

# DOMINION: ROYAL COURT

Cards designed by: Mike Young

This is a fan based expansion created by Mike Young for the game Dominion. It uses materials trademarked and copyrighted by Rio Grande Games. The cards and files in the expansion are not to be sold or distributed for profit. The new material in this expansion is copyright © Mike Young and has been made available in a Creative Commons Share Alike license. Original art for the cards taken from photographs and illustration in flickr and are copyright their original artists.

These cards may be used to create standalone sets or may be added to mixes from other Dominion expansions.

This set introduces the concepts of:

- Kingdom cards where not all the cards in the pile are identical.
- Duration cards that last for more than 1 turn. Note that Duration cards are discarded during the cleanup phase of the last turn they have an effect. If they have a continuous effect then they are only discarded when that effect stops. Return all duration cards still in play at the end of the game to your deck.
- Duration cards that allow players to perform an action instead of playing an action card.
- Use tokens to determine when or if a card has been used. If a duration card is removed from play, discard all use tokens on it.

General concepts:

- Start of your turn. If several things happen at the start of your turn, you may choose which order they happen.
- Duration cards. Duration cards stay in play until the end of the turn they cease having an effect. If a duration card does not reference a specific future turn, then it stays in play for the rest of the game.

*You will need a number of tokens for this set. Pennies work great as do glass stones.*

## PRINTING AND COLLATING

You can print the game by printing the royal court cards.pdf document. Print 10 copies of pages 1-2, one copy of pages 3-4 and 3 copies of page 5. This expansion does not include images for the backs of Kingdom cards. You can also print an extra set of cards with blue backs for use in creating random decks. Again, we're not including the blue backed cards.

Page 4 includes Contingency Markers. These are used by the Contingency Plans card.

## CARD NOTES

**Advisor:** This is a set of 10 cards, but each card is different. Advisors are considered one set of Kingdom cards. The player purchasing or gaining an Advisor may choose which of the 10 (or however many remaining in the kingdom pile) to gain. All Advisors are considered to be a card of the same name "Advisor," (for purpose of cards like Tribute) even if they have different names in the text box.

- **Chamberlain:** Having multiple Chamberlains in play (via Throne Room, for example) does not allow you to draw more than 6 cards, but does allow you to use the Chamberlain's power more often.
- **Exchequer:** You may only discard one Treasure at the start of your turns for Exchequer. If you have multiple Exchequers in play (via Throne Room for example), you may discard a Treasure for each one to get multiple bonuses.

- **General:** You may only remove 1 Use Token from General per turn. If you have multiple Generals in play (via Throne Room for example), you may remove 1 a Use Token from each one to get multiple bonuses.
- **High Priest:** You may only remove 1 Use Token from High Priest per turn. If you have multiple High Priests in play (via Throne Room for example), you may remove 1 a Use Token from each one to get multiple bonuses.
- **Man At Arms:** Keep in mind that Man At Arms is discarded from play *after* the token is placed on it to avoid the Attack.
- **Prime Minister:** You may only remove 1 Use Token from Prime Minister per turn. If you have multiple High Priests in play (via Throne Room for example), you may remove 1 a Use Token from each one to get multiple bonuses.
- **Taster:** This can get a bit complex. See *Appendix A* for more details.
- **Treasurer:** You completely skip your action phase to use Treasurer. Even if you get +Actions from other cards, it makes no difference because you completely skip that part of your turn. If you are at net zero or negative Actions, you may still skip your Action phase to use Treasurer.

It is suggested that players are only allowed to have as many Advisors in play as there are players in the game. This is an optional rule.

**Alliance:** Players may only buy one card in the special Alliance Buy phase regardless of any +Buys they may have. Effects that give +coins (such as from Dismissal) do not count during the Alliance Buy phase. **However**, effects that change the cost or buying power of cards (such as Coppersmith or Bridge) **do** count during the special Alliance Buy phase. Treasures are considered *played* for the purpose of Treasure abilities (like those from Prosperity) when they are used to buy the card during this phase. They are considered played by the person buying the card, not the owner. And they remain in play just for the duration of buying that one card. See *Appendix A* for more details.

Players may only use enough Treasure cards to buy their Card as needed in the Alliance phase. You could, for example, use two Gold to buy a card that cost 4, but you could not use 3 Silver to buy a card that cost 4 when 2 Silver would be enough.

**Buried Treasure:** Note that it gives you -1 Action. The net effect of having negative actions is as if you had no Actions available. Say that on turn A, you managed to play three Buried Treasures. On your next turn, you would have -2 Actions total available (1 you normally get -3 for the Buried Treasures). This would be as if you had 0 Actions available that turn. BUT say that you also had a Prime Minister in play. You may remove a token from your Prime Minister to give you +1 Action, but you would still have a net -1 Actions and could not take any actions that turn.

