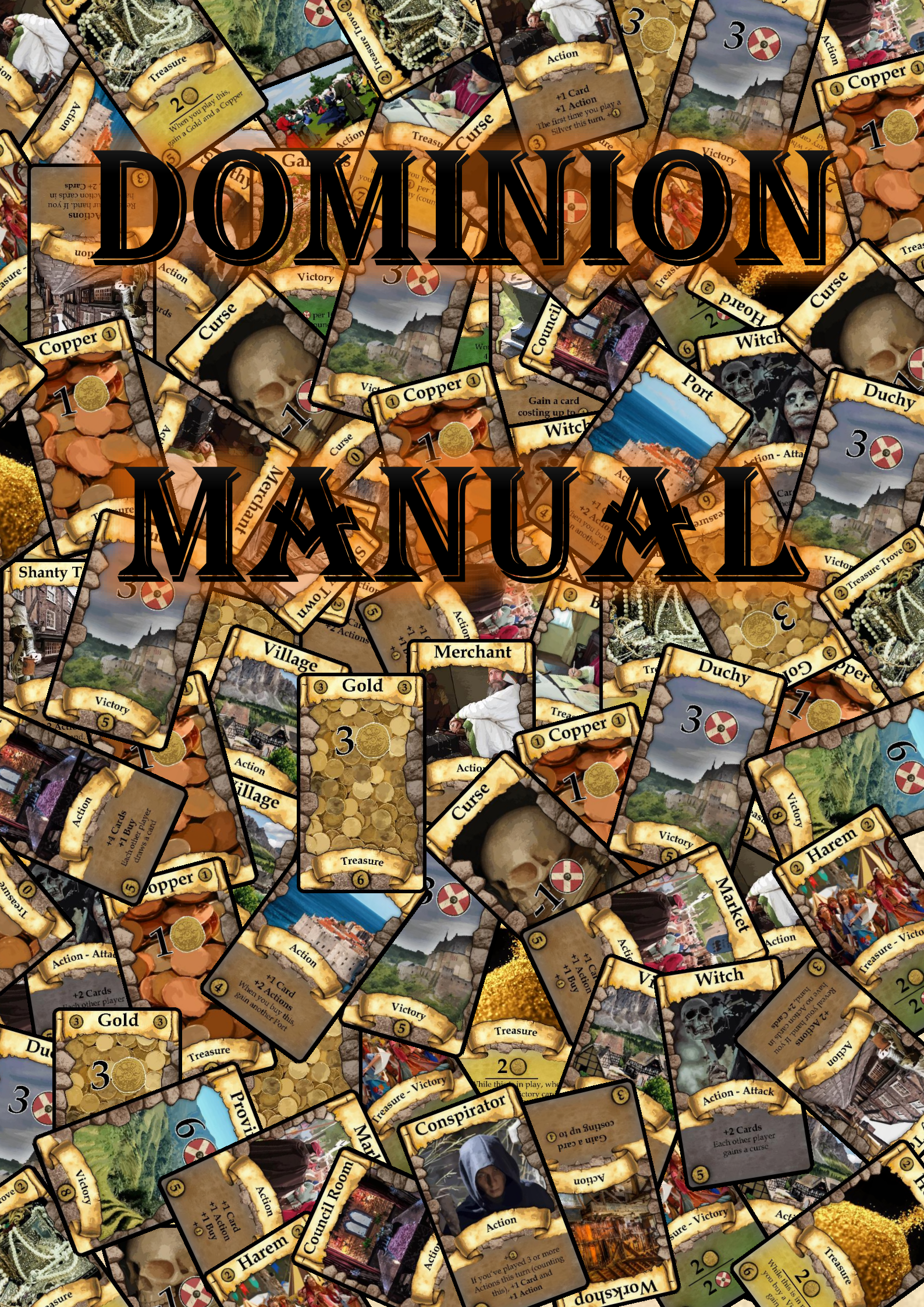# DOMINION

MANUAL

HOW TO START SERVER/CLIENT

To start Dominion you have to open the Command Prompt in the folder where the Dominion.jar is saved (normally in Dominion->build->libs) from there you can start the server and the client.

Starting server To start the server you have to type "java -jar Dominion.jar server 8090" in your Command Prompt which you opened before. (the last 4 numbers for the port can variate)

Starting client To start a client you have to type "java -jar Dominion.jar client IP-address of server:8090". If the server is running on your device the IP-address is "localhost" otherwise you need the IP-address of the device on which the server is running. The last 4 number have to be the same which were chosen for the server. As soon as you started the client, a Lobby window will open for your further actions.

