

DONALD X. VACCARINO

DOMINION

MENAGERIE

Dominion, that's what you're trying to achieve. This time with animals! They each have a lesson to teach, whether it's how to spit really far, or what kind of grass tastes the best. It's a lot to keep track of, but you're like an elephant; you remember everything. And you're afraid of mice. You've taken up riding. Horses are intimidating; they say you can lead a horse to water, but you haven't managed it. So you're working your way up, starting with dogs. So far so good; the dog hasn't bucked you off yet. Your menagerie got off to a poor start, with just a goat, two rats, and the advisor who suggested starting a menagerie. You couldn't get that fox you wanted, but it was probably bad anyway. Now you've got some camels, which are just as useless for sewing as you'd been warned, and a turtle that can hold its breath for longer than anyone can stay interested. Soon the animal kingdom will be yours.

Dominion: Menagerie is an expansion, and cannot be played by itself; to play with it, you need the Basic cards and rulebook (Dominion provides both). Dominion: Menagerie can also be combined with any other Dominion expansions you have.

We hope you enjoy this expanding world of Dominion!

CONTENTS

400 cards

300 Kingdom cards

10 each of Animal Fair, Barge, Black Cat, Bounty Hunter, Camel Train, Cardinal, Cavalry, Coven, Destrier, Displace, Falconer, Fisherman, Gatekeeper, Goatherd, Groom, Hostelry, Hunting Lodge, Kiln, Livery, Mastermind, Paddock, Sanctuary, Scrap, Sheepdog, Sleigh, Snowy Village, Stockpile, Supplies, Village Green, Wayfarer

30 Horses

20 Events

20 Ways

30 Randomizer cards (one of each Kingdom card with a blue banded back)

1 Plastic organizer tray, 1 Organizing Inlay

6 player Exile mats

1 Rule booklet

PREPARATION

Menagerie includes 30 randomizer cards (one for each Kingdom card). Players will need the Treasure cards, Victory cards, Curse cards, and Trash mat/card from either Dominion or Base Cards (or older editions of Intrigue) and the rules from Dominion to play with this expansion. As with previous Dominion games, players must choose 10 sets of Kingdom cards for each game. If players choose the random approach for choosing sets, they should shuffle the randomizer cards from this expansion with those of any other Dominion games they choose to play with.

Events and Ways can be shuffled into the randomizer deck (despite having a different back). They are not part of the 10 Kingdom cards used in a game; when an Event or Way is turned over, put it on the table but keep turning over cards until you get 10 Kingdom cards. For normal play we recommend using at most 2 such cards; with other expansions that includes Events, Ways, Landmarks, and Projects. Skip any further landscape cards turned over. We also recommend using at most one Way per game. Also skip Events and Ways when using a randomizer card to determine whether or not to use Platinum/Colony (from Prosperity), or Shelters (from Dark Ages) in a game, or to determine the bane for Young Witch (from Cornucopia). Another approach some people may prefer is to shuffle Events and Ways (and Landmarks and Projects) separately into their own deck, and always play with one or two of them.

In games using cards that refer to Exile, give each player an Exile mat. In games using cards that refer to Horses, keep the Horse pile handy. In games using Way of the Mouse, set aside an unused Action kingdom card costing 2 or 3, and do any setup that card requires.

DURATIONS

Menagerie has four Duration cards. Duration cards are orange, and have abilities that affect future turns. Duration cards are not discarded in Clean-up if they have something left to do; they stay in play until the Clean-up of the last turn that they do something. Additionally, if a Duration card is played extra times by a card such as Mastermind, that card also stays in play until the Duration card is discarded, to track the fact that the Duration card was played extra times. Keep track of whether or not a Duration card was played on the current turn, such as by putting your cards into two lines.

EXILE

Menagerie has Exile mats that cards can go on. Each player gets one.

- "Exile a card" means, put it on your Exile mat.
- "Cards in Exile" are the cards on your mat.
- Cards on your mat are yours; at the end of the game, include them when scoring.
- The cards on Exile mats are face up and public.
- When you gain a card, you may discard the other copies of it from your mat. For example, if you have two Silvers on your mat, and gain a Silver, you may discard the two Silvers from your mat - they go to your discard pile. You can leave them on the mat instead. You cannot discard just one of them.
- Exiling a card from the Supply is not "gaining" the card, and will not cause "when you gain this" abilities to happen. Discarding a card from your Exile mat is not gaining it either.
- Discarding a card from your Exile mat is discarding a card; if it happens other than in Clean-up, it can trigger Tunnel (from Hinterlands) or Village Green.

