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All you ask is a tall ship and a star to steer her by. And someone who knows how to steer ships using stars. You finally got some of those rivers you'd wanted, and they led to the sea. These are dangerous, pirate-infested waters, and you cautiously send rat-infested ships across them, to establish lucrative trade at far-off merchant-infested ports. First, you will take over some islands, as a foothold. The natives seem friendly enough, crying their peace cries, and giving you spears and poison darts before you are even close enough to accept them properly. When you finally reach those ports you will conquer them, and from there you will look for more rivers.
One day, all the rivers will be yours.

This is the 2nd addition to Dominion. It adds 26 new Kingdom cards to Dominion. Its central theme is your next turn; there are cards that do something this turn and next, cards that set up your next turn, and other ways to step outside of the bounds of a normal turn. Dominion: Seaside is an expansion to both Dominion and Dominion: Intrigue. As such, it does not contain material for a complete game. Specifically, it does not include the Treasure, Victory, Curse, or Trash cards. Thus, you will need either the base game or Intrigue to play with this expansion and have experience playing Dominion with either of the first two games. It is designed to work with either or both of these sets, and any future expansions that may be published.

We hope you enjoy this expanding world of Dominion!

Preparation

Before the first game, remove the three sets of cards from their wrappings and place them in the card tray. One side of the included inlay suggests a way to organize the cards. The opposite side allows players to create an organization that fits their needs. Next remove the player mats from their frames. There are 3 for each player: Island, Pirate Ship, and Native Village. The mats are used in the game only when playing with their corresponding Kingdom cards: Island, Pirate Ship, and Native Village. Place player mats not being used in the game back in the box. Place the coins in the Supply when playing with the Pirate Ship cards and the tokens in the Supply when playing with Embargo cards. Otherwise, return these components to the box. Neither the tokens or coins are intended to be limited. Thus, if you run out of those supplied with the game, use some suitable substitute to represent them.

Seaside includes 26 randomizer cards (one for each Kingdom card in Seaside). You will need the Treasure cards, Victory cards, Curse cards, and Trash card from either Dominion or Dominion: Intrigue 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 Dominion and/or Dominion: Intrigue, depending on what games they want to play with. Of course, players can choose to play with just Kingdom cards from Seaside and just choose cards from this expansion.

Contents

12 blank cards (11 standard back; 1 randomizer back)







18 player mats (3 for each player)



Island

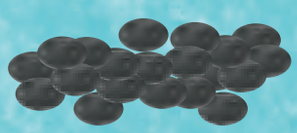


Pirate Ship

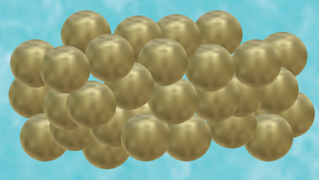


Native Village

15 Embargo tokons



25 Coins



262 Kingdom cards

25 Action cards (10 of each)











One new card type: action-duration



name

card ability

card type (action-duration, orange)

cost (3 coins)

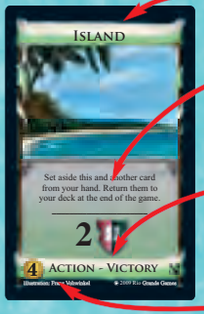








1 Action-Victory card (12)



name

card ability

card type (action-victory, white-green)

cost (4 coins)































Playing the Game

Additional terms used on the Seaside Action cards:

"Look at" -- When a card tells a player to look at another card or cards, the player does not show them to other players.

Look at - only you look at the card

"In play" -- Action cards and Treasure cards played face-up in a player's play area are in play until they are moved somewhere else—usually until they are discarded during a Clean-up phase. Only played cards are in play; set aside cards, trashed cards, cards in the supply, and cards in hands, decks, and discard piles are not in play. Reaction abilities like Moat's do not put those cards into play.

In play cards are those you have played - not those set aside, trashed, or discarded. Nor are they cards in your hand, deck, supply or discard piles.

