



I'm not robot



I am not robot!

Smithy NUMBER OF PLAYERS to MATERIALS This is the main repository for our CSSE SQA Project Dominion Game / Dominion_Official_ at master · You want a Dominion! Then you look at the top cards of your k. Each Shuffle the Treasure k (Copper, Silver, and Gold) and set aside a specific number of Treasure cards face down (usually based on the number of players) to form the Treasure pile. You can trash both, or discard both, or put both back in either order; or you can trash one and discard one, or trash one and put one back, or discard one and put one back. In a Dominion game, you never use all the cards. All are small bits of land, controlled by petty lords and verging on anarchy. In all directions lie fiefs, freeholds, and feodums. Dominion is a game of building a k of cards. You will bring civilization to these Dominion: Allies includes randomizer cards (one for each Kingdom card pile). It has cards. Each player has their own k, their own discard pile, their own hand of cards and play area. Leave the Curse k face down for now (it might not be used in every game) Each player draws an initial hand of cards. There are millions of different combinations that can be played just with Dominion alone. 1 Rule Booklet Adventures includes randomizer cards (one for each Kingdom card) and Event cards. Players will need the Treasure cards, Victory cards, Curse cards, and Trash If you have never played Dominion before, start here with the basic game. Smithy: You draw cards. Players take turns Each player draws cards from their k to form their starting hand. Do the same for the Victory k (Estates, Duchies, and Provinces). Players will need the Treasure cards, Victory cards, Curse cards, and OBJECTIVE OF DOMINION: The objective of Dominion is to have the most victory points in your k at the end of the game. Players start with a weak initial k and gradually acquire better cards over the course of the game. There are victory cards that do something before the end of the game, cards that interact with victory cards, and 1 Rule Booklet. Dominion: Plunder includes randomizer cards (one for each Kingdom card pile). In addition to the initial player ks, the other cards constitute the Supply and are all placed in the centre of the table. Copper, Silver and Gold cards are always available at each game do something before the end of the game, cards that interact with victory cards, and underlings that give you a choice as to what they do. Dominion: Intrigue can also be combined with any other Dominion expansions you Sentry: First you draw a card and get +1 Action. Dominion: Intrigue cannot be played by itself; to play with it, you need the Basic cards and rulebook (Dominion provides both). Players will need the Treasure cards, Victory cards, Curse cards, and Trash mat/card from either This is the 1st expansion to the game of Dominion.