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1/14/18  
CS362 – Assignment 1  
Winter 2018

Dominion is a card game for 2-6 players that uses a set number of cards to play, with the winner gaining the most points at the end. Here is a very basic overview of the game.

There are four types of cards in the game:

- **Victory Cards:** These cards have victory points on them which are needed to win the game. However, they are of no use during play so the player must balance their deck carefully. There are Estate, Duchy, and Province Victory Cards which are worth varying amounts of victory points.
- **Curse Cards:** These cards are similar to Victory Cards but have a negative victory point value. Players generally will only obtain these cards if an action card requires it.
- **Treasure Cards:** These cards generate coins that are needed during the buy phase to buy other cards. There are copper, silver, and gold treasure cards and lower card amounts can be used to exchange for higher amount if treasure cards.
- **Action Cards:** These cards generate effects during the player's Action phase of the game. There are a large amount of actions that can be done with these cards, including attack cards which have a negative effect on another player, reaction cards that are triggered by events (like when another player plays an attack card against you), cards that allow you to gain more treasure cards, additional actions, or other useful effects.

There are three phases to the game:

1. **Action:** The player can play one action card from his hand. Additional actions might be granted based on the card that he plays in this phase.
2. **Buy:** The player can now use any treasure cards he has to buy a card.
3. **Cleanup:** The player discards all played and unplayed cards to his discard pile and draw 5 new cards. If his pile does not have enough cards, he will shuffle the discard pile and draw the remaining cards he needs. His turn is now over.

The game ends when the last Province is bought or when 3-4 piles are empty. The players will tally their victory points from their decks and the player with the most points wins the game. In the case of a tie, the player with the fewest turns wins the game.

Here is a sampling of the types of cards in the game of Dominion:

## Smithy

The Smithy card is an Action card. It costs \$4 and allows the player to draw three cards. This card can be useful when a player is wanting to gain a lot of money and Victory cards quickly. This strategy is most effective against mediocre players.



## Adventurer

The Adventurer card is also an Action card. This card costs \$6 and allows the player to reveal a card from his deck until two treasure cards are revealed. He then will keep those treasure cards and discard the other revealed cards. This card does not have as much use as one would initially expect as it is an expensive card and will not usually reveal many treasure in the deck. The best use for this card is in the late stages of the game to quickly buy a Victory card.



### Outpost:

The Outpost card is an example of an Action-Duration card. If this is the first time you played an Outpost this turn, and the previous turn was not yours, then you can take an extra turn and only draw 3 cards for your next hand. This card can be a very good card in the right circumstances. Depending on the makeup of your deck, this can be a valuable card, though with this same logic, this card can also be a detriment and the cost for this card might be better spent on something else.



### Province:

This is a Province card, which is a Victory card that costs \$8. The game will end when this deck is exhausted (or if 3-4 of the other decks are exhausted). This card is important for winning the game. Compared to the Estate and Duchy Victory cards, this card gives the most victory points. The player with the most victory points at the end of the game will win. This card also costs the most out of the three Victory cards, so the player should strategize wisely to ensure they strike the right balance of cards. Additionally, this card does nothing else (unlike Action cards), so strategy is important when deciding how many to have in your deck and when.



### Sea Hag:

The Sea Hag card is an Action-Attack card that costs \$4. Unlike a normal Action card, this card also allows the player to mount an attack on another player. When this card is played, each other player will discard the top card of their deck and gain a Curse to the top of their deck. A Curse card is like the antithesis of the Victory card – it takes victory points away from the player that the end of the game. This is a powerful card as it guarantees that other player(s) will draw a “dead” card for their next hand and lose victory points at the end of the game. It is worth the treasure to buy this card.

