

DOMINION


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You are a monarch, like your parents before you, a ruler of a small pleasant kingdom of rivers and evergreens. Unlike your parents, however, you have hopes and dreams! You want a bigger and more pleasant kingdom, with more rivers and a wider variety of trees. You want a Dominion! In all directions lie fiefs, freeholds, and feodums. All are small bits of land, controlled by petty lords and verging on anarchy. You will bring civilization to these people, uniting them under your banner.

But wait! It must be something in the air; several other monarchs have had the exact same idea. You must race to get as much of the unclaimed land as possible, fending them off along the way. To do this you will hire minions, construct buildings, spruce up your castle, and fill your treasury. Your parents wouldn't be proud, but your grandparents, on your mother's side, would be delighted.

GOAL

This is a game of building a Deck. The Deck represents your Dominion. It contains your resources, victory points, and the things you can do. It starts out a small sad collection of Estates and Coppers, but you hope that by the end of the game it will be brimming with Gold, Provinces, and the inhabitants and structures of your castle and kingdom.

The player with the most victory points  in his Deck at game end wins.

CONTENTS

- 500 cards
 - 130 basic Treasure cards
 - 60 Copper cards
 - 40 Silver cards
 - 30 Gold cards
 - 48 basic Victory cards
 - 24 Estate cards
 - 12 Duchy cards
 - 12 Province cards
 - 252 Kingdom cards
 - 10 each of Adventurer, Bureaucrat, Cellar, Chancellor, Chapel, Council Room, Feast, Festival, Laboratory, Library, Market, Militia, Mine, Moat, Moneylender, Remodel, Smithy, Thief, Throne Room, Village, Witch, Woodcutter, and Workshop
 - 12 of Gardens
 - 30 Curse cards
 - 25 Randomizer (placeholder) cards (one of each Kingdom card)
 - 7 Placeholder cards (one of each card always used in the supply)
 - 1 Trash pile card (used to mark the Trash pile)
 - 7 blank cards

Build your Deck with Victory, Kingdom, and Treasure cards. At the end, the player with the most victory points in his deck is the winner!

Remember, however, that during the game, Victory cards have little or no value, so players must find the right balance among the three kinds of cards to be successful.

The game comes with 25 sets of Kingdom cards, but each game uses only 10 sets. This gives the game a great amount of re-playability. So many ways to play - each one different.

The randomizer and placeholder cards may be used to mark empty piles so players can track when three are empty.

The text in the sidebars both summarizes the rules and offers information about specific special circumstances which may occur. These are especially useful for those who know the game and want quick summaries of the rules.

PREPARATION

Randomly determine the starting player. When playing multiple games, the starting player is the player to the left of the winner of the last game. If there was a tie in the previous game, randomly choose the starting player from the players that didn't win.

Each player takes 7 Copper cards and 3 Estate cards. Each player shuffles his 10 cards and places them face-down in his player area (the area before him on the table) to form his Deck. Each player draws 5 cards from his Deck as his starting hand.

Players will not use all of the cards in every game. Other than the players' starting Decks, the other cards used in a game of Dominion are called the Supply. These cards are all placed face-up in the middle of the table where all players can reach them. The card types (Action, Treasure, Victory, Curse, Reaction, and Attack) for each card are listed at the bottom of the card. The randomizer card (the card with a different back) can be placed face-down at the bottom of each pile in order to help identify when the pile is empty. The Trash pile card is also placed near the Supply.

Copper, Silver, and Gold cards are the basic Treasure cards, and they are available in every game. After each player takes 7 Copper cards, place the remaining Copper cards and all of the Silver cards and Gold cards in face-up piles in the Supply.

Estate, Duchy, and Province cards are the basic Victory cards, and they are available in every game. In a 3 or 4 player game, place 12 Estate cards, 12 Duchy cards, and 12 Province cards in face-up piles in the Supply. In a 2 player game, place only 8 of each Victory card in the Supply. Place unused Victory cards back in the box.

The Curse cards are also available in every game. Place 10 Curse cards in the Supply for a 2 player game, 20 Curse cards for 3 players, and 30 Curse cards for 4 players. Return unused Curse cards to the box. Curse cards will most often be distributed to opponents on the play of a specific Action card (Witch). If a player buys a Curse card (0 cost), it goes in his own discard pile, like any other gained card. This, of course, will not likely occur.

