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