

Ambassador

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Ambassador is an Action-Attack card from Seaside. When played, it lets you return up to 2 copies of a card from your hand to the supply, and makes all opponents gain a copy of that card; it clears out your deck like a trasher while filling your opponents' decks with junk. It is an extremely powerful opening when setting up an engine in a 2-player game; in the late game, it can even be used as a Curser if you are willing to buy a Curse for it to use.

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FAQ

Official FAQ

- First you reveal a card from your hand.
- Then take 0, 1, or 2 copies of that card from your hand and put them on top of their Supply pile.
- Then each other player gains a copy of that card from the Supply.
- If there are not enough copies to go around, deal them out in turn order, starting with the player to your left.



Info

Cost	3
Type(s)	Action - Attack
Kingdom card?	Yes
Set	Seaside 
	Alejandro
Illustrator(s)	Gutiérrez Franco

Card text

Reveal a card from your hand.

Other Rules clarifications

- If you reveal a card which is not in the Supply, such as Spoils, Madman, Mercenary, or Shelters, Ambassador does nothing. Similarly, because none of the cards bought through Black Market are in the Supply, if you reveal a card bought through Black Market, Ambassador does nothing.
- If you reveal a card which is part of a Supply pile with differently named cards, such as Ruins or Knights, you can only return two cards to the supply pile if they have the same name. Other players will only gain cards with that name.
- If you empty either the Province pile or a third Supply pile, then use Ambassador so that the pile is no longer empty at the end of your turn, the game does not end.
- If you return the bottom card of a Split pile when there is a top card on top, you still put the returned bottom card on top, not under the remaining top cards.

Return up to 2 copies of it from your hand to the Supply. Then each other player gains a copy of it.

Strategy Article

Original article (<http://dominionstrategy.com/2010/12/23/seaside-ambassador/>) and deeper followup article (<http://dominionstrategy.com/2013/02/18/seaside-ambassador-201/>) by theory

Ambassador is a powerful card that combines trashing (technically pseudo-trashing as it returns to the supply) with a junk-dealing attack. At **3**, it is exceptionally powerful for its cost. Ambassador works well with engines, as it can be used to construct engines, and the drawing provided by engines both makes it more likely that you will be able to play Ambassador on a desirable target, and mitigates the reduced hand size resulting from playing Ambassador to return cards to the supply.


The presence of Ambassador on the board is bad news for a **5/2** player, possibly more than any other card. Along with Chapel, Ambassador is one of Dominion's two best openers. The first couple of turns are critical: if you fall behind in "estate tennis", your deck will quickly crash and burn.

The most common Ambassador dilemma early on is drawing it with 3 Copper + 1 Estate. Contrary to popular practice, Ambassadoring 2 Coppers (rather than 1 Estate) is the best play; deck-thinning is, at this point, more important than a marginal increase in your attack. Moreover, Ambassadoring the Coppers decreases the chance your opponent will Ambassador you two Estates while increasing your own chances for the same.

In the midgame, you can start Ambassadoring early cards that have outstayed their welcome: your opponent will likely have little use for a late game Loan, Moneylender, Sea Hag, or Chapel. If you have strong enough deck-drawing (perhaps your opponent foolishly passed up on buying an Ambassador), consider buying a Curse and using the Ambassador as a pseudo-Witch.




Like many attacks, Ambassador is great with Throne Room/King's Court: just be sure not to give away all the copies of the card you are Ambassadoring! In addition, Ambassador is the rare attack that does not conflict with other attacks. No matter when you play it, it is always dealing damage to your opponents. Of course, you will draw hands where you don't want to play the Ambassador, but it's nice to have an attack that amplifies other attacks rather than cancelling them. It is especially powerful with Pirate Ship.

Ambassador is also a great defense, especially against opponents that opened with Mountebank, Witch, or Torturer. That doesn't mean that those cards aren't important if Ambassador is available (if you're Ambassadoring a Curse, you aren't Ambassadoring something else), but it's certainly a better defense than getting a Moat and crossing your fingers. Mountebank works slightly better against Ambassador than other cursers, because it gives out two different types of junk cards.