**Cartographer:** You draw the card *after* the Action card you play takes effect. This normally doesn't make difference, but it does for cards like Bureaucrat. (In which case, the Bureaucrat places a Silver on top of your deck which you then draw for Cartographer.) Note that you do not draw a card if you play another Cartographer. Note that cards like Throne Room tell you to play Action Cards and those plays also trigger Cartographer.

**Contingency Plans:** Discard Contingency Markers if the card they are on leaves play. Do not include this card if you do not have any Duration cards in your set of Kingdom cards. If the Duration Card the Contingency Plans is on requires that the player had done something on their last turn (Example: Royal Chambers, Tactician, or Haven), the player of Contingency Plans is assumed to have NOT done that thing on their last turn. Remember that the Contingency Marker is considered a *copy* of the card it is on, so if it is trashed, the original card is not trashed. It is strongly suggested that players use the included Contingency Markers and have the arrows pointing at the player who played Contingency Plans. See *Appendix A* for more information.

**Dignitary:** Dignitary remains in play until the *end* of your next turn even though it has no effect on that turn. This is relevant for cards like Dismissal, Wazir, and Grand Ballroom.

**Dismissal:** If the targeted Duration Card has other cards with it, and the targeted duration card says what happens to those cards when it leaves play (Dungeon, Vault), that is what happens to those cards if the targeted Duration Card is targeted by Dismissal. Otherwise, the cards kept with the targeted Duration Card (Haven, Treasurer, Royal Chambers) are discarded from play. Cards played with that targeted card (King's Court, Throne Room, &c) are likewise removed from play. Contingency Markers are only considered Duration Cards on the turn they are in effect.

**Dungeon:** The cost in the text is 6👉 meaning that any Victory cards that cost 6 or less are included even if they don't cost a Potion. Cards are placed under Dungeon face down. There is no limitation on the kinds of cards that may be placed under Dungeon as your Action.

**Emporium:** Emporium remains in play for the rest of the game. Return it to your deck at the end of the game. Emporium can be targeted by Dismissal and counts as a Duration card in play for cards like Grand Ballroom and Wazir.

**Grand Ballroom:** It is recommended that you have at least 2 sets of Duration cards in a setup that includes Grand Ballroom. Remember that even if you have multiple Advisors in play, they all still have the same name (Advisor) for purposes of Grand Ballroom. Contingency Markers are only considered Duration Cards on the turn they are in effect.

**Royal Chambers:** Think of it as a Throne Room that acts over two turns instead of one. There is one difference between Royal Chambers and Throne Room. Royal Chambers' "keep it with Royal Chambers" trumps other cards' abilities to trash or discard themselves (Feast, Embargo). The card is kept with Royal Chambers rather than trashed or discarded. (It is Trashed or Discarded as appropriate when you play it the second time on your next turn). A special note on Royal Chambers and Duration Cards. Remember that on the turn following playing such a set, you have TWO copies of that duration card in play. Discard Royal Chambers instead of the Duration card at the end of that following turn. If the Royal Chambers are played with a card that stays in play for longer than one additional turn, keep Royal Chambers with that card as a reminder that it is a duplicate of that Duration Card, and discard Royal Chambers first if that card is removed from play or trashed.

**Strongroom:** Treasure cards placed under Strongroom are placed face up to assure that they are Treasures. Note that if Strongroom leaves play due to Dismissal, you still place all cards under it into your hand.

**Taxation:** Tax Tokens do **not** change the cost of cards. They add to the cost to *buy the cards from that pile*. But the cost of the cards stays the same for purposes of things like Remodel, Salvager, Mine, University, and so forth. Tax Tokens **do** affect the cost to buy cards during an Alliance Buy phase.

**Tower:** If you have multiple Towers in play, you may move multiple cards from your deck to your discard pile, but you still may only see the top card of other players' decks. Note that you may only view the top card of decks during your turn.

## RECOMMENDED SETS OF TEN

### ROYAL COURT ONLY

Buried Treasure, Cartographer, Contingency Plans, Dignitary, Grand Ballroom, Emporium, Advisor, Tower, Dismissal, Strategist

Alliance, Servant's Quarters, Taxation, Emporium, Strongroom, Dungeon, Advisor, Dignitary, Vizier, Cartographer

## ROYAL COURT COMBINED WITH OTHER SETS

**Mind Bender:** Throne Room (basic), King's Court (Prosperity), Royal Chambers (Royal Court), Dungeon (Royal Court), Golem (Alchemy), Cartographer (Royal Court), Masquerade (Intrigue), Conspirator (Intrigue), Possession (Alchemy), Tactician (Seaside)

**Victory:** Gardens (Basic), Great Hall (Intrigue), Vineyard (Alchemy), Nobles (Intrigue), Emporium (Royal Court), Dungeon (Royal Court), Lighthouse (Seaside), Strategist (Royal Court), Advisor (Royal Court), Contraband (Prosperity).

