



The world is big and your kingdom gigantic. It's no longer a kingdom really; it's an empire. Which makes you the emperor. This entitles you to a better chair, plus you can name a salad after yourself. It's not easy being emperor. The day starts early, when you light the sacred flame; then it's hours of committee meetings, trying to establish exactly why the sacred flame keeps going out. Sometimes your armies take over a continent and you just have no idea where to put it. And there's the risk of assassination; you have a food taster, who tastes anything before you eat it, and a dagger tester, who gets stabbed by anything before it stabs you. You've taken to staying at home whenever it's the Ides of anything. Still overall it's a great job. You wouldn't trade it for the world - especially given how much of the world you already have.

CONTENTS

300 cards

242 Kingdom cards

10 each of Archive, Capital, Chariot Race, Charm, City Quarter, Crown, Enchantress, Engineer, Farmers' Market, Forum, Groundskeeper, Legionary, Overlord, Royal Blacksmith, Sacrifice, Temple, Villa, Wild Hunt

5 each of Bustling Village, Catapult, Emporium, Encampment, Fortune, Gladiator, Patrician, Plunder, Rocks, Settlers

2 each of Humble Castle, King's Castle, Opulent Castle, Small Castle

1 each of Crumbling Castle, Grand Castle, Haunted Castle, Sprawling Castle

24 Randomizer cards

21 Landmark cards - Aqueduct, Arena, Bandit Fort, Basilica, Baths, Battlefield, Colonnade, Defiled Shrine, Fountain, Keep, Labyrinth, Mountain Pass, Museum, Obelisk, Orchard, Palace, Tomb, Tower, Triumphal Arch, Wall, Wolf Den

13 Event cards - Advance, Annex, Banquet, Conquest, Delve, Dominate, Donate, Ritual, Salt the Earth, Tax, Triumph, Wedding, Windfall

56 Victory Point Tokens

24@1 



12@2 



20@5 



40 Debt Tokens (hex)



1 Plastic organizer tray

1 Organizing Inlay

1 Rule booklet

Dominion: Empires is an expansion, and cannot be played by itself; to play with it, you need Dominion or the first edition of Intrigue, as both provide the Basic cards as well as the full rules for setup and game play. You can also use the Base Cards set, which provides the Basic cards you need to play, but it does not provide the full rules for setup and game play. **Dominion: Empires** can also be combined with any other Dominion expansions you have.

This is the 10th addition to the game of Dominion. It has 300 cards and 96 metal tokens. There are cards you can buy now and pay for later, piles with two different cards, and Landmarks which add new ways to score. VP tokens and Events return from previous sets. We hope you enjoy this expanding world of Dominion!

PREPARATION

Empires has 24 randomizer cards, 21 Landmarks, and 13 Events. Players will need the Treasure cards, Victory cards, Curse cards, and Trash card from either Dominion or Base Cards. As with previous Dominion games, players must choose 10 sets of Kingdom cards for each game. If players choose the random approach for choosing sets, they should shuffle the randomizer cards from this expansion with those of any other Dominion games they choose to play with.

Players may choose to shuffle the Event cards and Landmark cards into the randomizer deck (despite having a different back). They are not part of the 10 Kingdom cards used in a game; when players turn over an Event or Landmark, they put it on the table but keep turning over cards until they get 10 Kingdom cards. For normal play we recommend using at most two Events and/or Landmarks per game; skip any further ones. Also skip Events and Landmarks when using a randomizer card to determine whether or not to use Platinum/Colony (from Prosperity), or Shelters (from Dark Ages) in a game. Events and Landmarks cannot be Young Witch's bane (from Cornucopia). Another approach some people may prefer is to shuffle Events and Landmarks separately into their own randomizer deck, and always play with one or two of them.

ADDITIONAL RULES FOR EMPIRES

Empires has Duration cards, which previously appeared in Dominion: Seaside and Dominion: Adventures; Events, which previously appeared in Dominion: Adventures; and cards using VP tokens, which previously appeared in Dominion: Prosperity.

Duration cards are orange, and have abilities that affect future turns. Duration cards are not discarded in Clean-up if they have something left to do; they stay in play until the Clean-up of the last turn that they do something. Additionally, if a card such as Throne Room plays a Duration card multiple times, that card also stays in play until the Duration card leaves play, to track the fact that the Duration card was played multiple times. Players should keep track of whether or not a Duration card was played on the current turn, such as by putting their cards into two lines (older cards and this turn's cards).