WAYS

Menagerie has Ways. Each Way gives Action cards an additional option: you can play the Action for what it normally does, or play it to do what the Way says to do. Playing an Action card for a Way ability means not doing anything the Action card said to do when played. For example, if you have Way of the Sheep in a game, which says "+2," then you could play a Horse and choose to get +2; if you did so, you would not get +2 Cards and +1 Action, and would not return the Horse to its pile.

- Ways are not Kingdom cards, and cannot be bought; they sit on the table modifying the game rules.
- Text below a dividing line is unaffected, it will still happen whenever it says it does. For example, if you play a Highway (from Hinterlands) and use Way of the Sheep, you get +2, and then while Highway is in play, its ability makes cards cheaper.
- For tracking, it is helpful to tilt a card that was played using a Way, so that you remember that it did the Way instead of what it says.
- Some Ways refer to "this." That is the card being used to do the Way ability. For example, Way of the Turtle says "Set this aside..." If you play a Market using Way of the Turtle, you will set the Market aside.
- Enchantress from Empires also changes what an Action card does when played. If you are affected by Enchantress, you can use a Way instead of getting the +1 Card and +1 Action that Enchantress's effect would give you.
- When an Action card can be played at an unusual time, like Sheepdog, it can still be used as a Way.
- If you play an Action card multiple times, with a card like Mastermind, you can choose for each play whether you want it to use a Way or not. If the card you are playing is a Duration card, it only stays in play if at least one of its plays was for its own abilities. If it does stay in play, you will have to remember for your next turn how many times you actually played the Duration card for its abilities.
- The choice to use a Way or not happens after "first" abilities on cards like Moat and Kiln.
- The tokens from Adventures still apply when playing a card using a Way.

HORSES

Menagerie adds the Horse pile, and ways to get Horses. When you play a Horse, you get +2 Cards, +1 Action, and return the Horse to the Horse pile.



- "Gain a Horse" causes you to gain a Horse from the pile.
- This is a non-Supply pile; you can only gain a Horse from it when a card tells you to gain a Horse, not with cards like Falconer or Displace.
- If told to gain a Horse with none left in the pile, you fail to gain one.
- If you use a card like Mastermind to play a Horse multiple times, you get +2 Cards and +1 Action for each play, even though you can only return the Horse once.

EVENTS

Menagerie has Events, which first appeared in Adventures. In your Buy phase, when you can buy a card, you can buy an Event instead. You pay the cost indicated on the Event and immediately do its effect.

- Events are not Kingdom cards; they sit on the table and provide an effect you can buy. There is no way for you to gain one or end up with one in your deck.
- Buying an Event uses up a Buy; normally you can either buy a card, or buy an Event. If you have two Buys, such as after playing Sanctuary, you can buy two cards, or buy two Events, or buy a card and an Event (in either order).
- The same Event can be bought multiple times in a turn if you have the Buys and  available to do it.
- You cannot play further Treasures that turn after buying an Event.
- Buying an Event is not buying a card and so does not trigger cards like Haggler (from Hinterlands).
- Costs of Events are not affected by cards like Bridge (from Intrigue).

REACTIONS

Menagerie has five Reaction cards. Four of them can be played at an unusual time: Black Cat, Falconer, Sheepdog, and Village Green.

- Playing one of these Reactions using its ability (the text below the dividing line) puts it into play, like playing it normally, but does not use up an Action.
- If you play a card on someone else's turn, you discard it in that turn's Clean-up, unless it is a Duration card with things left to do.
- If playing one of these Reactions draws you another Reaction that can be used at the same time, you can use it, and so on. For example, you might have one Black Cat in hand when an opponent gains a Province, play it, draw another, play it, draw another, play it.
- When playing one of these Reactions, you can choose to use a Way if there is one.
- If multiple players want to do things at the same time - such as play Reactions - the player first in turn order (starting from the player whose turn it is) goes first. This may change who wants to do what; after each thing, start again from the first player and see who has things to do.
- Sometimes a condition occurs that allows a Reaction to be played, and that Reaction creates a second condition that allows Reactions to be played. Resolve all Reactions for the new condition and then go back to resolving ones for the first one. For example one player gains a Province, and another plays Black Cat. Gaining a Curse from Black Cat allows players to play Sheepdogs; after resolving those you would go back to see if players had more Black Cats to play.