**Royal Court of Magic:** Journeyman (Books of Magic), Book of Prophecy (Books of Magic), Dark Library (Books of Magic), Ward (Books of Magic), Book of Pain (Books of Magic), Vizier (Royal Court), Advisor (Royal Court), Buried Treasure (Royal Court), Cartographer (Royal Court), Dignitary (Royal Court)

## PLAYTESTERS \* THANKS

Thanks to playtesters Tim Baldwin, Shawn Strickland, Amber Strickland, Lewis Wagner, Barry Brueggeman, Cheryl Brueggeman, Laura Young, and "Gwommy."

Thanks to everyone on Board Game Geek who made suggestions.

Original Dominion game designed by Donald X. Vaccarino, and published by Rio Grande Games.

## APPENDIX A – CARD REACTION REFERENCE

**Taster:** The thing to note is that you do not get the benefit of Duration cards put into play by Taster on the turn they are put into play, but that benefit happens immediately after the turn ends. Keep in mind that you can gain cards while it isn't your turn via cards like Masquerade, Ambassador, Sinister Gift, and others.

Card	Benefit
<b>Caravan</b>	+1 Card on your next turn.
<b>Fishing Village</b>	+1 Action, +1 Coin on your next turn.
<b>Haven</b>	Since it has no effect when it comes into play, there is no card to draw on your next turn.
<b>Lighthouse</b>	After the current turn ends, while Lighthouse is in play when another player plays an Attack card it does not affect you. +1 Coin on your next turn.
<b>Merchant Ship</b>	+2 Coins on your next turn.
<b>Outpost</b>	Take an extra turn after this one. This cannot cause you to take more than two consecutive turns.
<b>Tactician</b>	+1 Action, +1 Buy, +5 Cards at the start of your next turn.
<b>Wharf</b>	+1 Buy, +2 Cards at the start of your next turn.
<b>Advisor Chamberlin</b>	No specific effect until you shuffle your deck. You may not place a use token on the card the turn it comes into play.
<b>Advisor Champion</b>	Same as on card.

Card	Benefit
<b>Advisor Exchequer</b>	At the start of all future turns, you may discard a Treasure from your hand to gain +2 coins.
<b>Advisor General</b>	No specific effect until you shuffle your deck. You may not place a use token on the card the turn it comes into play.
<b>Advisor Herald</b>	At the start of all future turns, +1 Buy.
<b>Advisor High Priest</b>	No specific effect until you shuffle your deck. You may not place a use token on the card the turn it comes into play.
<b>Advisor Man At Arms</b>	You may start using Man At Arms' power as soon as the current turn ends.
<b>Advisor Prime Minister</b>	No specific effect until you shuffle your deck. You may not place a use token on the card the turn it comes into play.
<b>Advisor Taster</b>	There can only be one Taster. If you somehow gain a Taster when you have one in play then you are doing something wrong.
<b>Advisor Treasurer</b>	No change from the card.

Card	Benefit
<b>Buried Treasure</b>	As on the card.
<b>Cartographer</b>	Next turn, you may draw a card after playing an Action card (excluding Cartographer).
<b>Dignitary</b>	As soon as the current turn ends, all cards cost 1 Coin more. This lasts until the start of your next turn.
<b>Dungeon</b>	Only the part of the card that starts after “Now and all your future turns” is in effect. If Dungeon leaves play on the turn that it comes into play due to Taster then discard the cards underneath it instead of trashing them.
<b>Grand Ballroom</b>	At the buy phase of your next turn, +1 Coin for each differently named Duration card you have in play.
<b>Emporium</b>	The Emporium remains in play but has no effect on future turns.

Card	Benefit
<b>Royal Chambers</b>	Since it has no effect when it comes into play, there is no card to play on your next turn.
<b>Strongroom</b>	You may do what is on the card on your next turn. If Strongroom leaves play on the same turn that it comes into play due to Taster then discard the cards underneath it instead of putting them into your hand.
<b>Tower</b>	During your next turn, you may examine the top card of all players’ decks. At the start of your next turn, you may move the top card of your deck to your discard pile.