Events are not Kingdom cards. In a player's Buy phase, when a player can buy a card, they can buy an Event instead. Buying an Event means paying the cost indicated on the Event and then doing the effect of the Event. The Event just stays on the table, the player does not take it; there is no way for players to gain one or end up with one in their decks. Buying an Event uses up a Buy; normally a player can either buy a card, or buy an Event. A player with two Buys, such as after playing Villa, could buy two cards, or buy two Events, or buy a card and an Event (in either order). The same Event can be bought multiple times in a turn if the player has the Buys and a token available to do it. Players cannot play further Treasures that turn after buying an Event. Buying an Event is not buying a card and so does not trigger cards like Charm. Costs of Events are not affected by cards like Bridge (from Dominion: Intrigue).

Victory Point tokens () are simply tokens that are worth  at the end of the game. They provide a way to score  that does not appear in a player's deck. They come in 1 (), 2 (), and 5 () amounts; make change as needed. They are not counter-limited; use a replacement if you run out. Cards say "+1 " (or other amounts) to indicate that a player takes a  token or tokens. Cards that give + or "add"  tokens to a pile take the tokens from the pile of unused tokens, not from a player.  tokens are not private; anyone can count them.

A few Action cards have the type Gathering; this has no special functionality, but groups cards that add  tokens to their Supply pile.  tokens on a pile stay there until an ability specifically removes them; when gaining a card from that pile, slide the  tokens off onto the next card.  tokens can be on a pile even if no cards are left in the pile (players may use the randomizer cards to mark them).

DEBT TOKENS

Empires has Debt tokens. These are indicated with the  symbol, usually with a number on it, e.g. . Having Debt tokens prevents a player from buying cards or Events; Debt tokens do nothing else (for example they have no effect at the end of the game). Buying a card or Event with  in its cost gives the player that many Debt tokens. A player removes Debt tokens in the player's Buy phase by paying  per Debt token to remove it; this is done after playing Treasures, but can be done both before and after buying cards. Removing Debt does not use up a Buy.

For example, Natalie has  and buys City Quarter, which costs . She takes  with her . She still has 

 amounts are something different from . An amount of  and  is only larger than another if both the 

Examples:

-  is not "up to . This lowers Fortune from  to - Knights (from Dominion: Dark Ages) trash cards costing from  it cost. Trader trashing Fortune would give 8 Silvers for the 

Players cannot just take Debt tokens for no reason. Players cannot overpay with Debt (for Dominion: Guilds cards). Debt tokens are not counter-limited; players should use a replacement if they run out.

Possession (from Dominion: Alchemy) now has errata that causes it to give the Possessing player all tokens (and cards) the Possessed player would get, which includes  tokens and  tokens.

SPLIT PILES

Five Kingdom Card piles in Empires have two cards in them, with 5 copies of each - Catapult / Rocks, Encampment / Plunder, Gladiator / Fortune, Patrician / Emporium, and Settlers / Bustling Village. The Randomizers for those piles show both cards. During set-up, always put the cheaper card on top, e.g. Patrician (cost 4



Players may only Buy or Gain the top card of a pile; players have to work through the top 5 cards to get to the bottom 5. Players can read the covered card to remember what it does, but cannot buy it or gain it until it is uncovered. If the card is covered back up somehow - for example Encampment can return to its pile - then once again players cannot Buy or Gain the covered cards, until again uncovered. Returning cards to a pile, such as with Ambassador (from Dominion: Seaside), can also result in the pile being in an unusual order; an Ambassador could return a Plunder to the Encampment/Plunder pile on top of an Encampment.

Some cards refer to the cost or types of a pile as if it is just one card. In these cases go with what is on the Randomizer card, which usually matches the top card. Some things refer to cards from a particular pile; these things work on both cards from a split pile. For example Training (from Dominion: Adventures) lets a player put a token on an Action pile, which causes them to get +1 when playing a card from that pile. The token can be put on the Catapult / Rocks pile, despite Rocks being a Treasure; and the token causes both Catapult and Rocks to produce an extra 1 when played.

Emptying the top half of a split pile does not count as emptying a pile, for the game end condition or cards that refer to empty piles. The entire pile needs to be gone for the pile to be empty.