Additional Rules for Seaside

This expansion introduces Duration cards. These cards are orange, and say "Duration" on the bottom line, i.e. "Action – Duration." A Duration card does something after your turn. Leave the card in front of you until the Clean-up Phase of the last turn in which it does something (discard it before drawing for the following turn). So if the card says "Now and on your next turn," discard it during the Clean-up phase of your next turn.

Duration cards are orange and have effects that continue past the end of the turn in which they were played.

If you play or modify a Duration card with another card, that other card also stays in your play area until it is no longer doing anything. For example if you play Throne Room on Merchant Ship, both cards stay in play until the Clean-up phase of your next turn. The Throne Room stays in play to remind you that you are getting the effect of Merchant Ship twice on that next turn.

Cards played with Duration cards remain with them.

If multiple cards resolve at the same time on your turn (for example, Duration cards that do something "at the start of your next turn"), you choose what order to resolve them. A card that affects multiple players during your turn still resolves in player order, affecting you first if it affects all players and then proceeding clockwise.

You choose the order to resolve cards that resolve at the same time.

In order to keep track of which Duration cards are discarded during the current Clean-up phase and which Duration cards remain in play, place Duration cards in a separate row above the other Actions and Treasures played. When a Duration card has its last effect, move it to the row of cards that will be played and discarded during the current turn.

Place Duration cards still in effect in a different row in your play area.

At any point in the game, if a player has to do anything regarding his Deck (draw, reveal, set aside, look at, or trash cards), and he needs more cards than are remaining in his Deck, he must do as many as he can and then shuffle his face-up Discard pile to form a new face-down Deck. Then, he does the things with the remaining number of cards from his newly shuffled Deck. If a player's Deck is empty, he does not shuffle his Discard pile until he needs to do something with cards from his Deck and cannot.

As always, do not reshuffle your discard pile until you need to. Do as much as you can before shuffling.

Players may look at face-up set-aside cards of any player. Players may count face-down set-aside cards (both their own and those of other players).

Players may look at face-up set-aside cards and count face-down set-aside cards.

Some cards give a player a choice between two or more options (Pirate Ship, Native Village). You may pick any choice offered, even if you cannot do what it tells you to, but once you make a choice, you must complete as much of it as you can. Specific examples of this rule are given in the descriptions for cards on the info sheet.

When given a choice of actions, you may choose one you cannot do, but must always do all you can with an action chosen.

Some cards are both Victory cards and another type as well (e.g. Island). These cards are both types for all purposes. Island can be played like a normal Action and at the end of the game, it contributes to your score. When a card refers to a type of card, it means any card having that type; so, for example, Library can be used to set aside an Island.

Victory cards that are also another type are scored as Victory points at the end of the game.

DURATION CARDS EXAMPLE

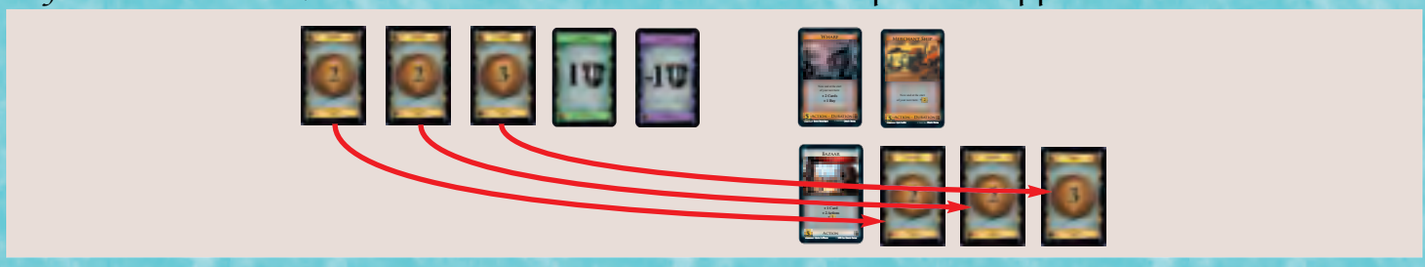
You play a Bazaar in your play area and draw a card: you get a Merchant Ship, adding it to your hand before playing the two additional actions allowed by the Bazaar.



