

numbers in [ ] mean they can change during the development

# Shopping Phase

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Each shopping phase will be globally the same with just a little modification.

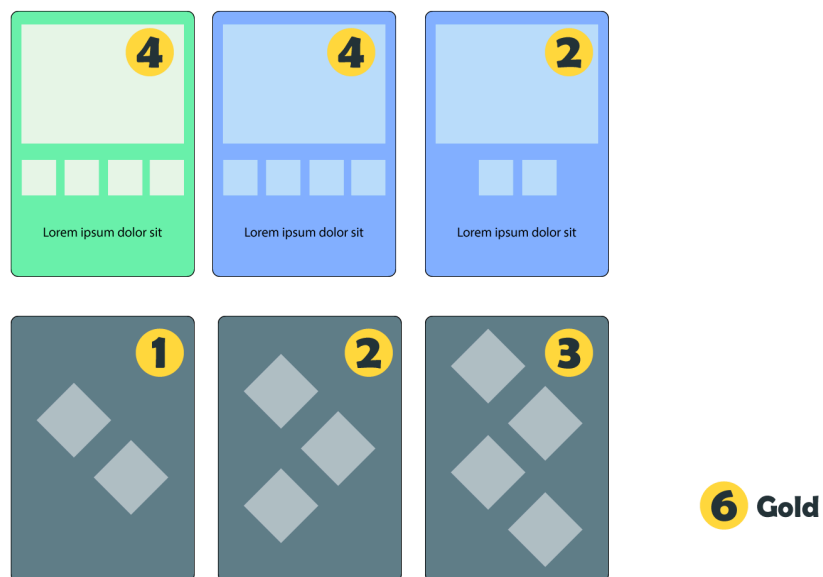
The two players will have access to the same shop.

The first one to pick a card will be determined by random at the beginning of the game. It will then alternate between the two players.

Each of them will receive a **fixed number of gold [8]** each turn.

The 2 players can either **buy** a card, either **pass** their draft turn. The maximum amount of **card taken in total is [3]**. The shopping phase **ends** when they all have passed their turn or bought 3 cards.

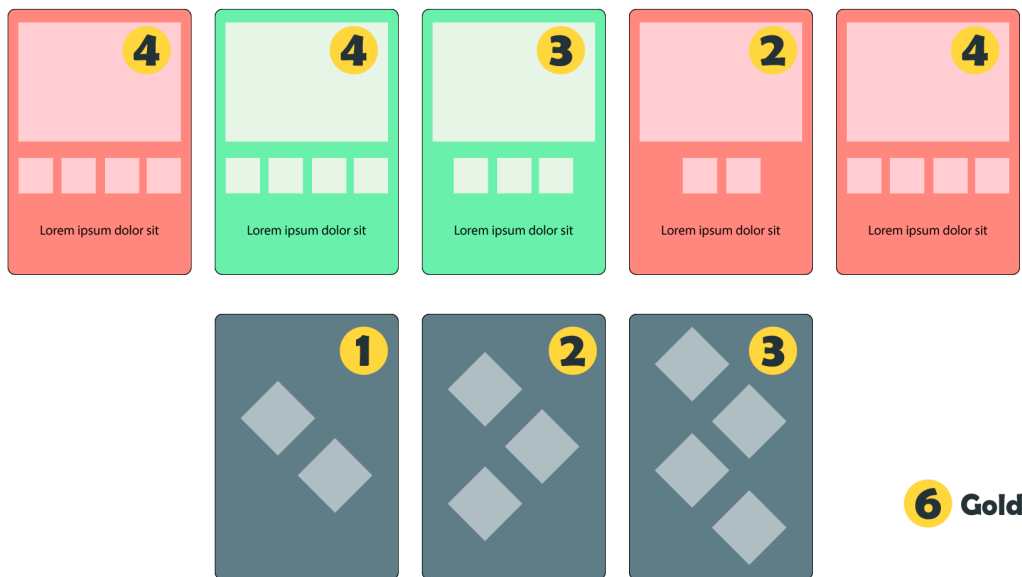
## 1st Shopping Phase



The 1st Shopping phase will have **3 decks of hidden cards that cost [1] less**, one for each difficulty of fabrication but with random types, and some **totally random revealed cards** that **won't be replaced** once taken.

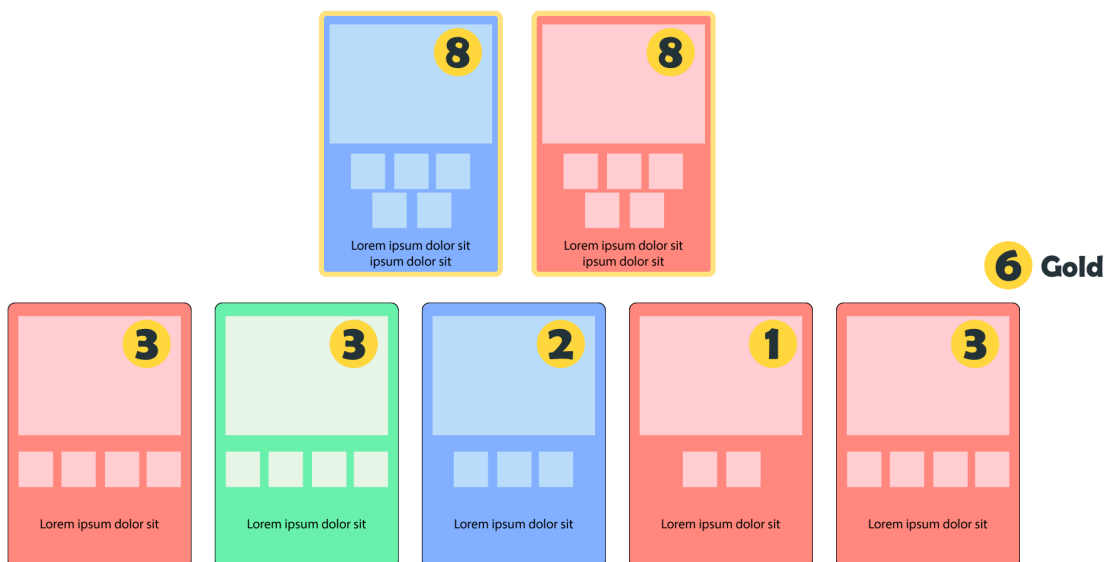
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## 2nd Shopping Phase



The 2nd Shopping phase will always have the **3 decks of hidden decks** by level but this time, there will be **[2] more revealed cards**. These are not so random anymore as there will be **at least one of each cost** in the selection.

## 3rd Shopping Phase



The 3rd Shopping phase **won't have any of the hidden decks** but [3] more revealed cards. These cards aren't really random either as there will be **at least one of each type** in the selection and they get their **cost reduced by [1]** as there are no hidden decks anymore.

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## Shop loop