One Kingdom Card pile in Empires has 8 different cards - the Castles. They behave similarly to the other split piles; only the top card can be bought or gained, they go in order by cost with Humble Castle on top, and so on. This pile is treated as a Victory - Castle pile, as per the Randomizer, despite the top card being a Treasure - Victory - Castle. In 2-player games, use one of each Castle; with more players, use all 12 cards.



Randomizer

Patrician

Emporium

Stacked for Play

Castles

LANDMARKS

Landmarks provide new ways for players to score. Like Events, they are not Kingdom Cards.

Players may choose how to determine what Landmarks to play with. They may shuffle them with Events and deal out 2 cards from that pile every game; they may shuffle them into the Randomizer deck and use 0-2 depending on how many come up before finding 10 Kingdom Cards; or they may use any method they like. Whatever method is used, Landmarks in use are visible to all from the start of the game. We recommend using no more than two per game.

Many Landmarks only apply when scoring at the end of the game. In addition to counting up their regular points, players add some bonus based on the Landmark. A few are penalties instead - players subtract points from their score.

Some Landmarks start with 6 tokens on them per player in the game. So, 12 in a 2-player game, up to 36 in a 6-player game. These Landmarks then provide a way for players to get the tokens from the Landmark. When the tokens on the Landmark run out, players cannot earn further points in that way.



GENERAL RULES

"Play" - Playing an Action card means both to put it face-up into the play area, and then to follow the instructions on it. If the card cannot be moved into the play area, the instructions on it are still followed.

"In play" - Action cards and Treasure cards, once played, stay face-up in a play area until they are moved somewhere else - usually until they are discarded during a Clean-up phase. Set aside cards, trashed cards, cards in the Supply, and cards in hands, decks, and discard piles are not in play.

Some cards have a dividing line on them. This separates things that happen at different times. When a card is played, it only does the effects listed above the line; text below the line happens at another time, indicated on each such card.

Empires includes Treasure cards with rules on them. They are just like normal Treasures, but have special abilities. Players play them during the Buy phase like normal Treasures, and they are affected by cards that refer to Treasures.

Players may play their Treasure cards in any order, and may choose not to play some (or all) of the Treasure cards they have in hand. During the Buy phase, Treasures cannot be played after any cards or Events are bought.

When two things happen to a player at the same time, that player picks the order to do them, even if some are mandatory and some are not. For example, if Defiled Shrine is being used and Sylvia gains a Temple, she resolves both effects, but can choose whether to resolve Defiled Shrine first or Temple first. When two things happen to different players at the same time, go in turn order, starting with the player whose turn it is. For example, when a player plays Catapult and trashes Silver, the other players gain Curses in turn order, which may matter if the Curses run out.

SAMPLE TURN

At the start of Josephine's turn, she has **3**, and there are 2 **V** on the Wild Hunt pile. Josephine's hand is Wild Hunt, Copper, Silver, Silver, Estate. Battlefield is in this game, with 8 **V** still on it.

Josephine plays Wild Hunt, choosing to add 1 **V** to the Wild Hunt pile and draw 3 cards. She draws Wild Hunt, Wild Hunt, Gold.

Now it is her Buy phase. She plays Copper, Silver, Silver, Gold. She has **3** so she cannot buy cards until she pays that off. She pays off the **3** and has **5** left. She buys Villa and has **1** left. Villa goes to her hand and she returns to the Action phase with +1 Action.

She plays the Villa, getting +**1**, +2 Actions, +1 Buy. She plays Wild Hunt, choosing to add 1 **V** to the pile and draw 3 cards. She draws Silver, Copper, Estate. She plays the other Wild Hunt, choosing to gain an Estate and take the 4 **V** from the Wild Hunt pile. Gaining the Estate gives her 2 **V** from Battlefield.

She plays the Silver and Copper. She has 5. She buys Villa and has 1 left. Villa goes to her hand and she returns to the Action phase with +1 Action. She plays the Villa, for +1, +2 Actions, and +1 Buy. She has no more Action cards, so it is back to her Buy phase. She has no more Treasures either but has 2 to spend. She buys an Estate, taking another 2 from Battlefield. She is done; she discards her hand and cards in play and draws a new hand of 5 cards.