LOBBY
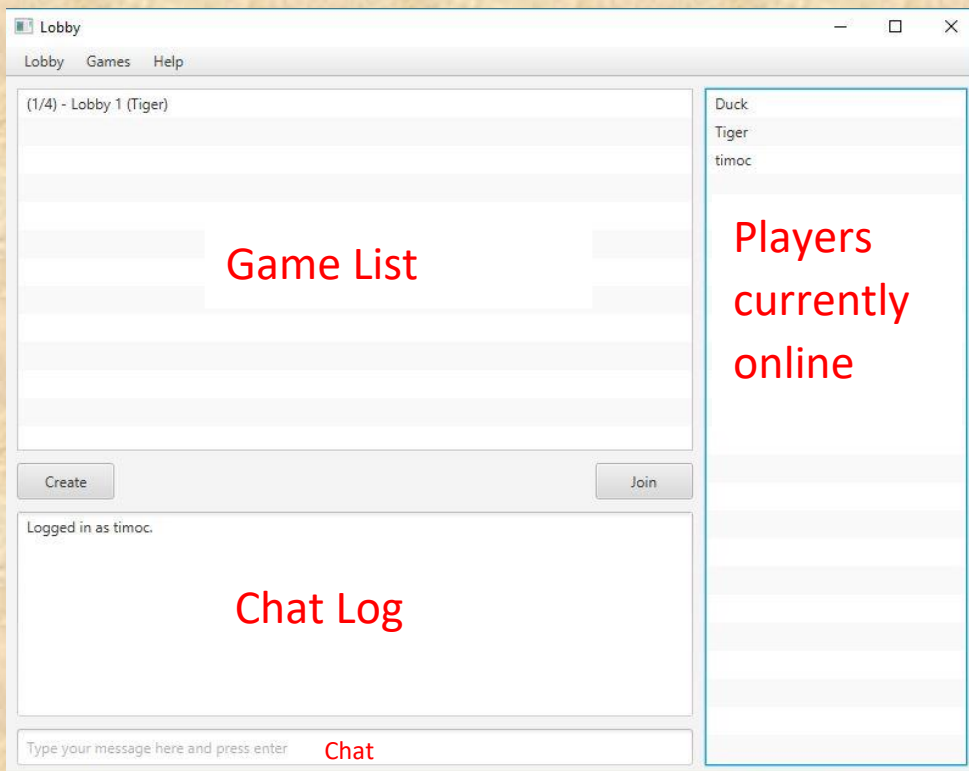
Creating or Joining a Game After starting the client, you can open a new Game Lobby by clicking "Create" or join an existing Lobby by selecting the Lobby in the Game List and clicking the "Join" button. Note that at most four players can play the game. Once in a Game Lobby, you can start the game at any time by clicking "Start".

Change Nickname To change your Nickname click on "Lobby" button on the left top corner of your window and choose Change Nickname. A new window will open and ask for your Nickname wish.

High score To see the High scores click on the "Game"-button on the top and choose High scores.

Chat/Whisper To chat you can simply type your message in the Chat box on the bottom and press enter to submit your message. If you want to whisper you can click on the Player in the right which you would like to whisper to then type your message and submit it like described before.

GOAL

This is a game of building a deck of cards. The deck is your Dominion. It contains your resources, victory points, and the things you can do. It starts out a small sad collection of Estates and Coppers, but you hope by the end of the game it will be brimming with Gold, Provinces, and the inhabitants and structures of your castle and kingdom. The player with the most victory points in his Deck at game end wins.

CARDS

name

value
(1 coin)

card type

cost

TREASURE CARDS Copper, Silver, and Gold cards are the basic Treasure cards, and they are available in every game. Each player receives seven Copper cards into his deck at the beginning of the game, the rest are placed on the Copper pile on the Board.

name

value
(6 victory points)

card type

cost

VICTORY CARDS Estate, Duchy, and Province cards are the basic Victory cards, and they are available in every game. Each player's initial deck contains 3 Estates. 12 each of the Estate, Duchy, and Province cards are placed on the Board in a 3 or 4 player game. In a 2 player game, only 8 of each of these Victory cards will be on the Board.

name

card type

card ability

cost

KINGDOM CARDS In addition to the Treasure, Victory, and Curse cards that are used in every game, up to 10 piles of different kingdom cards are put on the Board.

STARTING DECK

Each player starts the game with 10 cards in his deck: 7 coppers and 3 estates. The deck initially will be shuffled. Now each player draws 5 cards from his deck. These cards are the players hand.

PLAYING THE GAME

Once every player has drawn 5 cards from his initial deck, a randomly selected player will begin with his/her turn.

