

## **Dominion**

**Players:** 2–4

**Objective:** Accumulate the most victory points by building a deck of cards.

### **Setup:**

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Each player starts with a deck of 10 cards: 7 Coppers and 3 Estates.

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A common supply of Kingdom cards is set up, including Treasure, Victory, and Action cards.

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### **Gameplay:**

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Each turn consists of three phases:

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- 1.

**Action Phase:** Play one Action card from your hand.

- 2.

- 3.

**Buy Phase:** Use Treasure cards to buy one card from the supply.

- 4.

- 5.

**Cleanup Phase:** Discard all cards played and drawn, then draw five new cards.

6.

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Players use their decks to gain more powerful cards and victory points.

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**Winning:** The game ends when three supply piles are empty or the Province pile is depleted. The player with the most victory points in their deck wins.