SAMPLE SCORING

At the end of a game, Josephine has a deck consisting of 6 Villa, 4 Wild Hunt, 2 Settlers, 1 Bustling Village, 3 Archive, 3 Enchantress, 1 Overlord, 7 Copper, 2 Silver, 3 Gold, 6 Estates, and 4 Provinces.

Josephine has 13 in tokens accumulated during the game.

This game has the Landmarks Battlefield and Orchard. Battlefield was used during the game and has no further effect at the end. Orchard happens when scoring, giving 4 per differently named Action card Josephine has 3 or more copies of. She has at least 3 each of Villa, Wild Hunt, Archive, and Enchantress, so that is 16 .

Josephine's Victory cards - 6 Estates and 4 Provinces - are worth a total of 30 .

All together, Josephine has $13 + 16 + 30 = 59$.

KINGDOM CARD NOTES

Archive: You look at three cards, and get one now, one next turn, and one the turn after that. Put the set-aside cards under Archive. If you play two Archives, they get separate sets of cards. If you Throne Room an Archive, keep the sets of cards separate; you get one from each each turn. If there are fewer than three cards, just set aside what you can, and Archive will run out of cards faster and still be discarded the turn it has no cards left.

Bustling Village: You can look through your discard pile even if you know there are no Settlers in it.

Capital: When you discard this from play (normally, in the Clean-up phase of the turn you played it), you get 6, and then get an extra opportunity to pay off 6 with 1, right then. You do not get the 6 if you did not discard it from play - for example, if you trash it due to Counterfeit (from Dominion: Dark Ages). You only get 6 per copy of Capital discarded; for example if you use Crown to play Capital twice, you still only get 6 when you discard it from play.



Castles: Humble Castle and King's Castle count themselves. Small Castle gains you the top Castle, whichever one that is. Haunted Castle works whether you buy it or gain it some other way, provided that it is your turn. You can pick either option on Sprawling Castle regardless of how many Duchies and Estates are left in the piles. Grand Castle counts both Victory cards in play - such as an Opulent Castle - and Victory cards in your hand.

Catapult: If the card you trash is a treasure, each other player discards down to 3 cards in hand; if the card you trash costs **3** or more, each other player gains a Curse; if it is both (e.g. Silver), both things happen; if it is neither, neither thing happens. If you have no cards in hand left to trash, neither thing happens.

Chariot Race: You and the player to your left reveal your top cards; yours goes into your hand, theirs goes back on their deck. If your card cost more you get +**1** and +1 **V**; you can put the **V** token on the Chariot Race to remind you that it made +**1** this turn. If it is a tie, your card did not cost more. With **6**, your card costs more only if both **6** and **6** amounts are larger, or one is larger and the other the same. For example Fortune (**8** **8**) costs more than Overlord (**8**), but Overlord does not cost more than Silver, and Silver does not cost more than Overlord. If either player has no card to reveal, your card does not cost more.

Charm: These are cumulative, and each Charm does not have to gain a different card, just a different card from the one bought. For example if you play two Charms and buy a Forum, you could gain two Duchies. The card gained from Charm is gained before gaining the card you bought, which may matter when cards do things when gained. For example if you buy Villa and gain Rocks via Charm, you will first gain a Silver to your deck due to Rocks, then get +1 Action and return to your Action phase due to Villa. The costs have to be identical; for example if you play Charm and buy Overlord, you can gain City Quarter, which also costs **8**, but not Fortune, which costs **8** **8**.

City Quarter: Cards with multiple types that include Action, such as Crown, are Actions.

Crown: If you play this in your Action phase, you play an Action card from your hand, then play the same card again; this does not use up any extra Actions you have. If you play this in your Buy phase, you play a Treasure from your hand, then play it again; this does not use up any Actions at all. Crown can be used to play another Crown in either your Action or Buy phase, causing you to either play two more Actions twice each, or two more Treasures twice each. If you play Crown in your Action phase via something that lets you play Treasures (like Storyteller from Dominion: Adventures), Crown will still play an Action card twice.



Emporium: This counts Action cards in play, including Action cards played this turn, Duration cards in play from previous turns, and Reserve cards (from Dominion: Adventures) called into play this turn.

Encampment: Revealing a Plunder or Gold is optional. When you return Encampment to the Supply, it goes on top of its pile, potentially covering up a Plunder.

