Figure 1 shows a revised grammar for action and play. The extension adds seven action cards and their associated plays.

Some specific constraints on the new plays (in addition to the corresponding card being in the player’s hand and the game state having non-zero actions):

- (act cellar card ...) — Each card must correspond to a distinct card in the player’s hand (and also distinct from the cellar card itself).
- (act market) — No extra constraints.
- (act remodel card card) — The first card must be in the player’s hand, the second card must be in the supply, and the cost of the second card must be no more than the cost of the first card plus two.
- (act smithy) — No extra constraints. Note that the presence of smithy makes it possible to drive both the player’s deck and discards to empty. In that case, a further attempt to draw a card (via any action) produces no new cards for the player’s hand.
- (act village) — No extra constraints.
- (act woodcutter) — No extra constraints.
- (act workshop card) — The card must be in the supply, and it must cost no more than four.
Figure 1: Dominion protocol, changes for version 2