In addition to these 7 piles of cards that are used in every game, the players also select 10 Kingdom cards and place 10 of each in face-up piles on the table (with the exception of Kingdom cards that are Victory cards, as noted for the Gardens below). For the first game, we recommend using the following 10 Kingdom cards: Cellar, Market, Militia, Mine, Moat, Remodel, Smithy, Village, Woodcutter, and Workshop.

In later games, players can choose the 10 Kingdom cards using any method they agree on. For example, the players shuffle the Randomizer cards for all Kingdom cards together and draw the top-most 10 to use as the 10 Kingdom cards for the game. When playing a series of games, each player could choose a Kingdom card to rotate out between games for an evolving experience. Additionally, at the end of the rules, we list more suggestions for sets of 10 Kingdom cards that work well together. Any Kingdom cards not chosen for the game are set aside, as they will not be used in the game.

If the Gardens Kingdom card is selected, the number of copies of this card in play should be the same as the other Victory cards (12 for a 3 or 4 player game and 8 for a 2 player game).

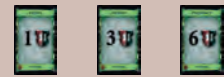
Starting player for first game chosen randomly; in subsequent games, the starting player is to the left of the previous winner.

Each player starts with 7 Copper and 3 Estate cards; shuffles them and draws 5 as his starting hand.

Below is a sample layout for the supply for a game. Of course, the space you have available will determine your exact layout.



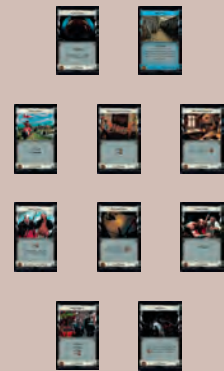
Treasure cards



Victory cards



Trash pile/Curse cards



Kingdom cards

12 of each Victory card in 3 or 4 player games; 8 of each Victory card in 2 player games; every game has piles for Copper, Silver, Gold, Estate, Duchy, Province, and Curse; and choose 10 Kingdom card sets for each game.

PLAYING THE GAME

TURN OVERVIEW

There are three phases (A, B, and C) to each turn, taken in the order shown:

- A) Action phase - the player may play an Action.
 - B) Buy phase - the player may buy a card.
 - C) Clean-up phase - the player must discard both played and unplayed cards and draws five new cards.
- A player completes all three phases, and play passes to the player on his left.

ACTION PHASE


In the Action phase, the player may play one Action card. Action cards are the Kingdom cards that say "Action" at the bottom of the card. Since players do not start the game with any Action cards in their initial Decks of 10 cards, a player will not have any Actions to play during his first 2 turns. Normally, a player may play only one Action card, but this number may be modified by the Action cards that the player plays.

To play an Action, the player takes an Action card from his hand and lays it face-up in his play area. He announces which card he is playing and follows the instructions written on that card from top to bottom. The player may still play an Action card even if he is not able to do everything the Action card tells him to do; but the player must do as much as he can. Furthermore, the player must fully resolve an Action card before playing another one (if he is able to play another Action card). Detailed information about card abilities can be found in the card descriptions at the end of these rules. Any Action cards played remain in the player's play area until the Clean-up phase of the turn unless otherwise indicated on the card.

Here are some of the common terms used on the Action cards:

"**+X Action(s)**" - the player may play X number of additional Actions this turn. **+X Action(s)** adds to the number of Actions that can be played in the Action phase. It does not mean play another Action immediately. The instructions on the current Action card must be completed before playing any additional Actions. The player must complete all of his Actions before he moves on to the Buy phase of his turn. If a card gives the player more than one additional Action, he may keep track of the number of Actions he has remaining out loud.

"**+X Card(s)**" - the player immediately draws X number of cards from his Deck. If there are not enough cards in his Deck, he draws as many as he can, shuffles the Discard pile to form a new Deck, and then draws the rest. If he still does not have enough cards left after forming a new Deck, he just draws as many as he can.

"**+  X**" - the player has X number of additional coins to spend in the Buy phase. The player does not take additional Treasure cards for these coins.

"**+1 Buy**" - the player may buy an additional card from the Supply during the Buy phase of his turn. **+1 Buy** adds to a player's potential Buys, it does not mean the player immediately buys a card during the Action phase.

"**Discard**" - unless otherwise specified, discarded cards come from the player's hand. When a player discards a card, he places the discarded card face-up onto his Discard pile. When discarding multiple cards at once, the player need not show the cards that he is discarding to his opponents. The player may need to show how many cards he is discarding (for example, when playing the Cellar). The top card of a player's Discard pile is always visible.