Next, you play a Wharf in your play area, starting an upper row of cards above the Bazaar, and draw two more cards. As your last action you play a Merchant Ship, placing it next to the Wharf in the upper row above the Bazaar and noting that is will give you 2 extra coins to spend during your Buy phase.



During your Buy phase, you Buy 2 Duchies (10 coins) and put your Treasures in the play area in the lower row next to your Bazaar. You have + 1 Coin from the Bazaar in the lower row, and + 1 Buy from the Wharf, and + 2 Coins from the Merchant Ship in the upper row of cards.



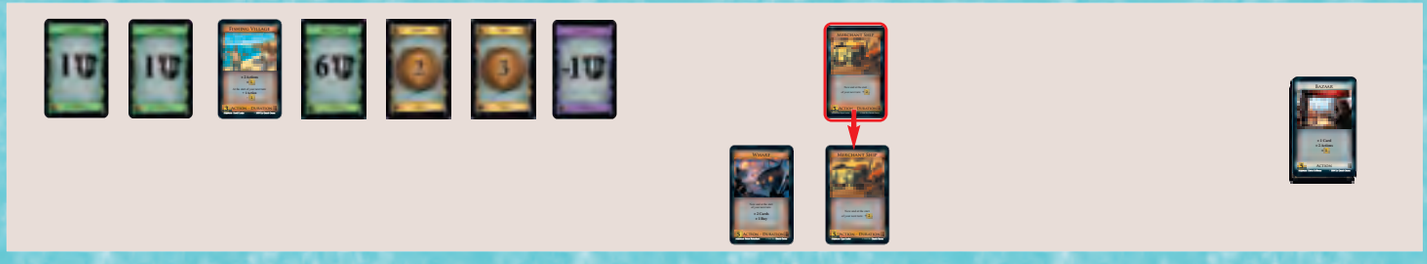
During your Clean-up phase, you discard the cards in your hand and the Bazaar and the Treasures in the lower row of cards. You leave the Wharf and the Merchant ship in the upper row.



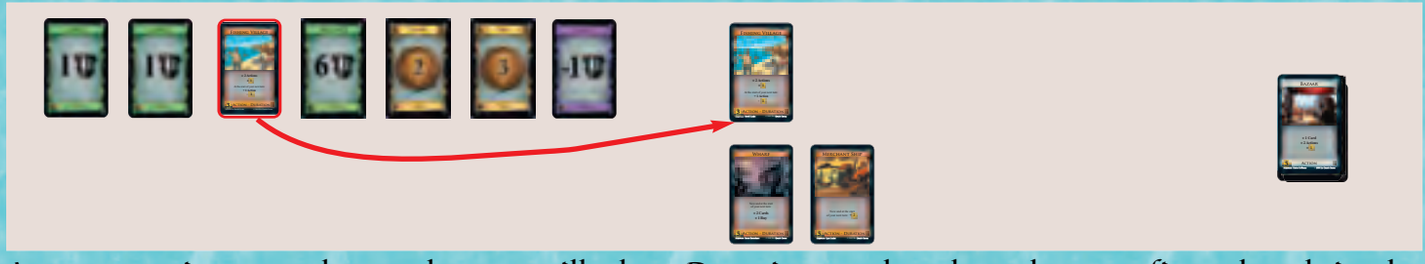
At the beginning of your next turn, you draw 2 cards and move the Wharf down to the lower row where you will play cards this turn.



You then move the Merchant Ship down to the lower row as well, noting you will have 2 extra coins to spend during your Buy phase.