UNUSUAL COSTS

Some cards in Menagerie have costs marked with a *. The * is just a reminder; Horse, for example, has a * by its cost, but costs 3, and so can be Remodel'd into a Duchy and so on. For effects that compare costs, Horse has "the same cost" as other cards costing 3. Horse just uses the * as a reminder that you cannot buy Horse as it is not a Supply card; Animal Fair uses it as a reminder that you can buy the card another way. Destrier, Fisherman, and Wayfarer all use the * because they have costs that can change during a turn. This can sometimes create tricky situations.

- When these cards change cost, all copies of them change everywhere, for all purposes. For example, when you Remodel one of the cards, the changed cost is what matters, not the printed cost. When another player has an effect that cares what the cost of their cards is on your turn (such as the promo Governor), they use the same changed cost that you do.
- Costs cannot go below 0.
- Destrier and Fisherman are also affected by other things that change costs, like Bridge (from Intrigue).
- Costs can change in the middle of resolving effects. The key thing is to follow card instructions in order.
- Example: You buy Stonemason (from Guilds). If you overpay 2 and have an empty discard pile, you could gain a Fisherman, but not two copies of it, because after gaining one, Fisherman would cost 5. If you overpay 2, you could gain a Sleigh and then a Wayfarer, as Wayfarer's cost would then be 2. You could not gain two Wayfarers, as you have not gained the Stonemason yet - remember that "when you buy" rules happen before actually gaining the card. If you overpay 6, you could gain Destrier, but could not then gain a second Destrier, as Destrier would then cost 5.
- Example: You play Stonemason to trash a card. If you trash Gold, you could gain a Duchy, and then could gain a Destrier, since it would then cost 5. You could gain a Duchy and then a Wayfarer the same way. If you trash a Silver and have an empty discard pile, you could gain a Fisherman, but not a second one, as then your discard pile would have a card in it, the Fisherman you gained. If you trash a Destrier, you could first gain a Duchy, which costs less than 6; then you would have to gain a card costing up to 4, as Destrier would now cost 5.
- Example: If you use Trader (from Hinterlands) to trash a Destrier, you will gain six Silvers; first it checks the cost, then you gain that many Silvers. Similarly you could trash a Wayfarer for six Silvers, and a Fisherman for two or five Silvers depending on whether or not your discard pile was empty when you trashed the Fisherman.
- These examples all assume no other gains previously in the turn. A Stonemason trashing Estate could gain two Destriers if you gained 5 other cards first; if you gain a card costing 4 and then trash a Wayfarer to Trader, you will gain 4 Silvers since it costs 4 then, and so on.

SAMPLE TURN

At the start of Simon's turn in a game with Kent and Jeff, his hand is a Sheepdog, 3 Horses, and a Stockpile. He plays a Horse, drawing 2 cards, a Gold and a Province, and getting +1 Action. He returns the Horse to the Horse pile, and plays a second Horse, drawing 2 cards, a Copper and a Province, and getting +1 Action. He returns the Horse to the Horse pile, and plays the third Horse using Way of the Ox, getting +2 Actions and leaving the Horse in play. He plays Sheepdog, drawing 2 cards, a Copper and a Stockpile. He moves on to his Buy phase.

Simon plays two Stockpiles, Exiling them, and a Gold and 2 Coppers. He buys a Province. This lets Kent play a Black Cat, drawing 2 cards and giving Simon and Jeff each a Curse. Gaining a Curse lets Jeff play a Sheepdog, which he does, drawing 2 cards, and that draws him another Sheepdog, so he plays that one too, drawing 2 more cards. That draws him a Black Cat, so after finishing the Sheepdogs, he plays the Black Cat, giving Kent and Simon each a Curse and drawing 2 more cards. Everyone is done reacting. Simon buys a Stockpile, discarding the two Stockpiles from his Exile mat, and is done. Simon discards his hand and the cards he has in play, Kent discards his Black Cat, and Jeff discards his Black Cat and 2 Sheepdogs. Simon draws 5 cards for next turn and is done.



