



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. Then you will conquer those ports, and from there you will look for more rivers. For that is your way.

This is the 2nd addition to the game of Dominion. It adds 26 new Kingdom cards to Dominion. The 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 cannot be played by itself; to play with it, you need the Basic cards and rulebook (Dominion provides both).

We hope you enjoy this expanding world of Dominion!



## CONTENTS

### 300 Cards

#### 262 Kingdom cards

10 each of Ambassador, Bazaar, Caravan, Cutpurse, Embargo, Explorer, Fishing Village, Ghost Ship, Haven, Lighthouse, Lookout, Merchant Ship, Native Village, Navigator, Outpost, Pearl Diver, Pirate Ship, Salvager, Sea Hag, Smugglers, Tactician, Treasure Map, Treasury, Warehouse, Wharf

#### 12 Island

#### 26 Randomizer cards

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

18 Player mats (3 for each player):

Island



Pirate Ship



Native Village



15 Embargo tokens  25 Coin tokens 

1 Plastic organizer tray; 1 Organizing inlay

1 Rule booklet

## 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.

Seaside includes 26 randomizer cards (one for each Kingdom card in Seaside). 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.

Seaside has player mats for 3 cards: Island, Native Village, and Pirate Ship. You do not need these at the start of the game; take a player mat when you first need one for the appropriate card. Seaside also has tokens; Embargo tokens used with Embargo and coin tokens used with Pirate Ship. Again, get these out only when you need them. Tokens are not counter-limited; use a substitute if you run out.



## ADDITIONAL RULES FOR SEASIDE

Seaside introduces Duration cards. Duration cards are orange and have abilities that affect future turns. Players do not discard Duration cards 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 card such as Throne Room plays a Duration card multiple times, that card also stays in play until the player discards the Duration card. This enables the player to track the fact that the Duration card was played multiple times. Players keep track of whether or not a Duration card was played on the current turn, such as by keeping cards from the previous turn in a separate line on the table, or by tilting Duration cards when they do something at the start of a turn.

Examples:

- You play a Fishing Village, getting +2 Actions and +1. Since it also does something next turn, you do not discard it from play in Clean-up. At the start of your next turn, you get +1 Action and +1. Fishing Village is now done, but stays in play through that turn, and is discarded in Clean-up.
- At the start of your turn, you have a Wharf in play from last turn. You get +2 Cards and +1 Buy. Then this turn you play a second Wharf, getting +2 Cards and +1 Buy. In Clean-up you discard the Wharf from last turn, but not the Wharf from this turn.
- You play Throne Room on a Merchant Ship. You get +2 and another +2, for +4 total. In Clean-up both the Throne Room and Merchant Ship stay in play. At the start of your next turn you get another +4; in that turn's Clean-up you discard the Throne Room and Merchant Ship.
- You play Tactician with no cards left in your hand. Since Tactician only does something on the next turn if you had at least one card, Tactician has nothing left to do, so you discard it in Clean-up.

## SAMPLE TURN

It is the start of Billy's turn in a game against Anna. His hand is Native Village, Native Village, Ghost Ship, Province, Caravan. He has a Wharf and Fishing Village in play from his last turn, and no cards on his Native Village mat.

First he resolves his Duration cards. He gets +2 Cards (Caravan and Silver) and +1 Buy from Wharf, and +1 Action and +1 from Fishing Village.

He plays Native Village, putting the top card of his deck on his Native Village mat and looking at it: a Salvager. He plays the other Native Village, putting the next card from his deck onto the mat and looking at it: a Cutpurse. He plays Ghost Ship, drawing Native Village and Caravan. Anna chooses two cards from her hand and puts them onto her deck.

Billy plays Caravan, drawing Gold. He plays another Caravan, drawing Copper. He plays the third, drawing a Duchy. He puts all three Caravans on a separate line from his other played cards to remember not to discard them this turn. He plays the third Native Village, choosing to take the cards from the mat: a Salvager and a Cutpurse. He plays the Cutpurse. Anna has a Copper and discards one. Billy plays Salvager, trashing the Province for +8 and +1 Buy.



Billy is ready for his Buy phase. He plays his Treasures for +6. He has 16 - 8 from trashing Province to Salvager, 2 from Cutpurse, and 6 from the Copper, Silver, and Gold. He has 3 buys - his regular buy, +1 Buy from Salvager, and +1 Buy from the Wharf. He buys two Provinces.