Next you play a Fishing Village to the upper row and with no more Actions to play, you use your 8 coins (Silver, Gold, Merchant Ship (2), and Fishing Village (1) to Buy a Province and then finish your turn with the Clean-up phase.



As you continue to play cards, you will place Duration cards, when they are first played, in the upper row and non-Duration cards in the lower row. During your Clean-up phase, you will only discard cards in the lower row. You move cards in the upper row to the lower row when they have their last effect (for example, when they provide something at the beginning of the turn after they were played).

Kingdom Card Description

Ambassador - First you choose and reveal a card from your hand. You may place up to 2 copies of that card from your hand back in the Supply. You may choose not to put any of them back in the Supply. Then the other players each gain a copy of it from the Supply. If the pile for the chosen card runs out, some players may not get one; cards are given out in turn order starting with the next player. If you have no other cards in hand when you play this, it does nothing.

Bazaar- You draw a card, get 2 more Actions to use, and get 1 more coin to spend this turn.

Caravan – Draw a card at the start of your next turn (not before); Caravan itself is discarded during the Clean-up phase of that subsequent turn.

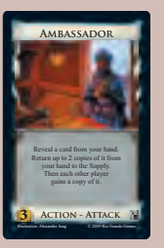
Cutpurse – Other players must discard one and only one Copper. If they do not have a Copper, they must reveal their hand for all players to see.

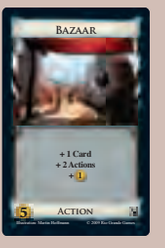
Embargo - You can pick any pile in the supply. If multiple Embargo cards are used to put Embargo tokens on the same pile, a player gains a Curse card for every Embargo token when they buy a card from that pile. You do not gain a Curse card if you gain a card from an Embargoed pile without buying it (for example, if you gain a card with Smugglers). If you Throne Room an Embargo, you place two Embargo tokens and they do not have to go on the same Supply pile. If you run out of Embargo tokens, use a suitable replacement to mark Embargoed piles. If there are no Curses left, Embargo tokens do nothing.

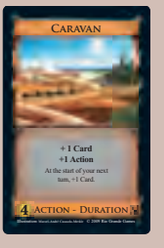
Explorer - You don't have to reveal a Province if you have one. If you do reveal one you gain a Gold, otherwise you gain a Silver. The gained card comes from the supply and is put into your hand; it can be spent the same turn.

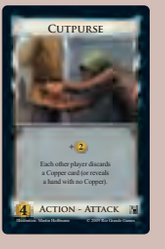
Fishing Village - You get a coin to spend and 2 more Actions to use this turn. At the start of your next turn you get a coin and only one more Action. This means you will be able to play 2 Actions total on your next turn (counting your normal Action). Leave this in front of you until the Clean-up phase of your next turn.

Ghost Ship - The other players choose which cards they put on their decks and in what order. This has no effect on another player who already has only 3 cards in hand. A player with no cards left in their deck does not shuffle; the cards put back become the only cards in their deck.





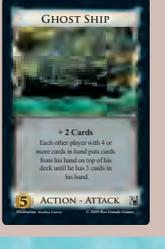












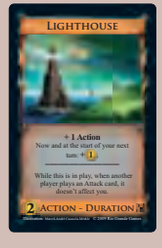
Haven - First draw a card; then choose a card from your hand and set it aside, face down. Put the set aside card on the Haven, to remind you what it's for. Other players don't get to see what you put down. You have to set aside a card; it's not optional. Haven and the card stay there until the start of your next turn, at which point you put the set aside card into your hand. Haven itself is discarded during the Clean-up phase of that subsequent turn.



Island – When you first take this card, take an Island player mat. Island is both an Action card and a Victory card. In a 3- or 4-player game, use 12 Islands. Use 8 Islands in a 2-player game. Island and the card set aside with it are set aside face up on the Island player mat provided. They should not be shuffled back into your deck when you shuffle your discard pile. They are returned to your deck at the end of the game in order to calculate total victory points. Island is worth 2 <shield>. If you have no other cards in hand when you play Island, just set Island aside by itself. If you Throne Room an Island, set aside the Island and a card from your hand, then set aside another card from your hand. You may look through the cards on your Island playing mat (they are face up) and other players may ask to see what you have there as well.