TURN OVERVIEW Each turn has three phases (A, B, and C) in the order shown:

A) Action phase - the player may play an action.

B) Buy phase - the player may buy a card.

C) Clean-up phase - the player must discard both played and unplayed cards and draws five new cards. After a player completes all three phases, his turn ends.

ACTION PHASE In the Action phase, the player may play one Action card. Action cards are the Kingdom cards that say "Action" at the bottom of the card. Since players do not start the game with any Action cards in their initial Decks of 10 cards, a player will not have any Actions to play during his first 2 turns. Normally, a player may play only one Action card, but this number may be modified by the Action cards that the player plays. The player may still play an Action card even if he is not able to do everything the Action card tells him to do; but the player must do as much as he can. Furthermore, the player must fully resolve an Action card before playing another one (if he is able to play another Action card). Any Action cards played remain in the player's play area until the Clean-up phase of the 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 his turn. However, Reaction cards are an exception to this rule as they can be used at other times.

BUY PHASE In the Buy phase, the player can gain one card from the Board by paying its cost. Any card that is in the Supply may be purchased (Treasure, Victory, Kingdom, and even Curse cards). The player may not purchase cards from the Trash pile. Normally, a player may buy only one card, but he may buy more if he played certain cards earlier in his Action phase. The cost of a card is in its lower left corner. The player may play some or all of the Treasure cards from his hand to his play area and add to their value the coins provided by Action cards played this turn. The player may then gain any card in the Supply of equal or lesser value. He takes the purchased card from its Supply pile and places it face-up on his Discard pile. He may not use the ability of the card when it is gained. If the player has multiple Buys, he combines Treasure cards and any coins available from Action cards to pay for all of the purchases. Players do not have to use any or all of their Buys. The Treasure cards remain in the play area until the Clean-up phase. Treasure cards will be used multiple times during the game. Although they are discarded during the Clean-up phase, the player will draw them again as his Discard pile is shuffled into a new Deck. Thus, Treasure cards are a source of income, not a resource that is used up when played. When played, Coppers are worth 1 coin, Silvers are worth 2 coins, and Golds are worth 3 coins.

CLEAN-UP PHASE All cards gained this turn should already be in the player's Discard pile. All cards a player played during his turn will be put onto the Discard pile, along with the cards remaining on his hand. Although the player need not show the cards remaining in his hand to his opponents, since he places the cards in the Discard pile face-up, his opponents will always be able to see the top-most card of his Discard pile. Then, the player draws a new hand of 5 cards from his Deck. If there are not enough cards in his Deck, he draws as many as he can, shuffles his Discard pile to form a new face-down Deck, and then draws the rest of his new hand. Once the player has drawn a new hand of 5 cards, the next player starts his turn.

GAME END

The game ends at the end of any player's turn when **either**:
1) the Supply pile of Province cards is empty **or**

2) any 3 Supply piles are empty.

The player with the most victory points wins.

KINGDOM CARDS

Village	Festival	Council Room	Merchant	Silk Road	Gardens
Action	Action	Action	Action	Victory	Victory
+1 Card +2 Actions	+2 Actions +1 Buy +2	+4 Cards +1 Buy Each other player draws a card	+1 Card +1 Action The first time you play a Silver this turn, +1	Worth 1 for every 4 Victory cards you have (round down)	Worth 1 per 10 cards you have (round down)
3	5	5	3	4	3

Market	Witch	Smithy	Workshop	Port	Bank
Action	Action - Attack	Action	Action	Action	Treasure
+1 Card +1 Action +1 Buy +1	+2 Cards Each other player gains a curse	+3 Cards	Gain a card costing up to 4	+1 Card +2 Actions When you buy this, gain another Port	When you play this, it's worth 1 per Treasure you have in play (counting this)
5	5	4	3	4	7

City	Hoard	Worker's Village	Bazaar	Harem	Conspirator
Action	Treasure	Action	Action	Treasure - Victory	Action
+1 Card +2 Actions If there are one or more empty Supply piles, +1 Card. If there are two or more, +1 Buy and +1	2 While this is in play, when you buy a Victory card, gain a Gold	+1 Card +2 Actions +1 Buy	+1 Card +2 Actions +1	2 / 2	+2 If you've played 3 or more Actions this turn (counting this), +1 Card and +1 Action
5	6	4	5	6	4

Treasure Trove	Shanty Town
Treasure	Action
2 When you play this, gain a Gold and a Copper	+2 Actions Reveal your hand. If you have no Action cards in hand, 2+ Cards
5	3