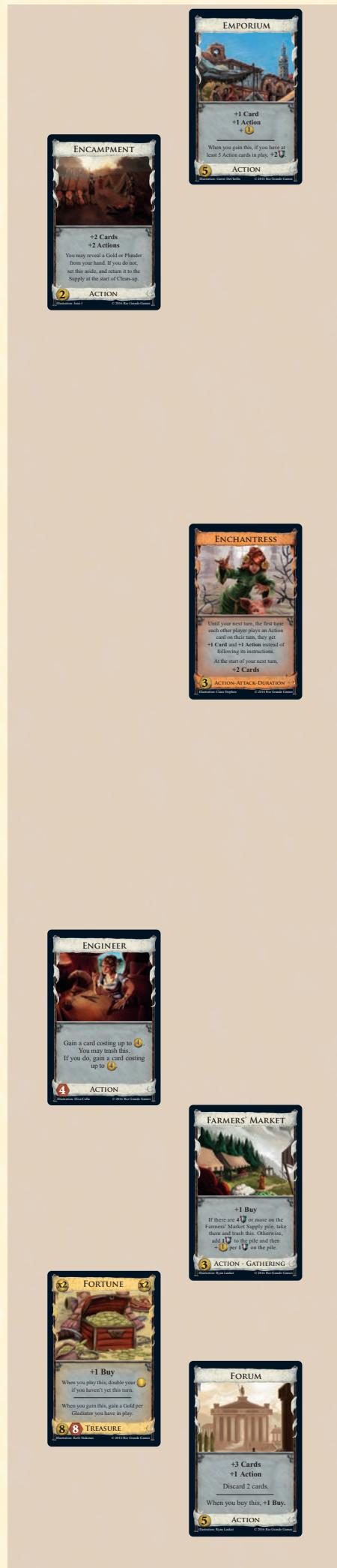
Enchantress: Players revealing a card like Moat when this is played have to do it right then, not later, even though the attack will not hurt them until their turn. The first Action each other player plays, just on their next turn, will give them +1 Card +1 Action instead of what it would have normally done. This does not affect abilities below a dividing line; they still function. For example a player playing Sacrifice would get +1 Card +1 Action and not do anything Sacrifice normally does; a player playing Groundskeeper would get +1 Card +1 Action and would still get  for gaining Victory cards. It can be helpful to turn the affected card sideways, to remember that it did not do what it normally did. Enchantress does not affect card abilities from cards played on previous turns; for example if an opponent plays Enchantress and you have an Archive out from a previous turn, on your turn you will first get a card from your Archive as normal, and then the first Action card actually played on that turn will be affected by Enchantress. If Enchantress affects a Crown played in a Buy phase, its player gets +1 Card +1 Action, but has no way to use the +1 Action, since it is their Buy phase (but it might matter e.g. if the player buys Villa).

Engineer: Engineer cannot gain copies of itself, or any other card with  in the cost. When you play it, you gain a card, then may trash Engineer to gain a second card (which can be the same as the first or different).

Farmers' Market: The first time this is played, it produces + (and +1 Buy), the next time +, then +, then +, then the next time the player takes the 4 

Fortune: You only double your  the first time you play a Fortune in a turn; any further times only get you +1 Buy.

Forum: For example, with  and only one Buy, you could buy a Forum, getting +1 Buy, then buy a Province.



Gladiator: If there are no Gladiators in the Supply, you cannot trash one, but that does not stop you from getting the +1. If you have no cards in hand, the player to your left cannot reveal a copy of the card you revealed, so you will get the +1 and trash a Gladiator.

Groundskeeper: This can trigger multiple times in a turn, for cards gained different ways. For example you could play Groundskeeper, then play Engineer gaining an Estate and taking 1 VP, then in your Buy phase buy a Duchy taking another +1 VP. Multiple Groundkeepers are cumulative. If you Crown a Groundskeeper, there is still just one Groundskeeper in play, so you only get +1 VP per Victory card gained.

Legionary: Players wishing to respond to the Attack (e.g. with Moat) must do so before you choose whether or not to reveal a Gold.

Royal Blacksmith: You discard both Coppers that were in your hand already, and Coppers drawn in the +5 Cards.