Lighthouse - You get an action and a coin this turn, but only a coin next turn. Attack cards played by other players don't affect you, even if you want them to. You could reveal Secret Chamber in order to draw 2 cards and put 2 cards from your hand back on top of your deck when an Attack card is played, and you will still not suffer from the Attack card. You do still gain the benefits (like + Cards) of Attack cards you play on your turn. Lighthouse is discarded during the Clean-up phase of your next turn.



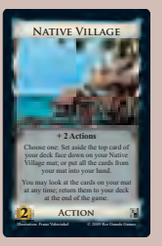
Lookout – If you do not have 3 cards to look at from the top of your deck, look at as many as you can and then shuffle your discard pile to look at the remaining cards. You should look at all 3 cards before deciding which card to trash, which card to discard, and which card to put back on top of your deck. If the 3 cards you look at are the last 3 cards in your deck, the card you put back on top of your deck will be the only card left in your deck. If you have less than 3 cards to look at, even after shuffling, then you must follow the instructions on the card in order. If you only have one card to look at, you must trash it. If you have 2 cards to look at, you must trash one and discard one.



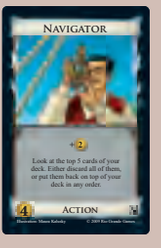
Merchant Ship - You get 2 coins to spend this turn, and 2 more on your next turn. Leave this in front of you until the Clean-up phase of your next turn.



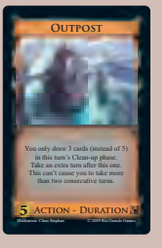
Native Village - When you first gain one of these, take a Native Village player mat to put cards from this on. When you play Native Village, either take all of the set aside cards from your Native Village player mat and put them into your hand, or set aside the top card of your deck face down (shuffling first if needed) on the Native Village player mat. You may choose either option even if you have no cards on your mat or no cards in your deck. You may look at the cards on your Native Village player mat at any time. At the end of the game, any cards still on your mat return to your deck for scoring. Native Village itself does not get set aside; it goes to your discard pile during the Clean-up phase.



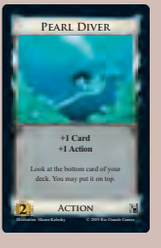
Navigator - You discard all 5 cards or none of them. If you don't discard them, put them back in any order. If there aren't 5 cards left in your deck, look at as many as you can, then shuffle your discard pile (not including the cards you are currently looking at),and look at the rest. If there still aren't 5, you just look at however many are left, and put them back or discard them.



Outpost - The extra turn is completely normal except that your starting hand for it is only 3 cards. This means that you only drew 3 cards instead of 5 cards during the Clean-up phase of the turn when you played Outpost. Leave Outpost in front of you until the end of the extra turn. If you play Outpost as well as a "Now and at the start of your next turn" card, such as Merchant Ship, the turn from Outpost will be that next turn, so you'll get those coins then. If you manage to play Outpost twice in one turn, you will still only get one extra turn. If you play Outpost during an extra turn, it won't give you another turn.



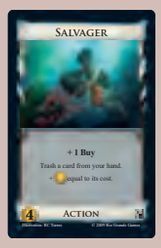
Pearl Diver – Draw a card before you look at the bottom card of your deck. If placing the card on top of your deck, be sure not to look at the next card on the bottom of your deck while moving the card. If you have no cards left when it's time to look at the bottom, you shuffle first.