Players take turns in clockwise order. Each turn, the player does the A, B, and C phases in order:

- A) Action phase
- B) Buy phase
- C) Clean-up phase


The player may play one action card if he has one. This is optional, even if the player has an action card, he need not play it. Action cards will allow players to do extra things during their turns.

As a player may be able and choose to play several action cards in a turn, players can play their action cards left to right in their play areas. In this way, they can easily keep track of what and how many extra things they may do. All these cards will be discarded in the clean-up phase (see below), and should not be discarded prior to this.

+ X Action(s): can play X more Actions in Action phase

If a card gives the player more than one additional Action, it is helpful to keep track of the number of Actions he has remaining out loud.

+ X Card(s): must draw X more Cards immediately

+  X : can spend X more coins this turn

+1 Buy: can buy 1 more card in Buy phase

Discard: put cards face-up in your Discard pile

“Trash” – when a player trashes a card, he places it in the Trash pile, not his Discard pile. Trashed cards are not returned to the Supply and are not available for purchase.

“Gain” – when a player gains a card, he takes the gained card (usually from the Supply) and puts it in his Discard pile (unless the card says specifically to put it elsewhere). The player does not get to use the card when he gains it.

“Reveal” – when a player reveals a card, he shows a card to all players and then returns it to wherever it came from (unless instructed specifically to put it elsewhere). If the player is required to reveal cards from the top of his Deck, and he does not have enough cards, he shuffles in order to reveal the required number of cards.

“Set Aside” – when a player sets aside a card, he places it face-up on the table (unless otherwise indicated) without following any instructions on the card. An Action that requires a player to set aside cards will instruct him on what to do with these cards.

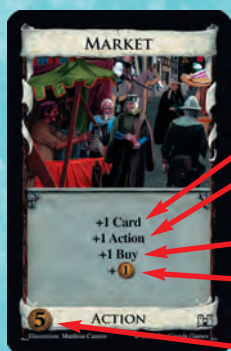
The Action phase ends when the player cannot or chooses not to play any more Action cards. Generally, a player can only play Action cards during the Action phase of his turn. However, Reaction cards are an exception to this rule as they can be used at other times.

Trash: put card(s) in the Trash pile

Gain: take a card and put it in your Discard pile

Reveal: show card(s) and return them to where they came from

Set Aside: put cards aside until the instructions indicate where they go



SAMPLE ACTION CARD (Market)

Draw another card immediately

Lets you play another Action during your Action phase

Lets you buy an additional card in the Buy Phase

Gives you an additional coin to spend in the Buy phase.

Cost to buy the card.

BUY PHASE

In the Buy phase, the player can gain one card from the Supply by paying its cost. Any card that is in the Supply may be purchased (Treasure cards, Victory cards, Kingdom cards, and even Curse cards). The player may not purchase cards from the Trash pile. Normally, a player may buy only one card, but this number may be modified by cards the player has played earlier in his Action phase.

The cost of a card is in the lower left corner. The player may play some or all of the Treasure cards from his hand to his play area on the table and add to their value the coins provided by Action cards played this turn. The player may then gain any card in the Supply of equal or lesser value. He takes the purchased card from its Supply pile and places it face-up onto his Discard pile. He does not get to use the ability of the card when it is gained.

If the player has multiple Buys, he combines Treasure cards and any coins available from Action cards to pay for all of the purchases. For example, if Tyler has +1 Buy and 6 coins provided by two Gold cards, he can buy a Cellar costing 2 and put it face-up in his Discard pile. Then Tyler can buy a Smithy with the remaining 4 coins and place that face-up in his Discard pile, as well. If Tyler wants to use all 6 coins to buy one card, he can buy a Copper (for free) with his second Buy or he need not buy a second card. Players do not have to use any or all of their Buys.

The Treasure cards remain in the play area until the Clean-up phase. Treasure cards will be used multiple times during the game. Although they are discarded during the Clean-up phase, the player will draw them again as his Discard pile is shuffled into a new Deck. For this reason, Treasure cards can be viewed as a source of income, not a resource that is used up after being played. When played, Coppers are worth 1 coin, Silvers are worth 2 coins, and Golds are worth 3 coins.

The player can gain one card from the Supply by buying it - paying the cost shown on the card on the lower left. The player pays in coins from Treasure cards (the number on the coin) and from previously paid Action cards.