Overlord: When you play this, you pick an Action card from the Supply that costs up to 5, and treat this card as if it were the card you chose. Normally this will just mean that you follow the instructions on the card you picked. For example, with Village in the Supply, you could play Overlord as Village and get +1 Card +2 Actions. Overlord also gets the chosen card's cost, name, and types, until it leaves play. If you play Overlord as a card that moves itself somewhere, such as to the trash or the Supply, Overlord will do that; for example Overlord played as Encampment will be set aside and return to the Overlord pile at the start of Clean-up. If you play Overlord as a Duration card, or as a Throne Room on a Duration card, Overlord will stay in play the same way the Duration card or Throne Room would. If you play an Overlord multiple times such as via a Throne Room, you will only pick what to play it as the first time; the other times it will be the same thing. Once in play, Overlord is the thing it copied, rather than an Overlord; for example Colonnade will produce VP if you buy a copy of that card, but not if you buy an Overlord. Overlord can only be played as a visible card in the Supply, and the top card of a pile; it cannot be played as a card from an empty pile, or as a card that has not been uncovered from a split pile, or as a card from a split pile that has been bought out, or as a non-Supply card (like Mercenary from Dominion: Dark Ages). Overlord cannot be played as Crown during a Buy phase, since Overlord itself is not a Treasure and so cannot be played in Buy phases.





Patrician: Cards costing ⚡ do not cost ⚢ or more unless they also have a ⚠ cost of ⚢ or more. So Fortune does but City Quarter does not.

Plunder: This gives you a ⚡ token every time you play it.

Rocks: If it is another player's turn, then it is not your Buy phase, so the Silver goes to your hand.

Sacrifice: If you trash a card with multiple types, you get all relevant bonuses; for example if you trash Crown, you get +2 Cards, +2 Actions, and +2. If you trash a card with no relevant types (such as Curse), you get nothing.

Settlers: You can look through your discard pile even if you know there is no Copper in it.

Temple: You get +1 ⚡, trash 1, 2, or 3 cards with different names from your hand (for example a Copper and an Estate, but not two Coppers), then add 1 ⚡ (from the supply) to the Temple pile. Gaining a Temple (whether buying it or otherwise) gives you all the ⚡ that has accumulated on the pile. The pile gets ⚡ even if it is empty; this only matters if there is a way to return a Temple to the pile (like Ambassador from Dominion: Seaside) or a way to gain one from the trash (like Graverobber from Dominion: Dark Ages).

Villa: If you gain this during your Action phase, such as with Engineer, you will put the Villa into your hand and get +1 Action (letting you, for example, play the Villa). If you gain this during your Buy phase (such as by buying it), you will put the Villa into your hand, get +1 Action, and return to your Action phase. This will let you play more Action cards (such as the Villa); when you are done with that you will return to your Buy phase, from the beginning - you can play more Treasures (and Arena will trigger again). If you buy Villa, that uses up your default Buy for the turn, however playing Villa will give you +1 Buy and so let you buy another card in your second Buy phase. If you gain this during another player's turn, you will put the Villa into your hand and get +1 Action, but will have no way to use that Action, since it is not your turn. It is possible to return to your Action phase multiple times in a turn via buying multiple Villas. Returning to your Action phase does not cause "start of turn" abilities to repeat; they only happen at the start of your turn.

Wild Hunt: If the Estate pile is empty, you can choose that option but will not get the ⚡ tokens. Wild Hunt still functions normally if the Wild Hunt pile is empty.



EVENT NOTES

Advance: If you do not trash an Action, nothing else happens.



Annex: You can do this even if the Duchy pile is empty. The chosen cards stay in your discard pile when the other cards are shuffled into your deck.



Banquet: You can do this even if the Copper pile is empty.



Conquest: This counts the two Silvers it gives you (provided that there were Silvers left to gain). For example, with 12 and 2 Buys and having gained no Silvers earlier in the turn, you could buy Conquest twice, getting two Silvers, then +2 , then two more Silvers, then +4 .



Delve: Each purchase of Delve gives you back the Buy you used on it. For example, if you have 7, you can Delve, then Delve, then buy a card for 3.



Dominate: This does nothing once the Province pile is empty.



Donate: Effects that happen due to trashing cards (such as Rock's) will happen before you shuffle. This happens between turns, and so Possession (from Dominion: Alchemy) will no longer be doing anything.



Ritual: This does nothing once the Curse pile is empty. This only gives you +1 per 1 the trashed card cost; it does not give anything for or in costs.



Salt the Earth: If the trashed card does something when trashed (such as Crumbling Castle), you do that thing.