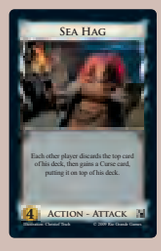
Pirate Ship – When you first take this card, take a Pirate Ship player mat. If you use the Pirate Ship to trash treasures, a player with just one card left reveals that last card and then shuffles to get the other card to reveal (without including the revealed card); a player with no cards left shuffles to get both of them. A player who still doesn't have two cards to reveal after shuffling just reveals what he can. Each player trashes one Treasure card at most, of the attacker's choice from the two revealed cards. As long as you trashed at least one Treasure card in this way, place a Coin token on your Pirate Ship player mat. You can't get more than one Coin token each time you play Pirate Ship, no matter how many treasures it trashes. If you choose not to try to trash



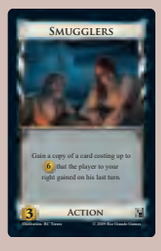
treasures from the other players, the Pirate Ship is worth one coin for each Coin token on your Pirate Ship player mat. The Coin tokens are cumulative, so after you have used your Pirate Ships to trash coins 3 times (and you trash at least one Treasure card each time), any Pirate Ship you play could be worth 3 coins. Pirate Ship is an Action-Attack and players can reveal Secret Chamber even if you choose to use Pirate Ship for the coin value.



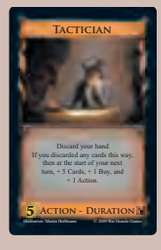
Salvager – If you have at least one card in your hand, then you must trash one. If you don't have a card in hand left to trash, you get no coins, but still get the +1 Buy.



Sea Hag - A player with no cards left in his deck shuffles first in order to get a card to discard. If he still has no cards, he doesn't discard one. A player discarding his last card to this has the gained Curse become the only card in his deck. If there aren't enough Curses left to go around, deal them out in turn order, starting with the player to the left of the player who played Sea Hag.



Smugglers - This looks at the most recent turn of the player to your right, even if you've taken multiple turns in a row. If that player gained no cards, or nothing costing 6 or less, then Smugglers does nothing. If that player gained multiple cards costing 6 or less, you choose which one to gain a copy of. Gained cards must come from the supply. They can be any card gained, whether bought or otherwise gained; you can even gain a card that the previous player gained with Smugglers. If the previous player gained a card via Black Market, you will not be able to gain a copy of it, as there are no copies of it in the supply. This is not an Attack; Lighthouse and Moat can't stop it.



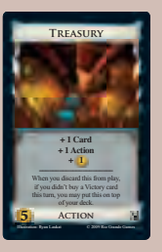
Tactician – You wait until the start of your next turn to draw the 5 extra cards; you don't draw them at the end of the turn you played Tactician. Tactician stays out in front of you until the Clean-up phase of your next turn. Because you must discard at least one card in order to gain the bonuses from Tactician, it is not possible to Throne Room a Tactician to get + 10 cards, +2 Buys, and + 2 Actions. You will have to discard all of your cards with the first Tactician and you will not have cards left in your hand to trigger the card drawing or the extra Buy or the extra Action when you play Tactician for the second time.



Treasure Map - You can play this without another Treasure Map in your hand; if you do, you trash this and gain nothing. You have to actually trash two copies of Treasure Map to gain the Golds; so for example if you Throne Room a Treasure Map, with two more Treasure Maps in hand, then the first time Treasure Map resolves you trash it and another one and gain 4 Golds, and

the second time it resolves you trash your other Treasure Map but gain nothing (since you didn't actually trash the played Treasure Map that time). If there aren't enough Gold cards left, just gain what you can. The gained Golds go on top of your Deck. If your deck was empty they become the only cards in it.

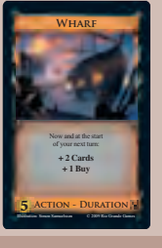
Treasury – If you buy multiple cards and at least one of them is a Victory card, then none of your Treasuries can be put on top of your deck. If you played multiple Treasuries and did not buy a Victory card this turn, then you can put any or all of the played Treasuries on top of your deck. If you forget and discard a Treasury to your discard pile, then essentially you have chosen not to use the optional ability. You may not dig through your discard pile to retrieve it later. Gaining a Victory card without buying it, such as with Smugglers, does not stop you from putting Treasury on top of your deck.