The player may use any combination of Treasure cards from his hand and coins shown on Action cards played this turn.

Any Treasure cards played can be placed in his player area from left to right, adding them to any cards previously played this turn.

All these cards will be discarded at the end of the turn, and should not be discarded prior to the Clean-up phase (see below).

CLEAN-UP PHASE

All cards gained this turn should already be in the player's Discard pile. The player places any cards that are in his play area (Action cards that have been played in the Action phase as well as Treasure cards that have been played in the Buy phase) and any cards remaining in his hand onto his Discard pile. Although the player need not show the cards remaining in his hand to his opponents, since he places the cards in the Discard pile face-up, his opponents will always be able to see the top-most card of his Discard pile.

Then, the player draws a new hand of 5 cards from his Deck. If there are not enough cards in his Deck, he draws as many as he can, shuffles his Discard pile to form a new face-down Deck, and then draws the rest of his new hand.


Once the player has drawn a new hand of 5 cards, the next player may start his turn. Experienced players will find that the next player can begin his turn while the previous player is completing the Clean-up phase. If, however, someone plays an Attack card, each player must complete the Clean-up phase of his previous turn in order to properly resolve the Attack.

SAMPLE TURN

Tracy looks at her hand of 5 cards. She has a Market, a Smithy, a Silver, and 2 Estates in her hand. During her Action phase, she plays the Market to her play area and immediately draws another card. She draws another Silver. The Market also adds another available Action to her Action phase, another Buy to her Buy phase, and another coin that she can spend later in the turn. With the Market resolved, Tracy uses the additional action from the Market to play the Smithy and immediately draws 3 more cards. She only has 2 cards left in her Deck, so she draws both of these into her new hand. Then, she must shuffle her face up Discard pile and form a new face-down Deck in order to draw her 3rd card. Tracy draws another Market and 2 Copper cards. She cannot play the Market because she is out of Actions. For her Buy phase, she plays the 2 Silver cards and the 2 Copper cards to her play area. Combined with the +1 coin from the Market, Tracy has 7 coins to spend, and she has 2 Buys. Tracy buys a Village for 3 coins and places it face-up on her Discard pile. With her 4 remaining coins, she buys a Remodel and places it face-up on her Discard pile. Finally, during the Clean-up phase, Tracy discards the Market, the Smithy, and the Treasure cards that were in her play area. She also discards the other Market and the 2 Estate cards remaining in her hand. Tracy then draws 5 cards from her Deck into her hand to end her turn.



GAME END

The game ends at the end of any player's turn when one of two conditions is met: the Supply pile of Province cards is empty OR any 3 Supply piles are empty. Each player counts up his victory points  on the cards in his entire Deck (which includes his hand and his Discard pile).

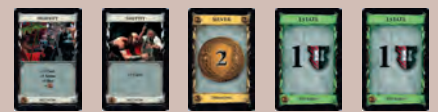
The player with the most victory points wins. If the highest scores are tied at the end of the game, the tied player who has had the fewest turns wins the game. If the tied players have had the same number of turns, they rejoice in their shared victory.

The player places all cards in his play area onto his Discard pile. This will include all Action cards and Treasure cards he played during this turn. He also places all cards left in his hand onto his Discard pile.

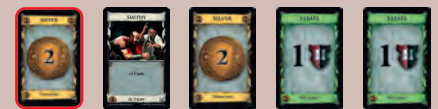
Draw 5 cards from his Deck.

The player's turn is over. Play passes clockwise.

Tracy's hand:



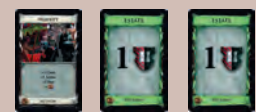
plays Market and draws a card



plays Smithy and draws 3 cards



buys Village and Remodel - both to discard pile



discards cards from play area and then discards the cards from her hand

Game end:

- 1) Province card pile is empty OR
- 2) any 3 Supply piles are empty

Winner: player with most victory points.

ADDITIONAL RULES

A player is allowed to count how many cards are left in his Deck, but not in his Discard pile. A player may not look through his Deck or his Discard pile. A player may look through the Trash pile, and players may count the number of cards left in any pile in the Supply.

If an ability of a card affects multiple players, and the order matters, resolve that ability for each affected player in turn order, starting with the player whose turn it is.

At any point in the game, if a player has to draw or reveal more cards than are remaining in his Deck, he must draw or reveal as many as he can and then shuffle his face-up Discard pile to form a new face-down Deck. Then, he draws or reveals the remaining number of cards from his newly shuffled Deck.

