

Dominion Card Game Manual



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Book Descriptions:

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We do so by publishing adult and family strategy games, although children with appropriate parental supervision will enjoy playing many of these games. We knew such games were successful in Germany and wanted to make them available to people in the US. After some investigation, we decided to begin publishing English versions of these choice games so that Englishspeaking players could enjoy them, so we launched the Rio Grande Games to do just that. We are particularly interested in getting families to play these games together. Playing good games together is a great way for families to spend social time together. Because these games require that players make choices on each turn during the game, players cannot rely on luck. Thus, these games reward good choices. When children play these games in a family setting, they learn that the choices they make are important. We believe that the lessons children learn while playing our games will be carried into their lives and they will learn that making good choices in life leads to the same good results as they do in games. It is useful to arrange them in ascending order of purchase cost. Put all unused Victory cards back in the box. The estates come from the remainder in the box. When multiple games are played, then the starting player will be the player left of the last winner. If there was a tie, the again a random player will be chosen. He announces which card he is playing and follows the instructions written on that card from top to bottom. The cost of a card is found in the lower left corner. When a player played a certain card in his Action phase, its possible that he is allowed to buy more than one card. The ability of the purchased card may not be used when he just gain the card. Treasure cards will be used multiple times during the game. Treasure cards are a source of income, not a resource that is used up when played. The player places also all his cards played and unplayed to this pile.<http://fodss.com/userfiles/808-car-keys-micro-camera-manual-em-portugues.xml>

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If there are not enough cards in his Deck, he draws as many as he can. The players will count their victory points in their decks and the player with the most points wins. Through extensive research, we bring everything you need to know about board games. If you like the content of a board game on this site, please consider to buy the game. These games deserve it. Anyone else can edit this FAQ of course. However, reading the actual official rule books first is probably still a good idea. Also check out the Dominion FAQ for quick answers to common questions, general information about the game and expansions, and strategy questions. There are links to posts by Donald; some of these are just examples and explanations, others are rulings that arent mentioned in the rule books. The Knight and Ruins piles are special in that the piles contain differently named cards. Cards such as Bridge and Highway can cause a card to have another cost than the printed cost at periods during the game. The frame color on the top and bottom also indicates the type. It has special rules regarding when its discarded, and usually stays in play one extra turn. See 17. Duration cards from Seaside. Most Reserve cards can be called from the Tavern mat. However, Actions that are also another type are usually only the color of the other type. The exception is ActionVictory and ActionShelter, to make it clear that these cards can be played as Actions. Victory and Curse cards have their victory point worth e.g. 6 in the middle of the card but those from the Base Cards expansion have it in the lower right corner instead. These come into effect when the Event is bought. See 18.4 Events For each player beyond two, add 10 Curses to the pile. No more than two Events per game is recommended. Put the included Event cards separately on the table. Shuffle the 50 Ruins cards and

use the same number of Ruins as Curses. Place the pile facedown with the top card faceup. <http://tomaszskiba.com/userfiles/808-camera-manual.xml>

This can be done by checking whether the first Kingdom card drawn is from Prosperity if drawing Kingdom cards randomly. If Colonies are used, include 12 Colonies and 12 Platimums. The Journey token starts the game faceup. If playing with 5 or 6 players, use twice as many Coppers, Silvers and Golds; and 3 more Provinces per player so either 15 or 18. These are written on the cards, or in their own section below under 21. Clarifications and errata . This means you can play one Action card in the Action Phase, and buy one card in the Buy phase. Your turn consists of the Action phase, the Buy phase and the Cleanup phase. Follow the instructions on the card. See 8. Playing a card. For each card, follow the instructions on the card. Treasures produce coins, but may also do other things. See 8. Playing a card. The card can cost no more than the unused coins you have left, but may cost less. A card costing 0 coins can be bought even when you have no coins. Gaining a card. See also Talisman under 21. Clarifications and errata. Discard these cards in any order, but when you discard your hand, discard it all at once link . The order in which you discard the cards in your play area can matter for abilities see 9.1 that trigger on discard. See 13. Discarding cards. See Duplicate in the Adventures rule book. Duration cards are of course only discarded if their effects have been resolved, see 17. Duration cards. Prizes, Spoils, Madman and Mercenary are not in the Supply. The cards that Travellers can be upgraded into are not in the Supply. Shelters are not in the Supply. Events are not in the Supply. Young Witches Bane card is an 11th Kingdom card and so is in the Supply. Your deck, your discard pile, your hand, setaside cards and your Tavern mat are not in your play area. Cards in your play area are in play until they are moved from there, usually when discarded during Cleanup.