Tax: Every Supply pile starts with 1, including Kingdom cards and basic cards like Silver. The Event itself, when bought, adds 2 to a single pile, whether or not that pile has any on it already. The is taken by the next player to buy a card from that pile; gaining a card without buying it leaves the on the pile.



Triumph: You get +1 per card you have gained, including the Estate, and any other cards bought or gained other ways; you do not get for Events bought. Once the Estate pile is empty, this does nothing.





Wedding: You get the even if there are no Golds left.



Windfall: If there are fewer than 3 Golds in the pile, just gain the remaining Golds.



LANDMARK NOTES

Aqueduct: If you gain a card that is both a Treasure and a Victory card, such as Humble Castle, you can resolve the abilities in either order.



Arena: With Villa it is possible for your Buy phase to start twice or more in a turn; you can make use of Arena each time.



Bandit Fort: For example with 3 Silvers and 1 Gold, you would get -8 . Scores can go negative.



Basilica: This happens each time you buy a card. For example with and 3 Buys, you could buy Copper, then Copper, then Silver, taking 2 , then 2 , then none.



Baths: Any way you gain a card will stop you from getting from this that turn.



Battlefield: You take the whether you bought the Victory card or gained it another way.



Colonnade: For example with Settlers in play, buying another Settlers gets you 2 from here. Cards from the same pile are not necessarily copies of each other; for example Bustling Village is not a copy of Settlers.



Defiled Shrine: Note that this triggers on gaining an Action, whether bought or otherwise gained, but only on buying Curse, not on gaining Curse other ways. tokens will go on Ruins (from Dominion: Dark Ages) when used, but not on Farmers' Market, Temple, or Wild Hunt (the three Action - Gathering cards).



Fountain: You either get 15 or 0 ; there is no extra bonus for having 20 Coppers.





Keep: This applies to each different Treasure being used in the game. If all players have the same number of copies of a Treasure, they all get the 5  for that Treasure.

Labyrinth: This can only happen once per turn per player. For example if you gain 4 cards in the same turn, only the second one will come with 2 .

Mountain Pass: This only happens the first time a player gains a Province; it does not matter if the Province was bought or not, or if Provinces have left the pile earlier due to Salt the Earth. This happens between turns; Possession (from Dominion: Alchemy) will not be in effect. The player to the left of the player who got the Province bids first, then the player to their left and so on, ending with the player who got the Province. Each bid can be a pass, or a higher bid than the previous bid. Bids are in amounts of , from **1** to **10**; a bid of **10** cannot be beaten. The player who bid the highest (if any) gets +8  and takes the amount of  of their bid.

Museum: Multiple cards from the same pile can score for this as long as they have different names.

Obelisk: All cards from the chosen pile count, even if they have different names (such as when it is a split pile). Ruins (from Dominion: Dark Ages), when used, can be the pile.

Orchard: Having 6 or more copies of a card confers no additional bonus.

Palace: For example, if you had 7 Coppers, 5 Silvers, and 2 Golds, that would be two sets of Copper - Silver - Gold, for 6 VP total.

Tomb: This works even when it is not your turn, such as when you trash a card to Swindler (from Dominion: Intrigue), and works when told to trash a card that is not yours, such as with Salt the Earth.

Tower: A Supply pile is only empty if it has no cards in it; a split pile with half of the cards gone is not empty. Victory cards do not count, but Curses do.



Triumphal Arch: For example, if you had 7 copies of Villa and 4 copies of Wild Hunt, you would score 12 .



Wall: For example, if you had 27 cards in your deck, you would score -12  for Wall. Scores can go negative.



Wolf Den: Having no copies of a card, or two or more copies of a card, confers no penalty. Scores can go negative.

RECOMMENDED SETS OF 10

Players can play Dominion with any set of 10 Kingdom cards, but these sets have been specially picked out to be entertaining and show off card interactions and strategies.