KINGDOM CARD NOTES

Animal Fair: This only checks how many piles are empty when you play it; how many +Buys you got does not change if a pile becomes empty later in the turn (or non-empty, such as due to Ambassador from Seaside). This only counts Supply piles, not non-Supply piles like Horse. When buying this card, you can trash an Action card from your hand instead of paying 7. You can only do this if you have an Action card in hand to trash. You can do this even if you do not have 7. When buying Animal Fair this way, you spend no 5, but still use up a Buy. Animal Fair still has a cost of 7, regardless of how you pay for it.

Barge: When playing Barge, choose whether to take +3 Cards and +1 Buy immediately, or at the start of your next turn. If you choose "immediately," Barge will be discarded in the same turn's Clean-up; if you choose "next turn," Barge will be discarded that turn. If you play a Barge multiple times, such as with Mastermind, you choose each time whether to take +3 Cards and +1 Buy immediately or next turn, and the Barge only stays in play until next turn if at least one of the plays was for next turn (in which case the Mastermind also stays in play).

Black Cat: When you play this on your turn, you draw 2 cards. When you play it on another player's turn - normally only possible via its reaction - you draw 2 cards, and then everyone else gains a Curse, in turn order starting with the player whose turn it is. When anyone else gains a Victory card - whether or not it is your turn - you may play this from your hand. See the Reactions section.

Bounty Hunter: First you get +1 Action and Exile a card from your hand; this is not optional. Then if that is the only copy of that card that you have in Exile, you get +3. If you can't Exile a card, you don't get +3.

Camel Train: When you play this, you Exile a non-Victory card from the Supply; when you gain this, you Exile a Gold from the Supply.

Cardinal: If an attacked player reveals two cards each costing from 3 to 6, that player chooses which card they Exile.

Cavalry: When you gain Cavalry in your Buy phase, you get +2 Cards, +1 Buy, and return to your Action phase. When you gain Cavalry in a different phase or during another player's turn, you get +2 Cards and +1 Buy. +1 Buy is not useful if it is not your turn. This ability of Cavalry is not playing the Cavalry, and does not put Cavalry into play. Returning to your Action phase does not cause "start of turn" abilities to repeat; however when your Buy phase happens again after that, "start of your Buy phase" abilities can repeat. Returning to your Action phase does not give you any +Actions; you have left however many you already had left.

Coven: Curses are Exiled in turn order; it may be that one player Exiles a Curse while another discards the Curses from their mat.



Destrier: Destrier costs ① less per card the player whose turn it is has gained that turn. For example, you could play a Sleigh to gain two Horses, then use Workshop to gain a Destrier, as it would cost ④. Destrier only cares about cards gained by the player whose turn it is; for example, playing Witch to give other players Curses will not lower its cost. See the Unusual Costs section.

Displace: The card you gain does not have to cost more than the card you Exiled. For example, you could Exile a Province and gain a Gold.

Falconer: This can only gain cards from the Supply. You can react with this to any gained card with 2 or more types; it can be a card that was bought, or a card gained some other way, such as via a Falconer. You can do this regardless of who gained the card - you or anyone else - and regardless of whose turn it is. The types are the words on the bottom line - including Action, Attack, Curse, Duration, Reaction, Treasure, and Victory (with more in other expansions). If you gain a Falconer to your hand - such as via Artisan - you can react to that gain and play it, since it has two types. See the Reactions section.

Fisherman: This costs ⑤ normally, but ② whenever the player whose turn it is has an empty discard pile. If you have ④ and two Buys with an empty discard pile, you can buy Fisherman for ②, but then you will no longer have an empty discard pile, so you cannot buy a second for ②. See the Unusual Costs section.

Gatekeeper: While under this attack, whenever you gain an Action or Treasure that you do not have a copy of on your Exile mat, you Exile the gained card. Gaining a card that you do have a copy of on your Exile mat is unaffected, and lets you discard copies from your Exile mat if you want to as usual. Other abilities that happen when you gain a card happen at the same time, and you can only put the card on your mat if it has not moved anywhere since gaining it; so you can, for example, use a Sleigh to put a gained card into your hand, then fail to put it on your Exile mat. Gatekeeper only Exiles Actions and Treasures, it does not Exile, for example, Province. It only cares about cards in Exile, it does not care how they got there.

Goatherd: You draw cards even if you did not trash a card. One way to keep count of the number of cards trashed is to put them on the trash sideways.