Also the cards you have set aside faceup and on your Tavern mat, the number of cards you have set aside facedown, and your tokens and Coin tokens. If a card ability lets you count your discard pile, youre allowed to look through it. Any extra turns e.g. from Possession, Outpost or Mission after this one are not played. Cards on your Tavern mat also count as being in your Deck. Add the tokens on your player mat. If several players are tied for victory points, the tied player who had the fewest turns wins. Any extra turns during the game are not counted. Resolving card abilities . Do this even if the card cant be moved to the play area. Playing these other cards are then part of resolving the first card. These cards should also be placed in the play area when played, if possible see 20. Some abilities on certain cards arent triggered when you play it; these are always found beneath a dividing line link, link . The ability above the line is triggered when you play the card, the other ability is triggered at other times. For instance, Reaction cards have an ability that only apply to reacting with the card, see 11. Reaction cards. Other examples Alchemist lets you do something when you discard it from play. Embargo says what happens when a player buys a card from a certain Supply pile. Goons has an ability that triggers when the card is in play and you buy a card. Harem is missing the dividing line for aesthetic reasons. See also 19. Timing rules. Only the ability thats triggered when you play the card i.e. above the dividing line, is triggered multiple times. When played with Throne Room, Kings Court, Procession, Royal Carriage or Disciple they set up that ability multiple times link .

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The German versions of Duration cards have a dividing line between the immediate ability and the next turn ability, which is strictly wrong, since these effects are set up when you play the card; link Terms used on cards , do this immediately when they are resolved, and the amount produced doesnt change if the card is subsequently moved somewhere else like to the Trash or to discard or other conditions are changed. The same goes for effects that do something based on certain conditions e.g. playing a City, which lets you draw a number of cards, and effects that set up later abilities see 9.3 . Likewise, if theres a choice between several options, you can pick any option, even one youre

not able to carry out fully. But when the ability is giving you a nonoptional instruction, you must do as much of it as you can. For instance, draw as many cards as you can even though you cant draw the full amount instructed to; or gain the cards you can even though you cant gain all the cards instructed to. See also 12. Gaining a card, second paragraph. Feasts second instruction, on the other hand, is not contingent on the first. So even if you cant trash Feast because its already trashed, you gain a card. For instance, if youre not able to trash a card with Remodel or Upgrade, then you cant gain a card. For instance, if two Hoards are in play and you buy a Victory card, you gain two Golds. But see 9.2 . However, Transmute looks at the type of the Estate when its no longer yours link , and Procession looks at the cost of the Band of Misfits when its no longer the card you chose Dark Ages rule book. You can react with a Reaction card even when its not your turn. Resolving the Reaction ability does not count as playing the card. See also 10. Resolving card abilities. The Action ability is triggered when playing the card as normal, and is separate from the Reaction ability. This can be revealing it, setting it aside, trashing it or discarding it.

This effect is part of resolving it, so you immediately resolve the rest of its ability. Multiple Reactions and also other abilities can trigger at the same time. See 19.4 Timing of several concurrent abilities and 19.5 Resolving several concurrent abilities. This means that when a Witch is played, the first player resolves his Reactions including e.g. revealing them, then the next player, etc. It also means you can reveal Secret Chamber and draw a Moat, and after completely resolving Secret Chamber, reveal the Moat link . Each time is treated as a separate ability. See 19.4 Timing of several concurrent abilities. For instance when instructed to gain a card costing up to 3 coins, you must choose an available card as long as there is one of that cost 0 to 3 coins. However, when instructed to gain a card out of a specified set of cards Smugglers, you may choose to gain a card thats impossible to gain link . In this case, gaining happens after buying link . When returning to a pile of differently named cards Knight, Ruins, first turn the current top card facedown, then return the card to the top, faceup. When discarding several cards at once, you dont need to show the cards to the other players. You can put these cards in any order when you discard them, but they are discarded all at once, before resolving any triggered abilities this matters for cards like Tunnel, link . You need to show how many cards you are discarding if an instruction on a card is contingent on this number. If there still arent enough cards, move the cards you can. 2nd edition rules If there are not enough cards in your deck, shuffle the cards in your discard pile, put them under your deck, and move the cards. If there still arent enough cards, move the cards you can. When you look at cards, you look at them without showing them to the other players. You then return them to where they came from unless instructed otherwise. See 14. Moving cards from your deck. Revealing or looking at cards.