Keep an eye out for Ambassador's unique game-ending ability: it's sometimes to your advantage to gift your opponent a Province or Colony in order to force the game to end on your turn. (See, e.g., this game (http://councilroom.com/game?game_id=game-20101210-113521-6fab2680.html.gz), where I win by gifting my opponent the last Colony instead of allowing him the chance to win with a lucky Tactician.) Even if you don't want to give your opponents , you may be able to end the game on piles if you gift them a kingdom card that is running low.

Ambassador also synergizes with Cutpurse: the added coppers make Cutpurse more likely to hit, making the attack retain its strength later into the game than it normally would. In multiplayer, this can benefit you even if you do not buy a Cutpurse, so long as other players do.

Openings

Ambassador is a strong opening buy. Double Ambassador makes a strong opening on some boards, especially when there are desirable -cost cards like Native Village, Crossroads or Hamlet. Desirable -cost cards make opening Ambassador/Silver more attractive. Ambassador can also be paired with -cost cards like Caravan or Spice Merchant. Quarry is also a good buy as playing it does not take an action, and it can be used to pick up strong actions.

Weaknesses

Perhaps Ambassador's greatest weakness is the dreaded Possessed Ambassador. But even then, opening Ambassador isn't dangerous so long as you have a way to get rid of your Ambassador (Remodel, Salvager, Bishop). Indeed, stuffing your opponent with crap will probably keep him from Possessions and let you get first crack at them.

Note that Ambassador is significantly weaker in Dark Ages games using Shelters, since Ambassador cannot be used to get rid of your starting Shelters.

Synergies/Combos

- Throne Room / King's Court
- Curse (sometimes)
- Opponents' Curse-giving attacks
- Pirate Ship
- Cutpurse





Antisynergies

- Opponent's Possession

- Opponent’s Militia (somewhat, but not as much as with Chapel)
- Chapel (somewhat; it’s viable to open Ambassador/Chapel, but probably not better than Silver/Chapel)
- Gardens decks, also Silk Road and Duke.
- Shelters



Versions

English versions

Print	Digital	Text	Release	Date
		Reveal a card from your hand. Return up to 2 copies of it from your hand to the Supply. Then each other player gains a copy of it.	Seaside 1st Edition	October 2009
		Reveal a card from your hand. Return up to 2 copies of it from your hand to the Supply. Then each other player gains a copy of it.	Seaside 2nd Edition	July 2017

Other language versions

Language	Name	Print	Digital	Text	Notes
Chinese	大使 (pron. <i>dàshǐ</i>)				
Czech	Velvyslanec				
Dutch	Boodschapper (lit. <i>courier</i>)				
Finnish	Suurlähettiläs				Translation error: Says "Then each other player gains a copy of the returned card." instead of revealed
French	Ambassadeur				
German	Botschafter			Decke eine Handkarte auf. Lege bis zu 2 dieser Karten aus deiner Hand zurück in den Vorrat. Jeder Mitspieler nimmt sich eine solche Karte vom Vorrat.	
Italian	Ambasciatore				
Japanese	大使 (pron. <i>taishi</i>)			手札1枚を公開する。公開したのと同じカード2枚以下を手札からサプライに戻す。他のプレイヤーは全員、それと同じカード1枚を獲得する。	
Korean	대사 (pron. <i>daesa</i>)				
Polish	Ambasador				

					
Russian	Посол (pron. <i>posol</i>)		Раскройте карту из руки. Верните до двух её копий из руки в Резерв. Затем каждый другой игрок получает её копию.		
Spanish	Embajador				

Trivia

Secret History

Originally this had you pass cards directly to the other players (or they took them from the supply if you didn't have enough). It was simpler to have them go to the supply first. That version also let you get rid of one card per player, but that was too much in 4-player games, so now it only lets you get rid of two cards at once.

—Donald X. Vaccarino, *The Secret History of the Seaside Cards*
(<http://forum.dominionstrategy.com/index.php?topic=117.0>)



Official card art.

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