Empires only:

Basic Intro: Tower, Wedding • Castles, Chariot Race, City Quarter, Engineer, Farmers' Market, Forum, Legionary, Patrician/Emporium, Sacrifice, Villa

Advanced Intro: Arena, Triumphal Arch • Archive, Capital, Catapult/Rocks, Crown, Enchantress, Gladiator/Fortune, Groundskeeper, Royal Blacksmith, Settlers/Bustling Village, Temple

Empires & Dominion:

Everything in Moderation: Orchard, Windfall • Enchantress, Forum, Legionary, Overlord, Temple • Cellar, Library, Remodel, Village, Workshop

Silver Bullets: Aqueduct, Conquest • Catapult/Rocks, Charm, Farmers' Market, Groundskeeper, Patrician/Emporium • Bureaucrat, Gardens, Laboratory, Market, Moneylender

Empires & Intrigue

Delicious Torture: Arena, Banquet • Castles, Crown, Enchantress, Sacrifice, Settlers/Bustling Village • Baron, Bridge, Harem, Ironworks, Torturer

Buddy System: Salt the Earth, Wolf Den • Archive, Capital, Catapult/Rocks, Engineer, Forum • Masquerade, Mining Village, Nobles, Pawn, Trading Post

Empires & Seaside

Boxed In: Wall, Tax • Castles, Chariot Race, Encampment/Plunder, Enchantress, Gladiator/Fortune • Salvager, Smugglers, Tactician, Warehouse, Wharf

King of the Sea: Delve, Fountain • Archive, Farmers' Market, Overlord, Temple, Wild Hunt • Explorer, Haven, Native Village, Pirate Ship, Sea Hag

Empires & Alchemy

Collectors: Colonnade, Museum • City Quarter, Crown, Encampment/Plunder, Enchantress, Farmers' Market • Apothecary, Apprentice, Herbalist, Transmute, University

Empires & Prosperity [use Platinum/Colony]:

Big Time: Dominate, Obelisk • Capital, Gladiator/Fortune, Patrician/Emporium, Royal Blacksmith, Villa • Bank, Forge, Grand Market, Loan, Royal Seal

Gilded Gates: Basilica, Palace • Chariot Race, City Quarter, Encampment/Plunder, Groundskeeper, Wild Hunt • Bishop, Monument, Mint, Peddler, Talisman

Empires & Cornucopia / Guilds:

Zookeepers: Annex, Colonnade • Overlord, Sacrifice, Settlers/Bustling Village, Villa, Wild Hunt • Fairgrounds, Horse Traders, Menagerie, Jester, Tournament

Cash Flow: Baths, Mountain Pass • Castles, City Quarter, Engineer, Gladiator/Fortune, Royal Blacksmith • Baker, Butcher, Doctor, Herald, Soothsayer

Empires & Hinterlands:

Simple Plans: Donate, Labyrinth • Catapult/Rocks, Forum, Patrician/Emporium, Temple, Villa • Border Village, Develop, Haggler, Ill-Gotten Gains, Stables

Expansion: Battlefield, Fountain • Castles, Charm, Encampment/Plunder, Engineer, Legionary • Cache, Farmland, Highway, Spice Merchant, Tunnel

Empires & Dark Ages [use Shelters]:

Tomb of the Rat King: Advance, Tomb • Castles, Chariot Race, City Quarter, Legionary, Sacrifice • Death Cart, Fortress, Pillage, Rats, Storeroom

Triumph of the Bandit King: Defiled Shrine, Triumph • Capital, Charm, Engineer, Groundskeeper, Legionary • Bandit Camp, Catacombs, Hunting Grounds, Market Square, Procession

The Squire's Ritual: Museum, Ritual • Archive, Catapult/Rocks, Crown, Patrician/Emporium, Settlers/Bustling Village • Feodum, Hermit, Ironmonger, Rogue, Squire

Empires & Adventures:

Area Control: Banquet, Keep • Capital, Catapult/Rocks, Charm, Crown, Farmers' Market • Coin of the Realm, Page, Relic, Treasure Trove, Wine Merchant

No Money No Problems: Bandit Fort, Mission • Archive, Encampment/Plunder, Royal Blacksmith, Temple, Villa • Dungeon, Duplicate, Hireling, Peasant, Transmogrify

Thanks

Head playtester: Matthew Engel

Thank you, playtesters: Tyler Babcock, Jeff Boschen, Michael Brandt, Kent Bunn, Josephine Burns, Bryan Doughty, Dave Goldthorpe, Joseph S. Hall, Dibson T Hoffweiler, Adam Horton, Jen Huang, Susan Lin, Stef Meijer, Destry Miller, Jordan Richardson, Kevin White, and Jeff Wolfe.

Recommended for 2-4 players, aged 14 and up.

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