This card is not in play see 5 . When one instruction tells you to trash several cards, they are trashed all at once, before resolving any triggered abilities. See 19.4 Timing of several concurrent abilities. These Actions may be used to play more Action cards, after you have fully resolved the current Action card. These can be used in the Buy phase. This can be used in the Buy phase to buy an additional card. This card is not considered to be trashed, discarded or gained. It does not apply to Events. You can only exchange if youre able to both return the Traveller card to its proper pile not the Black Market deck, link and take the new card from its proper pile link . This is not considered as gaining a card. Also see the entry on Band of Misfits and Inheritance below. This is not playing it. You can only call it if its on your Tavern mat. Also see 19.5 Resolving several concurrent abilities. When you get to the Cleanup phase, leave the card in play instead of discarding it if the effects havent been resolved yet at that point link . Usually a Duration will be discarded in the Cleanup of your next turn. As of now this pertains to Throne Room, Kings Court, Procession, Royal Carriage and Disciple. Only cards that directly played a Duration stay in play. For instance if you play a Throne Room on a Throne Room, and play that Throne Room on a Duration and then on another Duration, only the second Throne Room stays in play since that was the card that directly played the two

Durations. [link](#), [link](#) This is always the case when Royal Carriage plays a Duration. Also see the entry on Band of Misfits below. If you use Throne Room to play a Gear or a Haven, only leave the Throne Room in play if you set aside cards both times. By previous rules, a Throne Room that didnt cause a Duration to set up a future ability several times such as a Gear where you only set aside cards once, didnt stay in play.

But by current rules, a Throne Room always stays in play as long as the Duration does. This changes a description in the 1st edition Dark Ages rule book about Procession played on a Duration The Procession doesnt stay in play. If you play Throne Room and Outpost, both stay in play until the next players Cleanup [link](#) . A is used in the Buy phase to buy a card with in its cost. A cost of for instance is equivalent to 3 coins and zero. Spent Coin tokens are immediately returned to the general supply. This does not count as buying a card, and it will not get you a card, just the immediate effect of the Event. Its not removed when you reveal or look at cards from your deck, only when you would draw a card. Its only removed when you actually get 1 coin or more. Optional abilities currently only including other players Reactions are resolved by the player who has the choice to resolve it. Other triggered abilities are resolved by the player who triggered it [link](#), [link](#) . After resolving it, he chooses witch to resolve next, etc [link](#) . Other abilities occurring at the same time can be resolved in between. [link](#). See also 10.5 Atomicity of abilities. For instance, when resolving abilities that triggered when an Attack was played, if you resolve Secret Chamber and draw a Moat which you didnt have in your hand when starting to resolve the abilities, the Moats Reaction ability is triggered and you may resolve it at any point between, or after, the other abilities that were triggered. Also, when resolving startofturn abilities, if you put a Reserve card on your Tavern mat that may be called at the start of your turn, you may call it at any point between, or after, the other abilities that were triggered at start of this turn [link](#) . A and B are two effects that are resolved after each other. See also here for its pre Dark Ages significance. This is the case until the ability is fully resolved.

If the card is moved from that location by another ability, the first ability loses track of it. An ability cannot move a card if it has lost track of it. For instance if an ability refers to a played card, it expects the card to be in play. A card that has been played expects to find itself in play; [link](#), [link](#). If an ability refers to a gained card, it expects the card to be where the gaining effect put it [link](#) . If an ability moves a card, it subsequently expects the card to be where it moved it. But Throne Room expects it to already be in the play area. Since its not there, Throne Room has lost track of it and cant move it. Therefore it stays in the trash which means it cant be trashed again when played this time. The Inn is gained to the top of your deck, and you have a Watchtower in your hand. You can now resolve Inns whengain ability and Watchtowers Reaction ability in any order. If you do Inns first, the Inn is shuffled into your deck. Watchtower has now lost track of the Inn its expected to be on top of your deck, so you cant reveal Watchtower to move the Inn to the top of your deck. [link](#) A card that is moved from the expected location and then moved back again, is nevertheless lost track of [link](#) . This means that you will have played two Action cards [link](#) . This reverses a previous ruling. If you use Throne Room to play Band of Misfits twice, it will be the chosen card the second time you play it, so you will play it as the same card twice. However, if the card is removed from play like a Feast, it will be just a Band of Misfits again the second time. You can then choose another Action card from Supply to play it as. The card will stay where it is, and the chosen cards abilities will trigger even as the Band of Misfits will immediately revert back to being just Band of Misfits since its not in play, but you will resolve the triggered abilities of the card [link](#), [link](#) . This reverses a previous ruling.

