

- You get bonuses for the types of cards revealed, counting only the different cards.
- A card with 2 types gives you both bonuses.
- So if the player to your left reveals Copper and Harem, you get +4 and +2 cards; if he reveals 2 Silvers, you just get +2.
- Curse produces no bonus.

card revealed, if it is an...
Action Card, +2 Actions
Treasure Card, +2
Victory Card, +2 Cards

Other Rules clarifications

- Revealing an Estate Inherited as a Crown would give you all three bonuses.

Strategy Article

There isn't an article for Tribute; it was briefly discussed on the forums (<http://forum.dominionstrategy.com/index.php?topic=3166.msg56300#msg56300>) .

Tribute can be a strong card, but its strength is heavily dependent on both your opponents' deck composition and your strategy, and its benefits are mitigated by its unpredictability. The three benefits of Tribute are not equal: in general, +2 Actions is weakest, and the other two benefits are closer in usefulness. The card draw is usually the strongest benefit, but is only useful if you draw treasure or action cards with actions remaining. Tribute does cycle your opponents' deck, providing them a modest benefit. But its biggest weakness is unpredictability, since you don't know whether you'll get something great (but terminal) like +4, +2 cards or just +4 actions.

Tribute works well against an opponent playing a Big Money strategy, where it has a good chance of giving +4. +4 for a card that costs 5 is a good deal. In the presence of dual-type cards, like Harem, Nobles, Great Hall, or Island in the opponent's deck, Tribute becomes very strong. Even hitting one mixed-type card, getting something like +2 Cards, +4 or +2 Cards,+2 Actions,+2 is an immense benefit from playing a single card, especially one that only costs 5.

Tribute is usually weakest when playing against action-rich engines, such as heavily-thinned decks. Not only is the action benefit the weakest or least useful benefit of Tribute, but the fact that it is unpredictable makes it so that Tribute cannot function as a reliable village.

Synergies/Combos

- Opponents' dual-type cards, like Harem, Nobles, Great Hall, Mill, Island, three of the Castles or Crown
- Big money-type games



Antisynergies

- Your cursers, as Curses provide no benefits.
- Opponents' action-rich engines


- Opponents' Tunnels or Faithful Hounds, which can be activated by Tribute
- Bishop, in the presence of other trashing could lead to a Golden Deck strategy which turns your Tributes into dead cards.


Versions

English versions

Print	Digital	Text	Release	Date
		The player to your left reveals then discards the top 2 cards of his deck. For each differently named card revealed, if it is an... Action Card, +2 Actions. Treasure Card, +2. Victory Card, +2 Cards.	Intrigue 1st Edition	July 2009

Other language versions

Language	Name	Print	Digital	Text	Notes
Chinese	朝貢 (pron. <i>cháogòng</i>)				Error: Refers to "Gold" cards rather than "Treasure" cards.
Czech	Dar poddaných (lit. <i>subjects' gift</i>)				
Dutch	Tolheffing (lit. <i>toll</i>)				
Finnish	Kymmenykset (lit. <i>tithe</i>)				
French	Hommage				
German	Tribut			<p>Dein linker Nachbar muss die obersten (<i>HiG</i>;) beiden Karten von seinem Nachziehstapel aufdecken und diese ablegen. Für jede Karte mit unterschiedliche Namen (<i>ASS</i>;) 2 Karten seines Nachziehstapels aufdecken und ablegen. Für jede unterschiedliche Karte (<i>HiG</i> + <i>ASS</i>;) erhältst du etwas. Bei einer ...</p> <p>Aktionskarte: +2 Aktionen Geldkarte: +2 Punktekarte: +2 Karten</p>	
Hungarian	Sarc				
Italian	Tributo				
Japanese	貢物 (pron. <i>mitsugimono</i>)				
Korean	공물 (pron. <i>gongmul</i>)				
Norwegian	Tiende (lit. <i>tithing</i>)				
Polish	Danina				

			
Russian	Подать (pron. podat', lit. tax)		
Spanish	Tributo		

Trivia

Secret History

I took this from the 4th set, as a natural fit here due to the cards with two types. The original version had each adjacent player reveal their top card. I changed that to one player so it would work in 2-player games, and then changed it to discard when Thief changed to discard. Once it changed to discarding it could have gone back to hitting adjacent players and would have worked in 2-player games. I kept this version though, because it seemed a little more interesting, and because the player to your left is more likely to not be shuffling. Also the original didn't say "differently named," but that was essential to keep the card from being too strong early in a game.

—Donald X. Vaccarino, *The Secret History of the Intrigue Cards* (<http://forum.dominionstrategy.com/index.php?topic=116.0>)

Second Edition Removal

This isn't that good, but is better than most of these cards. It's not popular though. Hosing Nobles / Harem / Great Hall is not great. Some people feel like it's attacking them, since it can flip over good cards; I think it tends to help as much as hurt, but so what, I don't need people to feel bad over a non-attack. I'll say it for everyone: it wasn't the greatest card in the world; it was just Tribute.

—Donald X. Vaccarino, *The Secret History of the Dominion 2nd Editions* (<http://forum.dominionstrategy.com/index.php?topic=16338.0>)



Official card art.

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