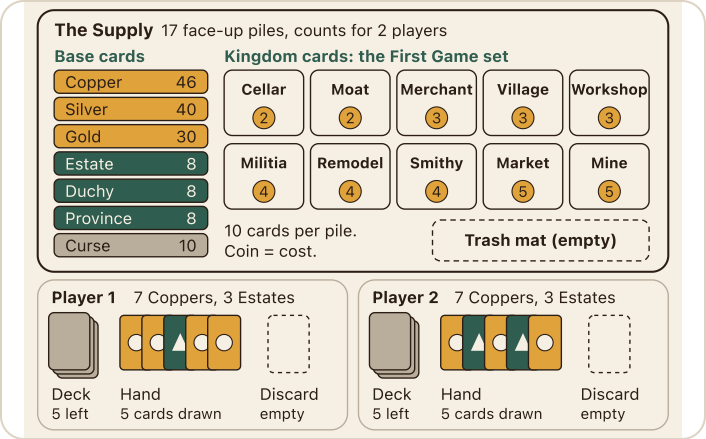
THE LUDARIUM · TEACH SHEET

Teach Dominion in ten minutes

2 to 4 (5 or 6 with the Base Cards set) players · About 30 minutes

The goal: Build a better deck as you play, then use it to collect the most victory points by the end.



On your turn

1. Action: you may play 1 Action card. +Actions let you play more.
2. Finish each card, top to bottom, before you play the next.
3. Buy: play any Treasures, then buy 1 card costing up to your total.
4. Bought cards go to your discard pile. +Buys let you buy more.
5. Clean-up: discard your hand and every card you played.
6. Draw 5. If your deck runs short, shuffle your discard pile under it.

Three tips for your first game

1. Buy a Province whenever you have $8.
2. Early on, Silver beats a cheap Action card you have no plan for.
3. Without Villages, one or two Smithies is plenty.

Setup

1. Each player shuffles 7 Coppers and 3 Estates face down as their deck.
2. Lay out the 7 Base piles: Copper, Silver, Gold, Estate, Duchy, Province, Curse.
3. Estates, Duchies, Provinces: 8 each for 2 players, 12 each for 3 or 4.
4. Curses: 10 for 2 players, 20 for 3, 30 for 4.
5. First game: Cellar, Market, Merchant, Militia, Mine, Moat, Remodel, Smithy, Village, Workshop.
6. Put out 10 of each Kingdom card (Gardens: 8 for 2 players, 12 for 3 or 4).
7. Put the Trash mat nearby.
8. Pick a first player at random. Everyone draws 5 cards.

Scoring

- Copper is worth $1 to spend, Silver $2, Gold $3.
- Estate 1 point, Duchy 3, Province 6. Each Curse is minus 1.
- At the end, count every card you own: hand, deck, and discard.
- Most points wins. A tie goes to whoever took fewer turns.

Game end: The game ends after any turn in which the Province pile is empty or any three Supply piles are empty.

Free course: theludarium.com/academy/dominion/

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