Groom: First gain a card, then apply the bonuses in the order listed. A card can give you multiple bonuses; for example, if you gain a Mill (from Intrigue), you gain a Horse and then get +1 Card and +1 Action.

Hostelry: When you gain this, you may discard any number of Treasure cards from your hand, to gain that many Horses from their pile. Reveal the discarded Treasure cards. You do not have to discard anything, and cannot discard anything but Treasures.



Hunting Lodge: When you play this, first draw a card and get +2 Actions; then decide if you want to discard your hand (which will include the card you just drew). If you do discard your hand, draw 5 cards (which may cause you to shuffle in the discarded cards).



Kiln: Kiln can gain any type of card, as long as the card is played directly after Kiln. It can only gain cards from the Supply. You (optionally) gain a copy of the card before following the instructions on the card. If the card is an Attack and other players want to use cards like Moat, you gain the card before they choose to use Moat or not. If you Throne Room a Kiln, you will play Kiln, play Kiln again, first gaining a Kiln (optionally), and then can still gain a copy of the next card you play after that. If the next card you play is an Action and you use a Way for it, that has no special interaction with Kiln; you still may optionally gain a copy of that card.



Livery: This is cumulative; for example, if you use Mastermind to play a Livery three times, then each card you gain that turn costing 4 or more will come with three Horses. Livery works on cards gained via buying them, and cards gained other ways.



Mastermind: Playing an Action card via this is optional. If you do play one, you resolve the card completely, then play it a second time, then play it a third time, without playing other cards in-between (unless told to by a card). Playing these Actions does not use up Action plays. For example, if you Mastermind a Bounty Hunter, you will get +3 Actions total, and be able to play 4 Action cards after that - your normal one, plus 3 more for the +3 Actions. If a Mastermind plays a Duration card, the Mastermind stays in play as long as the Duration card does. If a Mastermind plays another Mastermind, both will stay in play, and the turn after that you can play three different Action cards from your hand three times each. If you Mastermind a Horse, you will get +2 Cards and +1 Action, return the Horse to its pile, get +2 Cards and +1 Action, fail to return the Horse since you already did, and get +2 Cards and +1 Action a third time and fail to return the Horse again.



Paddock: This only checks how many piles are empty when you play it; how many +Actions you got does not change if a pile becomes empty later in the turn (or non-empty, such as due to Ambassador from Seaside). This only counts Supply piles, not non-Supply piles like Horse.



Sanctuary: Exiling a card is optional.



Scrap: First trash a card, then choose a different bonus per 1 the card cost, then do them in the order listed. So you might trash an Estate, choose +1 Card and "gain a Horse," then draw a card and then gain the Horse.



Sheepdog: You can use this when gaining a card due to buying it, when gaining a card some other way such as due to Falconer, and even when gaining a card on another player's turn, such as due to Black Cat. Remember that when you buy a card, you can no longer play Treasures in that Buy phase. If you gain a Sheepdog to your hand - such as via Falconer - you can react to that gain and play the Sheepdog. See the Reactions section.



Sleigh: You can move the gained card from your discard pile even though you discarded Sleigh on top of it. If a gained card goes directly to somewhere other than your discard pile (for example, the Silver gained from Bureaucrat), Sleigh can still move it to your hand or the top of your deck. If something else has moved the card since it was gained, Sleigh cannot move it.



Snowy Village: Any extra Actions you already had before playing this do not go away; for example, if you play Village and then Snowy Village, you can play 5 more Actions after that. Any further +Actions you would get that turn, you do not, including from playing another Snowy Village or converting Villagers (from Renaissance). This does not stop you from playing more cards via cards that tell you to play cards, such as Throne Room.



Stockpile: This is a Treasure worth 3, like Gold; you play it in your Buy phase. When you play this, you also get +1 Buy, and put this on your Exile mat. If you play this twice with a card like Crown (from Empires), you will get +6 and +2 Buys total, even though you could only Exile it once.



Supplies: This is a Treasure worth 1, like Copper; you play it in your Buy phase. When you play this, gain a Horse, putting it directly onto your deck.