First Band of Misfits will play the Duration, but the second time it will be Throne Room playing the Duration and causing it to set up a future ability once more that turn, causing the Throne Room to stay in play that turn. If you choose to play Band of Misfits as a card which also has a token on its pile, you will also get the bonus from that token [link](#) . Given this situation, if you play Throne Room

on Band of Misfits, the first time you will get the bonus from both piles, but the second time you will only get the bonus from the chosen pile link . Return it to the Band of Misfits pile. link Before the game begins all players can see the cards. Then shuffle them into a facedown deck. Playing an Action card twice with Throne Room is two played Actions, plus one for the Throne Room. Gaining a card . This is only correct if the current player gained Embassy. When another player gains Embassy, the current player gains a Silver first, then the next player, etc, skipping the player who gained Embassy. See 19.4 Timing of several concurrent abilities. This mistake is also made on page 4 of the Hinterlands rule book. link This is only correct if the current player gained IllGotten Gains. When another player gains IllGotten Gains, the current player gains a Curse first, then the next player, etc, skipping the player who gained IllGotten Gains. See 19.4 Timing of several concurrent abilities. link Besides this, an Estate is yours when it's in your deck, hand, discard pile or play area, or when you set it aside or put it on your Tavern mat link . If you have your token on a card that refers to a copy of itself Treasure Map, Crossroads, Duchess, your Estate will refer to that card, not a copy of Estate.Return it to the Estate pile. link Although Throne Room has lost track of it, it can now be trashed since its not already in Trash. But Mining Village has now lost track of itself.

It tries to trash itself from play, but since its not in play the second time, it cant trash itself link, link . This matters for Inheritance, see that card. If there is only one Port available in the supply, with a Trader you can gain a Silver and a Port. See Talisman for the explanation. But they dont prevent Possession from giving you more turns. In between turns this is the player who last had a turn. If the player was Possessed on that turn, he himself not the Possessor makes decisions between turns, such as whether to play an Outpost turn or Possession turn first. This reverses a previous ruling. link See also 10.3 Effects contingent on other effects. If the Prince cannot set the card aside during Cleanup, it will stop playing it. If you for example use Prince on an Island, when the Island has set itself aside Prince will stop playing it. The same happens if you use Prince on another Prince so this will waste the first Prince. link . This refers to discarding it from play this turn. So if you use Prince on a Duration, the Duration will be played next turn but wont normally be discarded since its a Duration and therefore Prince fails to set it aside again that turn and so will stop playing it. The Duration will be discarded later as usual. link This means that even if the card you buy is the only copy available either the last in the pile or a Knight or Ruins where the next card is different, you can reveal Trader to gain a Silver instead of the copy from Talisman, and then afterwards gain the card you bought, since a copy is still in the Supply pile link, link . This is different from the timing of cards like Spy, see 19.6 Cards with several effect for each player. This means anything contingent on the first gain doesnt happen see 10.3 Effects contingent on other effects . This also applies to a Nomad Camp. This reverses a previous ruling. Discarding cards. The Gold will be placed on top of Tunnel, so Warrior loses track of Tunnel and can't trash it.

If you reveal Watchtower to put the lastgained card on your deck, you cannot then reveal Watchtower to put the Border Village on your deck link . The site may not work properly if you dont update your browser. If you do not update your browser, we suggest you visit old reddit. Press J to jump to the feed. Press question mark to learn the rest of the keyboard shortcuts Log in sign up User account menu 11 Is there an ultimate game manual that I can either buy or print Its a 97page PDF, which depending on your storage solution might be a bit big. The 5th edition has everything up to Renaissance. All the card FAQs are left out that arent directly implied from the rule text. This may not help someone not good at applying the rules. The card FAQs just get too long and are super redundant and still dont cover all the questions people may have. The wiki is better suited for checking precise rule interactions of specific cards. I was going to polish it up after adding the Menageriespecific stuff and put it out there for feedback. So far its only like 56 pages. All rights reserved Back to top. They then draw 5 more cards, and end their turn.In this way cards that have been bought on earlier turns will be drawn on later turns to be played.The player with the most victory points wins.There are exceptions to almost everything else just listed above as well, as

discussed in detail below. The Supply normally consists of the 7 basic Supply piles Curse, Copper, Silver, Gold, Estate, Duchy, and Province and 10 Kingdom cards. Curse cards are included even if no Kingdom card specifically references them. The 10 Kingdom cards, collectively known as the Kingdom, may be chosen by any method agreed upon by the players. A common method is to select randomly from the Randomizer deck. Alternatively, there are some Recommended Kingdoms that introduce the game and expansions or create interesting decisions for players.