If a player's Deck is empty, he does not shuffle his Discard pile until he needs to reveal or draw a card from his Deck and cannot.

KINGDOM CARD DESCRIPTION

Adventurer – If you have to shuffle in the middle, shuffle. Don't shuffle in the revealed cards as these cards do not go to the Discard pile until you have finished revealing cards. If you run out of cards after shuffling and still only have one Treasure, you get just that one Treasure.

Bureaucrat – If you have no cards left in your Deck when you play this card, the Silver you gain will become the only card in your Deck. Similarly, if another player has no cards in his Deck, the Victory card he puts on top will become the only card in his Deck.

Cellar – You can't discard Cellar to itself, since it isn't in your hand any longer when you resolve it. You choose what cards to discard and discard them all at once. You only draw cards after you have discarded. If you have to shuffle to do the drawing, the discarded cards will end up shuffled into your new Deck.

Chancellor – You must resolve the Chancellor (decide whether or not to discard your Deck by flipping it into your Discard pile) before doing other things on your turn, like deciding what to buy or playing another Action card. You may not look through your Deck as you discard it.

Chapel – You can't trash the Chapel itself since it isn't in your hand when you resolve it. You could trash a different Chapel card if that card were in your hand.

Council Room – The other players must draw a card whether they want to or not. All players should shuffle as necessary.

Feast – The gained card goes into your Discard pile. It has to be a card from the Supply. You cannot use coins from Treasures or previous Actions (like the Market) to increase the cost of the card that you gain. If you use Throne Room on Feast, you will gain two cards, even though you can only trash Feast once. Gaining the card isn't contingent on trashing Feast; they're just two things that the card tries to make you do.

Festival – If you are playing multiple Festivals, keep a careful count of your Actions. Say how many you have left out loud; this trick works every time (i.e. "I'm playing the Festival and now have two Actions remaining. I play a Market and have two Actions remaining. I play another Festival and now have three Actions remaining....").

A player may count cards in his Deck and the Supply piles. A player may look through the cards in the Trash pile, but not in any Deck or Discard pile.

Shuffle discards when required to draw or reveal and Deck is exhausted. Players may also want to offer their shuffled decks to their left neighbors to cut them to ensure that the shuffle was fair.



Gardens – This Kingdom card is a Victory card, not an Action card. It does nothing until the end of the game, when it is worth 1 victory point per 10 cards in your Deck (counting all of your cards – your Discard pile and hand are part of your Deck at that point). Round down; if you have 39 cards, Gardens is worth 3 victory points. During set-up, place 12 Gardens in the Supply for a 3 or 4 player game and 8 in the Supply for a 2 player game.

Laboratory – Draw two cards. You may play another Action card during your Action phase.

Library – If you have to shuffle in the middle, the set-aside cards are not shuffled into the new Deck. They will be discarded when you have finished drawing cards. If you run out of cards even after shuffling, you just get however many there were. You are not obligated to set aside Actions – you just have the option to do so. If you have 7 or more cards in hand after you play the Library, you don't draw any cards.

Market – Draw a card. You may play another Action card during your Action phase. During your Buy phase, you may buy an additional card from the supply, and add one coin to the total value of the Treasure cards played.

Militia – The attacked players discard cards until they have only 3 cards in hand. Players who had 3 or fewer cards in hand when Militia was played do not discard any cards.

Mine – Generally, you can trash a Copper card and gain a Silver, or trash a Silver card and gain a Gold. However, you could also trash a Treasure to gain the same Treasure or a cheaper one. The gained card goes in your hand; thus, you can spend it the same turn. If you don't have a Treasure card in your hand to trash, you can't gain anything.

Moat – An Attack card is one that says "Attack" on the bottom line (usually, "Action - Attack"). When someone else plays an Attack card, you may reveal the Moat by showing it from your hand to the other players and then returning it to your hand (before the Attack card resolves). You are then unaffected by that Attack card. You won't gain a Curse because of a Witch or reveal a card to a Spy, and so on. It's just like you aren't in the game for purposes of resolving that Attack. Moat doesn't stop anything an Attack does to other players or to the player of the Attack; for example, if everyone else Moats a Witch, the person who played it still gets to draw 2 cards. Moat can also be played on your turn as an Action to draw 2 cards.

Moneylender – If you do not have a Copper in your hand to trash, you don't get the +3 coins to spend in the Buy phase.