Village Green: When playing Village Green, choose whether to take +1 Card and +2 Actions immediately, or at the start of your next turn. If you choose "immediately," Village Green will be discarded in the same turn's Clean-up; if you choose "next turn," Village Green will be discarded that turn. If you play a Village Green multiple times, such as with Mastermind, you choose each time whether to take +1 Card and +2 Actions immediately or next turn, and the Village Green only stays in play until next turn if at least one of the plays was for next turn (in which case the Mastermind also stays in play). Village Green also lets you play it when you discard it, other than in Clean-up. You can only discard Village Green if something causes you to or lets you, and discarding it only lets you play it once (each time you discard it). This works whether it is your turn or another player's, and whether you discard it from your hand, or deck (such as with Cardinal), or from being set aside, or from Exile. This ability does not function if Village Green is put into your discard pile without being discarded, such as when bought, or due to Scavenger (from Dark Ages). The key thing to look for is a card telling you to "discard" cards. If you play Village Green when it is not your turn, and choose to take the +1 Card and +2 Actions immediately, the +2 Actions will not be useful. See the Reactions section.



Wayfarer: Normally Wayfarer costs 6. When anyone gains a card other than a Wayfarer, Wayfarer's cost changes to that card's cost for the rest of the turn (or until another card is gained). For example, if you play a Wayfarer and choose to gain a Silver, Wayfarer then costs 3, the same as Silver; if you play Witch, each other player gains a Curse, and then Wayfarer costs 0, the same as Curse. Cards that lower costs, like Bridge from Intrigue, only apply to the other card, not to Wayfarer too (though they apply to Wayfarer when no cards have been gained yet). For example, if you play Bridge, Wayfarer costs 5; if you then buy a Silver, at that point Wayfarer costs 2, the same as Silver. Wayfarer can have a cost with ♠ (from Alchemy) or ♥ (from Empires) in it. Buying Animal Fair via trashing an Action card changes the cost of Wayfarer to 7, Animal Fair's cost, not to trashing an Action card. See the Unusual Costs section.



EVENT NOTES

Alliance: You gain each of those cards that is present in the Supply; you cannot choose not to gain one. You gain them in the order listed.



Banish: For example, you could Exile three Estates from your hand.



Bargain: The other players gain their Horses in turn order. They cannot decline to gain one.



Commerce: First count how many differently named cards you have gained this turn, then gain that many Golds. For example, if you have gained two Provinces, a Silver, and a Horse, you would gain three Golds.



Delay: Once you set aside the Action card, you have to play it at the start of your next turn. If you do multiple things at the start of your turn, you can order them. Playing the Action card at the start of your next turn does not use up an Action.



Demand: The Horse goes on top first, then the card costing up to 4 does.



Desperation: If the Curse pile is empty, you fail to gain one and do not get +1 Buy and +2.



Enclave: The Duchy goes directly from the Duchy pile to your Exile mat.



Enhance: If you trash a card, you must gain a card costing up to 2 more than it.



Gamble: Playing the card is optional and does not use up an Action. If you do not play the card - whether or not it is an Action or Treasure - discard it.



Invest: It only matters if the card you Exile is an Action, not if the whole pile is. While the card is Exiled, you draw 2 cards each time another player gains a copy of it, or uses Invest to Exile a copy of it. This is not optional. This is cumulative; if you Invest twice in the same card, you will get +4 Cards each time someone else gains a copy or Invests in it. If the game has another way to Exile cards, keep the Invested ones separate from the other ones; for example, you can put them half under the mat. Those other Exiled cards were not Invested and do not draw you cards. Cards Exiled with Invest can be discarded from the mat in the normal way, by gaining another copy of the card; then you will no longer draw cards for players gaining/Investing in them.



March: Normally you cannot look through your discard pile, so you cannot look to see if you want to buy March or not. Once you buy March, you look through your discard pile, and then have the option of playing an Action card from it. This does not use up an Action.



Populate: You gain the top card from each Action pile in the Supply; you do not gain non-Supply cards like Horse, or non-Action cards like Stockpile. If there are different cards in an Action pile, like the Knights (from Dark Ages), you just get the top one. If a pile is empty, you do not gain one of those. You choose the order to gain the cards, which sometimes matters; normally you can pick up a card from each pile and then choose what order to gain them in. For piles with different cards, the pile is an Action pile if the randomizer is an Action; so, Castles (from Empires) are not one. If you gain Cavalry or Villa (from Empires) with Populate, you return to your Action phase right then, but still finish gaining cards from Populate before doing more things.



Pursue: You can name a card that is not in the game; all four cards will be discarded.