Victory card piles have 8 cards in a 2player game, and 12 cards otherwise except for the Province pile, which has 15 cards in a 5player game, and 18 cards in a 6player game. The Curse pile has 10 cards for each player after the first, so 10 cards in a 2player game, 20 cards in a 3player game, etc. It is recommended that no more than two total of these and no more than one Way be used per game. Some exceptions include Additional piles which may be included are Specifically, Cultist, Death Cart, and Marauder constitute the Looters. Since these additional piles are not part of the Supply, cards from them cannot ordinarily be bought, and depleting them does not count towards the game ending condition; however, they should be kept accessible near the supply when Kingdom cards calling for them are present. For example Some cards such as Island and Reserve cards also require that players be given a special mat to put cards or tokens on. If playing with Nocturne, some Kingdom cards replace one of each players starting Coppers with a particular Heirloom. Once each player has taken their turn, the sequence begins again, one turn after the other, continuing until an end condition is met. Note that Actions and Action cards are separate things; Actions are a sort of currency used to play Action cards. Since in the absence of Shelters players do not start the game with any Action cards in their initial decks of 10 cards, a player will usually not have any Actions to play during their first 2 turns. By default, a player may play only one Action card since they start their turn with only 1 Action, but some Action cards grant the player the right to play one or more additional Actions afterward. It is never mandatory to play an Action card even if you have one in hand and Actions remaining; the only exception is when another card that you have played instructs you to do so.

They announce which card they are playing and follow the instructions written on that card from top to bottom, except for instructions specifically noted as applying at a time other than when the card is played. The player may still play an Action card even if they are not able to do everything the Action card tells them to do; but, having played it, the player must follow as much of the cards instructions as they can. Furthermore, the player must fully resolve an Action card before playing another one if they are permitted to play another Action card or concluding their Action phase. Any Action cards played remain in the player's play area until the Cleanup phase of that turn, unless otherwise indicated on the card. The Action phase ends when the player cannot or chooses not to play any more Action cards. Generally, a player can only play Action cards during the Action phase of their turn. Buys can also be spent to pay the cost of Events or Projects, to receive certain effects. These usually produce some amount of, which is added to any produced by cards played in the Action phase. Some Treasure cards have other effects as well, which are resolved when played in the same way Action cards are resolved in the Action phase. In a game in which Coin tokens are in use, before buying any cards or Events, a player may increase their current amount of by spending any number of Coin tokens. Gained cards are taken from the Supply and placed faceup directly in the players discard pile unless otherwise instructed. Ordinarily any card of equal or lower cost that is in the Supply may be purchased. The player may not purchase cards from the Trash pile or nonSupply piles. Some cards in the supply and Events cost; it still uses up a buy, though not any, to purchase one of these. Players do not have to use any or all of their buys on a given turn; it is never obligatory to buy a card or Event.

However, there are a few cards that have special effects that take place immediately when the card is bought or gained; these are identified specifically on the card. If an Event is bought, instead of

gaining anything the player simply immediately carries out the effects printed on the Event card. Cards with in their cost require players to have played a Potion in order to buy them; this otherwise behaves exactly like buying a card with. If a player wants to buy more than one costing card, they must play more than one Potion. Cards with in their cost require the buyer to take a certain amount of tokens, rather than paying. A player cannot buy additional cards if they have, even if they have additional buys; they must instead pay off, which does not use up a Buy. Paying off can be done at any time during a players Buy phase, at a rate of to, but once a player begins to pay off, they may not play any more Treasures or spend any more Coin tokens. All cards in the players hand, and all cards in the players play area that are done tracking effects, are put into the players discard pile, and they draw a new hand of 5 cards, and end their turn. The player places any cards that are in their play area Action cards that have been played in the Action phase as well as Treasure cards that have been played in the Buy phase and any cards remaining in their hand onto their discard pile. Although the player need not show the cards remaining in their hand to their opponents, since they place the cards in the discard pile faceup, their opponents will always be able to see the topmost card of their discard pile. If there are not enough cards in their deck, they set aside the cards that are left, shuffle their discard pile to form a new facedown deck, put the set aside remains of their previous deck on top of the new deck, then draw their new hand. Once the player has drawn a new hand of 5 cards, the next player starts their turn.

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