### SETH JAFFEE

# EMINENT DOMAIN MICROCOS M

2 players. 10 minutes. The entire cosmos.

## Setup



- Shuffle the 18 Domain cards and deal 3 face up to the center of the table to create the supply.
- Mix the Planet cards face down, separated by cost.
   To save space, use piles, but note that all cards in each pile are accessible at all times.
- Place the 5 Technology cards in the center of the play area, face up (with symbols showing).
- Randomly determine a start player.

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GAME DESIGN Seth Jaffee GRAPHIC DESIGN Ariel Second CONTENTS 34 cards
PlayTMG.com

# **Game Play**

Beginning with the start player, take turns adding cards to your hand and playing actions to colonize and attack planets and research technologies to increase your Influence. On your turn, you do the following:

1) Draw a card from the supply. Then, if cards remain in the deck, re-fill the supply from the deck. If you don't like what's in the supply, you may draw the top card from the deck instead.



## Game End

When the deck is exhausted, continue play without refilling the supply when cards are drawn. After the last card is drawn from the supply, the active player finishes their turn and the game ends. Players collect all cards from their hands and discard piles and determine their Influence (score) as follows:



Each card has a scoring condition at the top, indicating its Influence value:

- 1 🅸 per Colony
- 1 🕸 per Spoils
- 1 🅸 per Tech owned
- 1 for each Domain card, Colony and Spoils of a particular color

The player with the most wins!
In case of a tie, the player who played second wins.

2a) Play a card from your hand and resolve the action printed on it (read each card for a description of its action), then place it into your discard pile. Some actions require you to reveal icons (from your hand, Colonies, or Tech cards) in order to get a better effect. Once revealed, Colonies remain face-up, cards in hand return to your hand. You may "reveal" the icon on the card you are resolving, as well as Colonies (face up or face down),



DISCARD PILE

2b) Return any number of cards from your discard pile to your hand.





PLAYER HAND









### **DOMAIN CARDS**

"Colonies" are planets that have been taken with a Colonize action and placed in front of a player.

When colonizing, you may choose any planet in a pile (not just the top one).

> 0-cost planets require no 6 to colonize.

Face up planets (due to unsuccessful Warfare attempts) may be colonized as normal.



with that cost as a colony.

You may look at your colonies, but keep them face down in front of you. You may reveal a colony at any time to gain its benefit (leave it face up).



Move any number of cards from the supply to the bottom of the deck and replace them.

Play another action this turn (after drawing).

While this card is in your discard pile:



While this card is in your discard pile, opponent may not peek at your colonies with Survey cards.

"Spoils" are planets or colonies that have been taken with a Warfare action and placed in front of a player —face up ad sideways.

If you don't have enough 🚳, leave the planet or colony where it is, face up.

When attacking a planet, you may choose any planet in a pile (not just the

Spoils may not be "revealed" to use their icons during the game, but Influence and Capital icons do count for scoring at game end.

> Scoring Condition:

the value of this card at

the end of

the game.

Action Title

CARD ANATOMY

POLIT CAL

Card color/planet type for game end scoring

Icon that may be "revealed"

an action.

when resolving

of certain cards.



Choose a planet or colony and reveal it.

Reveal (6) icons equal to the Defense value to put it into your spoils.

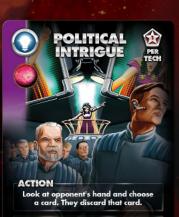
Spoils are placed face up and sideways. They may not be revealed



ACTION

Pick up and immediately play 1 card from your discard pile.

While this card is in your discard pile, opponent may not draw off the top of the deck.



While this card is in your discard pile, you may peek at the top card of the deck before drawing.





PLANET CARDS

The indicates a





COST











## TECH CARDS

The indicates ALL your colonies have 1 higher defense value.













Cool Illustration Game Text describing how to resolve this card's action.