Reap: This means you will start your next turn with a Gold in play and +3 from it. You discard the Gold that turn as normal. If multiple things happen at the start of your turn, you can order them. This does not skip your Action phase.



Ride: You simply gain a Horse.



Seize the Day: The extra turn is like a normal turn, except that it does not count for the tiebreaker.



Stampede: It does not matter how many cards you played that turn, only how many you have in play when buying Stampede. If there are fewer than 5 Horses left in the pile, just gain as many as you can.



Toil: Playing an Action card this way does not use up an Action.



Transport: It only matters if the card is an Action, not if the whole pile is. This can take Action cards from your Exile mat that were put there by other cards.



WAY NOTES

Some of the Ways are very simple. Here are notes for the others.

Way of the Butterfly: You only gain a card if you manage to return the card to its pile. A non-Supply card (like Horse) can return to its pile; a card with no pile, such as Necropolis (from Dark Ages), fails to return to its pile. The card you gain comes from the Supply, and can be any type; if there is no card in the Supply costing exactly 1 more than the returned card, you do not gain one.



Way of the Chameleon: For example, if you play Sheepdog and use Way of the Chameleon, you will get +2 instead of +2 Cards. If you play a Duration card using Way of the Chameleon, only the + and +Cards you get that turn are affected; for example, if you play Merchant Ship (from Seaside) and use Way of the Chameleon, you will get +2 Cards this turn, but the normal +2 next turn. This turns "+Cards" into "+" and vice-versa, but does not change other ways to draw cards, for example, "draw until you have 6 cards in hand." If the card that uses Way of the Chameleon plays another card, that card just does what it normally does (unless you use Way of the Chameleon on it as well).



Way of the Horse: The card returns to its pile, even if that is a non-Supply pile. A card with no pile, such as Necropolis (from Dark Ages), fails to return to its pile.



Way of the Mole: You draw 3 cards even if you did not have any cards left to discard.



Way of the Mouse: Set aside any unused Action kingdom card costing 2 or 3 at the start of the game. Do any setup that that card requires. When using Way of the Mouse, you play the set-aside card, leaving it set-aside. For example, if you set aside Sleigh, then any Action card could be used to gain 2 Horses. The set-aside card cannot move itself when played, since it is not in play; for example, if the card is Embargo (from Seaside), it cannot be trashed. Text below a dividing line (other than that setup) will not do anything.



Way of the Owl: If you already have 6 or more cards in hand, you do not draw any cards.



Way of the Rat: This can only gain cards from the Supply.



Way of the Seal: This applies to all gained cards, whether bought or otherwise gained. The card first is gained to wherever it normally would be, then you can move it onto your deck. If it moves somewhere else in-between (for example, trashing it using Watchtower from Prosperity), you cannot move it.



Way of the Squirrel: Normally you get the two cards after drawing your hand in Clean-up. If you use this when it is not your turn (such as via Black Cat), you still draw two cards at the end of the turn.



Way of the Turtle: When you play the card at the start of your next turn, you can again use Way of the Turtle, delaying it another turn. You can keep doing this. Playing the card next turn does not use up an Action then. If you use a card like Throne Room to play a card twice, and then use Way of the Turtle, this does not cause the Throne Room to be set aside, or to stay in play as with Duration cards.



RECOMMENDED SETS OF 10

Players can play Dominion with any set of 10 Kingdom cards, but these sets have been specially picked out to be entertaining and show off card interactions and strategies.

Menagerie:

Intro to Horses: Way of the Sheep, Enhance • Animal Fair, Barge, Destrier, Goatherd, Hostelry, Livery, Paddock, Scrap, Sheepdog, Supplies

Intro to Exile: Way of the Worm, March • Black Cat, Bounty Hunter, Camel Train, Cardinal, Falconer, Mastermind, Sanctuary, Snowy Village, Stockpile, Wayfarer

Menagerie & Dominion:

Pony Express: Way of the Seal, Stampede • Barge, Destrier, Paddock, Stockpile, Supplies • Artisan, Cellar, Market, Mine, Village

Garden of Cats: Way of the Mole, Toil • Black Cat, Displace, Sanctuary, Scrap, Snowy Village • Bandit, Gardens, Harbinger, Merchant, Moat

Menagerie & Intrigue:

Dog & Pony Show: Way of the Horse, Commerce • Camel Train, Cavalry, Goatherd, Paddock, Sheepdog • Mill, Nobles, Pawn, Torturer, Upgrade