Warehouse – If you do not have 3 cards to draw in you deck, draw as many as you can, shuffle your discard pile, and draw the remaining cards. If you are still not able to draw 3 cards, draw as many as you can. You will still need to discard 3 cards if you can, even if you couldn't draw 3. You may discard any combination of cards that you just drew with the Warehouse or cards that were previously in your hand.



Wharf - You draw 2 cards and get an extra Buy this turn, and then draw 2 more cards and get another extra Buy at the start of your next turn. You don't draw your extra 2 cards for next turn until that turn actually starts. Leave this in front of you until the Clean-up phase of your next turn.



Recommended sets of 10

You can play Dominion with any set of 10 Kingdom cards, but these sets are intended to highlight some interesting card interactions and game strategies.

<u>Seaside only:</u>

High Seas: Bazaar, Caravan, Embargo, Explorer, Haven, Island, Lookout, Pirate Ship, Smugglers, Wharf

Buried Treasure: Ambassador, Cutpurse, Fishing Village, Lighthouse, Outpost, Pearl Diver, Tactician, Treasure Map, Warehouse, Wharf

Shipwrecks: Ghost Ship, Merchant Ship, Native Village, Navigator, Pearl Diver, Salvager, Sea Hag, Smugglers, Treasury, Warehouse

<u>Seaside and Dominion:</u>

Reach for Tomorrow: Adventurer, Cellar, Council Room, Cutpurse, Ghost Ship, Lookout, Sea Hag, Spy, Treasure Map, Village

Repetition: Caravan, Chancellor, Explorer, Festival, Militia, Outpost, Pearl Diver, Pirate Ship, Treasury, Workshop

Give and Take: Ambassador, Fishing Village, Haven, Island, Library, Market, Moneylender, Salvager, Smugglers, Witch

Turn Example

Tracy looks at her hand of 5 cards. She has Bazaar, Navigator, Merchant Ship, a Silver, and a Gold in her hand. During her Action phase, she plays the Bazaar to her play area and immediately draws another card. She draws a Gold and puts that card into her hand. Bazaar also adds two additional available Actions to her Action phase, but she will not play any more Actions until she finishes resolving Bazaar. Tracy will have one more coin to spend this turn from Bazaar.

With Bazaar resolved, Tracy uses one of the additional actions from Bazaar to play Navigator, adding 2 more coins that she can spend this turn. Then she needs to look at 5 cards from the top of her Deck. She only has 2 cards left in her Deck, so she looks at both of these. Then, she must shuffle her face-up Discard pile and form a new face-down Deck in order to look at 3 more cards. Tracy is looking at 2 Estates, a Province and 2 Copper cards. She chooses to discard the 5 cards. With the Navigator resolved, Tracy can play another Action (provided by the Bazaar).

Tracy plays a Merchant Ship. Because the Merchant Ship will not be discarded this turn, she plays the card in a row above the Bazaar and the Navigator. The Merchant Ship adds 2 more coins that she can spend, bringing her to 5 coins provided by her Action cards. Tracy is now out of Actions.

For her Buy phase, she plays the 1 Silver card and the 2 Gold cards to her play area. Combined with the additional 5 coins from Bazaar, Navigator, and Merchant Ship, Tracy has 13 coins to spend. Too bad she only has 1 Buy! Tracy buys a Province for 8 coins and places it face-up on her Discard pile. With only one Buy, she cannot spend her 5 remaining coins.

Finally, during the Clean-up phase, Tracy discards Bazaar, Navigator, and the Treasure cards that were in her play area. The Merchant Ship remains at the top of her play area until her next turn (it will be discarded in her next Clean-up phase). Tracy then draws 5 cards from her Deck into her hand to end her turn.



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