# Setup

💎Prosperity 🌿Allies

## Player

* 7 Copper & 3 Estates (shuffled) then draw 5
* 💎 If + Kingdom cards, then a player mat
* 🌿 1 (if **Importer**: 5) Favor tokens & Favor mat

## Board

|  |  |  |  |
| --- | --- | --- | --- |
| **Players** | **Victory** | **Kingdom** | **Curses** |
| 2 | 8 of ea. type | 10 types | 10 per player |
| 3 | 12 of ea. type | 10 types | 10 per player |
| 4 | 12 of ea. type | 10 types | 10 per player |
| 5 | +3 Provinces | 10 types | 10 per player |
| 6 | +6 Provinces | 10 types | 10 per player |

* 1st game: Cellar, Market, Merchant, Militia, Mine, Moat, Remodel, Smithy, Village, Workshop
* Treasures: 60+ Copper, 40+ Silver, 30+ Gold, [and   
  💎12 Platinum]
* 💎 **Platinum** & **Colony** always used together
* 💎 If **Trade Route**: mat & 1 coin on each Victory pile
* 🌿 If any **Liaison** type: 1 Ally card
* **Split** Kingdom cards: cheapest on top
* **Back Market**? 15 cards not in Kingdom card supply.

# Turn

* Action > Buy (to discard) > Cleanup

# End Game

* **Province** or **Colony** supply pile is emptied  
  or 3 Supply piles (Treasures, Curses, Kingdom, etc.)  
  or 4 Supply piles if **more than 4 players**
* Tie Breaker: fewest turns