond 2.
- Select 10 different Kingdom cards, and place these piles in Supply, 10 cards in each pile, except **Victory** cards – which get 12 (8 in 2-player games) cards, and **Rats** – which get 20 cards.
- If **Young Witch** is in the game:
 - Add an extra Kingdom card pile costing \$2 or \$3 to the Supply.
 - Cards from that pile are *Bane* cards.
- If **Black Market** is in the game:
 - Choose some Kingdom cards that are not already in Supply.
 - Make a deck out of one copy of each Kingdom card you chose.
 - After all players get to see these cards, shuffle the deck and turn it face-down.
 - This deck is the *Black Market deck*.
 - If **Young Witch** is in the Black Market deck: Do the set-up for Young Witch above.
- If **Knight** is in Supply: Shuffle the 10 Knight cards.
- If **Trade Route** is in the game: Put a token on each Victory card Supply pile, but not on the Knight pile.
- If any **Looter** card is in the game: Shuffle the 50 **Ruins** and use the same number as Curses, and place this pile in Supply.
- If any Kingdom card with  in its cost is in the game: Place 16 **Potions** in Supply.
- Determine whether to use Colonies. If so: Place 12 (8 in 2-player games) **Colonies** and 12 **Platinums** in Supply.
- Determine whether to use **Shelters**.
- If so: Each player receives a **Hovel**, a **Necropolis**, and an **Overgrown Estate**.
- Otherwise: Each player receives **3 Estates**.
- Each player takes **7 Coppers** from Supply.
- Each player shuffles his 10 cards and places them face-down as his *deck*, and draws 5 cards from it as his opening hand.

Your turn

- Your Action pool starts with 1 Action.
- Your Buy pool starts with 1 Buy.
- Your money pool is empty.
-  events trigger.


• Action phase:


- Do this any number of times:
 - If you have any unused Actions in your Action pool:
 - You may *play* an Action card from your hand (see below).
 - If you did: Deduct 1 from your Action pool.

• Buy phase:


- Do this any number of times:
 - You may *play* a Treasure card from your hand (see below).
- Do this any number of times:
 - If you have any unused Buys in your Buy pool:
 - You may *buy a card* (see below).
 - If you did: Deduct 1 from your Buy pool.

• Clean-up phase:




-  events trigger.
- Do this any number of times:
 - *Discard a card from Play* (see below).
- *Discard* your hand (see below).
- Do this until you have no cards in Play except certain Durations (see below):
 - *Discard a card from Play* (see below).
- *Draw 5 cards* (see below).

-  events trigger.

• End of game?




- If either the Province pile is empty, or the Colony pile is empty (in a game using Colonies), or any 3 (4 in 5-6-player games) Supply piles are empty: The game ends.
- Otherwise:  events trigger.

End of the game


- Put your hand and your discard pile in your deck.
-  events trigger. (Return cards to your deck before adding VP from cards.)
- You get 1 VP for every  token on your  player mat.
- If several players are tied for VP, the player who had the fewest turns wins, not counting extra turns.

Definitions of player activities



Play a card

-  events trigger.
- Put the card in Play.
-  events trigger.
-  events trigger.


Buy a card

- Choose a visible card in Supply with a cost no higher than what you have in your money pool.
- Deduct the cost of the card from your money pool.
-  events trigger.
- Gain the copy of the chosen card that is on top of the Supply pile.


Gain a card

- Its gaining destination is: your discard pile.
-  events trigger, and its gaining destination may be changed.
- Move the card to its gaining destination.
- If the card was gained:  events trigger.


Discard a card from play

- If the card is a Duration card:
 - *Discard* it unless it has set up an event which is not yet resolved.
- If the card is a Throne Room, King's Court or Procession that played a Duration card currently in play:
 - *Discard* it unless that Duration card, the second or third time it was played, set up an event which is not yet resolved.
- If the card is any other card: *Discard* it.
- If the card was discarded:  events trigger.

Discard card(s)

- Put the card(s) at once in your discard pile face-up. You may order them first.
- If not Clean-up:  events trigger.

Trash card(s)

- Put the card(s) at once in Trash face-up.
-  events trigger.

Draw card(s)

- Draw card(s) from your deck while putting each card into your hand as you draw it.

Reveal/look at card(s) from your deck

- *Set aside* each card from your deck as you reveal/look at it.

Move card(s) from your deck

Moving cards from your deck includes:

Drawing cards

Trashing cards from your deck

Setting aside cards from your deck

Discarding cards from your deck

- When moving x cards and there are less than x cards in your deck:
 - Move all cards from your deck.
 - Shuffle your discard pile and make a new deck from it.
- Move cards from your deck until you have moved x cards total, if possible.

Resolving events

- When an event is triggered, resolve the whole event, to the extent possible. If you're not able to move all required cards, move as many as possible.

- Events involving several players are resolved in turn order starting with the current player.
- If several events are triggered at the same time, resolve them in turn order, starting with events affecting the current player. (An event triggering on “*when you...*” is considered to affect you.) Such events affecting the same player are ordered by that player.
- It's considered to be the current player's turn until a new turn has started.
- When a trigger allows you to resolve a Reaction card in your hand, you can do so even if you already resolved that card for the same trigger.
- When an event causes a card to be moved, it moves it from the expected location, which is where the card was when the event was triggered, or where the event itself has subsequently put it. If the card is not there when the event is resolved, the event can't move the card. If the card is on top of a deck or a discard pile and gets covered up, it's considered to no longer have the same location.
- Each card's events and states are distinct and cumulative.

Cards

Most **events** and **states** appear directly on the card background. The *event triggers* and *state timers* of these are always in effect. The triggers and timers that are part of another **event** or **state** (inside those boxes), are only in effect when that event itself is resolved or that state itself is in effect.