Explosions: Way of the Squirrel, Populate • Animal Fair, Bounty Hunter, Coven, Hunting Lodge, Scrap • Courtyard, Diplomat, Lurker, Replace, Wishing Well

Menagerie & Seaside:

Innsmouth: Way of the Goat, Invest • Animal Fair, Barge, Coven, Fisherman, Sheepdog • Caravan, Explorer, Fishing Village, Haven, Treasure Map

Ruritania: Way of the Monkey, Alliance • Bounty Hunter, Cavalry, Falconer, Sleigh, Village Green • Lookout, Smugglers, Outpost, Tactician, Warehouse

Menagerie & Alchemy:

Class of '20: Way of the Owl, Delay • Cavalry, Coven, Hunting Lodge, Kiln, Livery, Snowy Village, Wayfarer • Transmute, Vineyard, University

Menagerie & Prosperity: [use Platinum / Colony]

Limited Time Offer: Way of the Frog, Desperation • Destrier, Displace, Fisherman, Supplies, Wayfarer • Grand Market, Mint, Peddler, Talisman, Worker's Village

Birth of a Nation: Way of the Otter, Reap • Animal Fair, Camel Train, Mastermind, Paddock, Stockpile • City, Monument, Quarry, Rabble, Trade Route

Menagerie & Cornucopia / Guilds:

Living in Exile: Way of the Mule, Enclave • Gatekeeper, Hostelry, Livery, Scrap, Stockpile • Fairgrounds, Hamlet, Jester, Journeyman, Taxman

Thrill of the Hunt: Way of the Rat, Pursue • Black Cat, Bounty Hunter, Camel Train, Mastermind, Village Green • Butcher, Horse Traders, Hunting Party, Menagerie, Tournament

Menagerie & Hinterlands:

Big Blue: Way of the Turtle, Banish • Black Cat, Falconer, Sheepdog, Sleigh, Village Green • Cartographer, Fool's Gold, Margrave, Trader, Tunnel

Intersection: Way of the Mouse-Crossroads, Gamble • Cardinal, Hostelry, Livery, Mastermind, Supplies • Develop, Farmland, Haggler, Nomad Camp, Stables

Menagerie & Dark Ages: [use Shelters]

Friendly Carnage: Way of the Camel, Ride • Animal Fair, Cardinal, Falconer, Goatherd, Hunting Lodge • Altar, Beggar, Catacombs, Fortress, Market Square •

Gift Horses: Way of the Butterfly, Bargain • Camel Train, Destrier, Displace, Paddock, Scrap • Hunting Grounds, Pillage, Rats, Sage, Squire

Menagerie & Adventures:

Horse Feathers: Way of the Ox, Pilgrimage • Destrier, Displace, Falconer, Sleigh, Stockpile • Magpie, Ranger, Ratcatcher, Relic, Royal Carriage

Sooner or Later: Toil, Mission • Barge, Gatekeeper, Groom, Mastermind, Village Green • Amulet, Caravan Guard, Dungeon, Giant, Raze

Menagerie & Empires:

No Money Down: Way of the Pig, Advance • Animal Fair, Cavalry, Sleigh, Stockpile, Wayfarer • Catapult/Rocks, City Quarter, Crown, Engineer, Villa

Detours and Shortcuts: Transport, Triumphal Arch • Camel Train, Fisherman, Gatekeeper, Sanctuary, Snowy Village • Enchantress, Overlord, Sacrifice, Settlers/Bustling Village, Wild Hunt

Menagerie & Nocturne:

Seize the Night: Way of the Sheep, Seize the Day • Barge, Falconer, Hostelry, Sheepdog, Supplies • Cobbler, Devil's Workshop, Exorcist, Monastery, Skulk

Animal Crackers: Way of the Chameleon, Enhance • Black Cat, Goatherd, Groom, Hunting Lodge, Kiln • Faithful Hound, Pixie, Pooka, Sacred Grove, Shepherd

Menagerie & Renaissance:

Biding Time: Way of the Turtle, Sinister Plot • Cavalry, Coven, Displace, Fisherman, Goatherd • Ducat, Priest, Recruiter, Scepter, Swashbuckler

Villager Madness: Demand, Academy • Cardinal, Groom, Kiln, Livery, Wayfarer • Border Guard, Flag Bearer, Patron, Silk Merchant, Spices

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