Remodel – You cannot trash the Remodel as it isn't in your hand when you resolve it (you can trash a different Remodel card from your hand). If you do not have a card to trash, you cannot gain a card from the Remodel. The gained card goes in your Discard pile. You can only gain cards from the Supply. The gained card need not cost exactly 2 coins more than the trashed card; it can cost that much or any amount less. You cannot use coins from Treasures or previous Actions (like the Market) to increase the cost of the card you gain. You can trash a card to gain a copy of the same card.

Smithy – Draw three cards.

Spy – Spy causes all players, including the one who played it, to reveal the top card of their Deck. Note that you draw your card for playing Spy before any cards are revealed. Anyone who does not have any cards left in their Deck shuffles in order to have something to reveal. Anyone who still has no cards to reveal doesn't reveal one. If players care about the order in which things happen for this, you do yourself first, then each other player in turn order. Revealed cards that aren't discarded are returned to the top of their players' Decks.



Thief – A player with just one card left reveals that last card and then shuffles to get the other card to reveal (without including the revealed card); a player with no cards left shuffles to get both of them. A player who still doesn't have two cards to reveal after shuffling just reveals what he can. Each player trashes one Treasure card at most, of the attacker's choice from the two revealed cards, and then you gain any of the trashed cards that you want. You can only take Treasures just trashed—not ones trashed on previous turns. You can take none of them, all of them, or anything in between. Put the Treasures you decided to gain into your Discard pile. The ones you choose not to gain stay in the Trash pile.

Throne Room – You pick another Action card in your hand, play it, and play it again. The second use of the Action card doesn't use up any extra Actions you have. You completely resolve playing the Action the first time before playing it the second time. If you Throne Room a Throne Room, you play an Action, doing it twice, and then play another Action and do it twice; you do not resolve an Action four times. If you Throne Room a card that gives you +1 Action, such as Market, you will end up with 2 Actions left afterwards, which is tricky, because if you'd just played Market twice you'd only have 1 Action left afterwards. Remember to count the number of Actions you have remaining out loud to keep from getting confused! You cannot play any other Actions in between playing the Throne Roomed Action twice.

Village – If you're playing multiple Villages, keep a careful count of your Actions. Say how many you have left out loud; this trick works every time.

Witch – If there aren't enough Curses left to go around when you play the Witch, you deal them out in turn order – starting with the player after you. If you play Witch with no Curses remaining, you will still draw 2 cards. A player gaining a Curse puts it face-up into his Discard pile.

Woodcutter – During your Buy phase, you add two coins to the total value of the Treasure cards played, and you may buy an additional card from the Supply.

Workshop – The card you gain is put into your Discard pile. It has to be a card from the Supply. You cannot use coins from Treasures or previous Actions (like the Market) to increase the cost of the card you may gain.

RECOMMENDED SETS OF 10

You can play Dominion with any set of 10 Kingdom cards, but these sets are intended to highlight some interesting card interactions and game strategies.

First Game: Cellar, Market, Militia, Mine, Moat, Remodel, Smithy, Village, Woodcutter, Workshop.

Big Money: Adventurer, Bureaucrat, Chancellor, Chapel, Feast, Laboratory, Market, Mine, Moneylender, Throne Room

Interaction: Bureaucrat, Chancellor, Council Room, Festival, Library, Militia, Moat, Spy, Thief, Village

Size Distortion: Cellar, Chapel, Feast, Gardens, Laboratory, Thief, Village, Witch, Woodcutter, Workshop

Village Square: Bureaucrat, Cellar, Festival, Library, Market, Remodel, Smithy, Throne Room, Village, Woodcutter

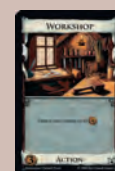
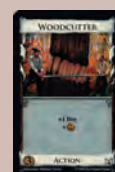
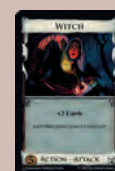
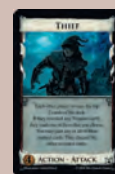


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Our thanks to our playtesters: Kelly Bailey, Dan Brees, Josephine Burns, Max Crowe, Ray Dennis, David Fair, Lucas Hedgren, Michael M. Landers, W. Eric Martin, Destry Miller, Miikka Notkola, Molly Sherwin, Sir Shufflesalot, P. Colin Street, Chris West, the Gam Gamers, the Cincygamers and the Columbus Area Boardgaming Society.

