



This is a set of 10 cards, but each card is different. Advisors are considered one set of Kingdom cards. The player purchasing or gaining an Advisor may choose which of the 10 (or however many remaining in the kingdom pile) to gain. All Advisors are considered to be a card of the same name “Advisor,” (for purpose of cards like Tribute) even if they have different names in the text box.



Players may only buy one card in the special Alliance Buy phase regardless of any +Buys they may have. Effects that give +coins (such as from Dismissal) do not count during the Alliance Buy phase. **However**, effects that change the cost or buying power of cards (such as Coppersmith or Bridge) **do** count during the special Alliance Buy phase. Treasures are considered *played* for the purpose of Treasure abilities (like those from Prosperity) when they are used to buy the card during this phase. They are considered played by the person buying the card, not the owner. And they remain in play just for the duration of buying that one card.

Players may only use enough Treasure cards to buy their Card as needed in the Alliance phase. You could, for example, use two Gold to buy a card that cost 4, but you could not use 3 Silver to buy a card that cost 4 when 2 Silver would be enough.



Note that it gives you -1 Action. The net effect of having negative actions is as if you had no Actions available. Say that on turn A, you managed to play three Buried Treasures. On your next turn, you would have -2 Actions total available (1 you normally get -3 for the Buried Treasures). This would be as if you had 0 Actions available that turn. BUT say that you also had a Prime Minister in play. You may remove a token from your Prime Minister to give you +1 Action, but you would still have a net -1 Actions and could not take any actions that turn.



You draw the card *after* the Action card you play takes effect. This normally doesn't make difference, but it does for cards like Bureaucrat. (In which case, the Bureaucrat places a Silver on top of your deck which you then draw for Cartographer.) Note that you do not draw a card if you play another Cartographer. Note that cards like Throne Room tell you to play Action Cards and those plays also trigger Cartographer.



Discard Contingency Markers if the card they are on leaves play. Do not include this card if you do not have any Duration cards in your set of Kingdom cards. If the Duration Card the Contingency Plans is on requires that the player had done something on their last turn (Example: Royal Chambers, Tactician, or Haven), the player of Contingency Plans is assumed to have NOT done that thing on their last turn. Remember that the Contingency Marker is considered a *copy* of the card it is on, so if it is trashed, the original card is not trashed. It is strongly suggested that players use the included Contingency Markers and have the arrows pointing at the player who played Contingency Plans.



Dignitary remains in play until the *end* of your next turn even though it has no effect on that turn. This is relevant for cards like Dismissal, Wazir, and Grand Ballroom.



If the targeted Duration Card has other cards with it, and the targeted duration card says what happens to those cards when it leaves play (Dungeon, Vault), that is what happens to those cards if the targeted Duration Card is targeted by Dismissal. Otherwise, the cards kept with the targeted Duration Card (Haven, Treasurer, Royal Chambers) are discarded from play. Cards played with that targeted card (King's Court, Throne Room, &c) are likewise removed from play. Contingency Markers are only considered Duration Cards on the turn they are in effect.



The cost in the text is 6♣ meaning that any Victory cards that cost 6 or less are included even if they don't cost a Potion. Cards are placed under Dungeon face down. There is no limitation on the kinds of cards that may be placed under Dungeon as your Action.



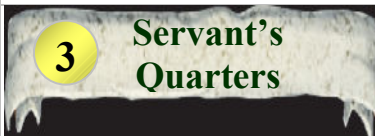
It is recommended that you have at least 2 sets of Duration cards in a setup that includes Grand Ballroom. Remember that even if you have multiple Advisors in play, they all still have the same name (Advisor) for purposes of Grand Ballroom. Contingency Markers are only considered Duration Cards on the turn they are in effect.



Jester remains in play for the rest of the game. Return it to your deck at the end of the game. Jester can be targeted by Dismissal and counts as a Duration card in play for cards like Grand Ballroom and Wazir.



Think of it as a Throne Room that acts over two turns instead of one. There is one difference between Royal Chambers and Throne Room. Royal Chambers' "keep it with Royal Chambers" trumps other cards' abilities to trash or discard themselves (Feast, Embargo). The card is kept with Royal Chambers rather than trashed or discarded. (It is Trashed or Discarded as appropriate when you play it the second time on your next turn). A special note on Royal Chambers and Duration Cards. Remember that on the turn following playing such a set, you have TWO copies of that duration card in play. Discard Royal Chambers instead of the Duration card at the end of that following turn. If the Royal Chambers are played with a card that stays in play for longer than one additional turn, keep Royal Chambers with that card as a reminder that it is a duplicate of that Duration Card, and discard Royal Chambers first if that card is removed from play or trashed.





Treasure cards placed under Strongroom are placed face up to assure that they are Treasures. Note that if Strongroom leaves play due to Dismissal, you still place all cards under it into your hand.



Tax Tokens do **not** change the cost of cards. They add to the cost to *buy the cards from that pile*. But the cost of the cards stays the same for purposes of things like Remodel, Salvager, Mine, University, and so forth. Tax Tokens *do* affect the cost to buy cards during an Alliance Buy phase.

If you have multiple Towers in play, you may move multiple cards from your deck to your discard pile, but you still may only see the top card of other players' decks. Note that you may only view the top card of decks during your turn.