**Contingency Plans:** Here is how Contingency Plans works with other cards.

Card	Benefit
<b>Caravan</b>	+1 Card on your next turn.
<b>Fishing Village</b>	+1 Action, +1 Coin on your next turn.
<b>Haven</b>	There is no card to draw on your next turn.
<b>Lighthouse</b>	+1 Coin on your next turn. Also should another player play an Attack card when it is your next turn, it does not affect you.
<b>Merchant Ship</b>	+2 Coins on your next turn.
<b>Outpost</b>	No effect.
<b>Tactician</b>	+1 Action, +1 Buy, +5 Cards at the start of your next turn.
<b>Wharf</b>	+1 Buy, +2 Cards at the start of your next turn.
<b>Advisor Chamberlin</b>	No specific effect unless you shuffle your deck during your turn before your clean up phase.
<b>Advisor Champion</b>	You may use the card as stated.
<b>Advisor Exchequer</b>	At the start of your turn, you may discard a Treasure from your hand to gain +2 coins.
<b>Advisor General</b>	No specific effect unless you shuffle your deck at the start of your turn.
<b>Advisor Herald</b>	+1 Buy at the start of your next turn.
<b>Advisor High Priest</b>	No specific effect unless you shuffle your deck at the start of your turn.

Card	Benefit
<b>Advisor Man At Arms</b>	Should another player play an Attack card when it is your next turn, you may place a use token on your Contingency Marker to avoid it.
<b>Advisor Prime Minister</b>	No specific effect unless you shuffle your deck at the start of your turn.
<b>Advisor Taster</b>	Any Duration cards you gain during your next turn are placed directly into play although you do not get their benefits on that turn.
<b>Advisor Treasurer</b>	No change from the card.
<b>Buried Treasure</b>	+4 Coins, -1 Action at the start of your next turn.
<b>Cartographer</b>	Next turn, you may draw a card after playing an Action card (excluding Cartographer).
<b>Dignitary</b>	This has no effect.
<b>Dungeon</b>	As an Action you may place a card under your Contingency Marker on your next turn. Trash that card when the Contingency Marker leaves play.
<b>Grand Ballroom</b>	At the buy phase of your next turn, +1 Coin for each differently named Duration card you have in play.
<b>Emporium</b>	This has no effect. If the game ends during your turn, the Contingency Marker is removed from play and is not worth 2 points.

Card	Benefit
<b>Royal Chambers</b>	This has no effect.
<b>Strongroom</b>	You may place a treasure under your Contingency Marker at the start of your next turn. Return it to your hand when the Contingency Marker leaves play.
<b>Tower</b>	During your next turn, you may examine the top card of all players' decks. At the start of your next turn, you may move the top card of your deck to your discard pile.

**Alliance:** Here is how the assorted Treasures with Benefits work with Alliance. Treat it as if each player had their own independent buy phase and that they were playing the cards regardless of who owned them. Cards played in one player's Alliance Buy phase do not affect future players' Alliance Buy Phases.

Card	Notes
<b>Bank</b>	Worth 1 Coin per Treasure already played specifically to buy the card (including that Bank).
<b>Contraband</b>	+1 Buy is meaningless. You may only buy 1 card. The player to the buyer's left names a card and the buyer may not buy that card for the rest of the turn (even in the regular buy phase).
<b>Diadem</b>	Only the person whose turn it could potentially have unused actions.
<b>Harem</b>	The Harem goes back into its owner's hand and is worth 2 VP at the end of the game to its owner.
<b>Hoard</b>	If the Buyer buys a Victory card using Hoard, Buyer gains a Gold.
<b>Horn of Plenty</b>	Cards revealed for Alliance are not considered to be "in play," but duration cards from previous turns are still "in play," for purpose of this card. If the Buyer uses the Horn of Plenty's ability to gain a Victory card, then first the Horn is trashed, then it is returned to its owner's hand.
<b>Loan</b>	When the Buyer chooses this card, Buyer reveals cards from his deck until he reveals a Treasure. Discard or trash it and then discard the other cards.
<b>Philosopher's Stone</b>	Worth 1 Coin per 5 cards in the Buyer's deck and discard pile combined.
<b>Quarry</b>	If Buyer chooses this card, Action cards cost 2 Coins less for the Buyer's Alliance Buy phase. Quarry does not affect future Buyers.

Card	Notes
<b>Royal Seal</b>	Buyer may choose to put the card bought or gained on top of his deck. If Hoard is also used, and a Gold is gained, Buyer may choose to place that on top of his deck too. Royal Seal does not affect future Buyers.
<b>Stash</b>	Stash is returned to Owner's hand during/after the Alliance Buy phase and is never placed in a deck during the Alliance Buy phase.
<b>Talisman</b>	Buyer may choose to gain a second copy of a card bought that costs 4 or fewer coins. Talisman does not affect future Buyers.
<b>Venture</b>	Buyer reveals cards from deck until revealing a Treasure. That Treasure is also in play for that Buyer. The other cards are discarded. The revealed Treasure is <i>placed in its owner's hand</i> after being used or at the end of the Alliance Buy phase.