Billy discards the rest of his hand (a Duchy), and everything he has in play except the three Caravans he played this turn, which he moves down to where he normally plays cards. He draws a new hand of five and is done.

## KINGDOM CARD NOTES

**Ambassador:** First you reveal a card from your hand. Then take 0, 1, or 2 copies of that card from your hand and put them on top of their Supply pile. Then each other player gains a copy of that card from the Supply. If there are not enough copies to go around, deal them out in turn order, starting with the player to your left.

**Bazaar:** You draw a card and get +2 Actions and +1.

**Caravan:** You draw a card and get +1 Action when you play this, and then you draw another card at the start of your next turn.

**Cutpurse:** Each of your opponents with at least one Copper in hand discards one Copper. Each of your opponents with no Coppers in hand reveals their hand to prove this.

**Embargo:** The token can go on any Supply pile - a Kingdom card pile such as Embargo, or a base card pile such as Silver. The token modifies the pile, so that anyone buying a card from that pile gains a Curse. This even affects the player who placed the Embargo token. This is cumulative; with three Embargo tokens on a pile, buying a card from that pile will give you three Curses. Embargo tokens do not do anything if a card is gained without being bought, such as with Smugglers, or if the Curse pile is empty. Embargo tokens are not counter-limited; use a replacement if necessary. If you Throne Room Embargo, you will get +4 and place two tokens, even though you can only trash Embargo once.

**Explorer:** You do not 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 played the same turn.

**Fishing Village:** You get +2 Actions and +1 when you play this, and then +1 Action and +1 at the start of your next turn.

**Ghost Ship:** Each other player keeps putting cards from their hand onto their deck, in any order they choose, until they only have 3 cards in hand. Players who already had 3 or fewer cards in hand do not put any cards onto their deck.





**Haven:** First draw a card and get +1 Action; then choose a card from your hand and set it aside face down under Haven. You may look at it, but other players may not. You have to set aside a card if you can. At the start of your next turn, return the set aside card to your hand.

**Island:** When you set aside your first Island, take an Island player mat to put it on. Island and the set aside card are face up on the mat; anyone can look at them. They stay there until the end of the game, when you return them to your deck and count your score. When playing Island, you have to set aside a card if you can. If you Throne Room an Island, you set aside two cards with it. Use 8 copies of Island for games with 2 players, 12 for games with 3 or more players.

**Lighthouse:** You get +1 Action and +1 when you play this, and then you get +1 at the start of your next turn. Also, while Lighthouse is in play, other players' Attack cards do not affect you (even if you want them to). This does not prevent you from using Reactions when other players play Attacks.

**Lookout:** You do the things in order - first trash one of the cards, then discard one, then put the last one on top of your deck. So if there is only one card (even after shuffling), you trash it, and if there are only 2 cards, you trash one then discard the other.

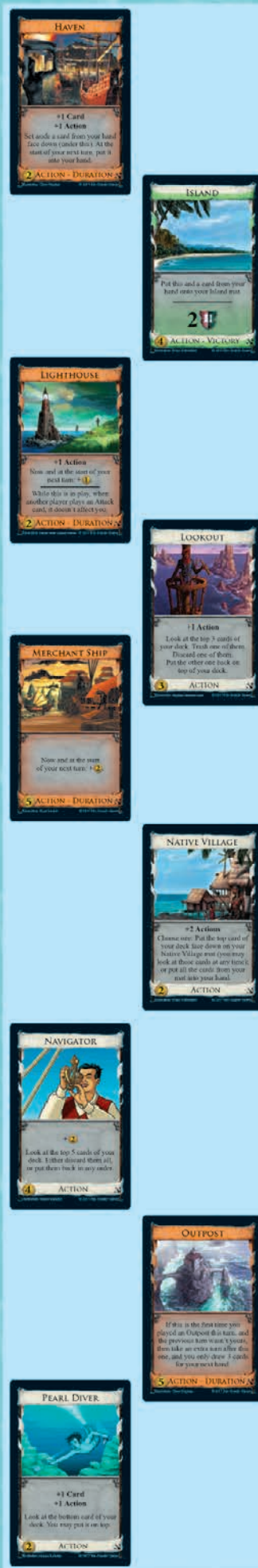
**Merchant Ship:** You get +2 when you play this and another +2 at the start of your next turn.

**Native Village:** When you play this, you either take all of the cards from your mat, or set aside the top card of your deck on your mat. When you first set aside a card with Native Village, take a Native Village mat to put the cards on. You can look at the cards on your mat whenever you like, but other players cannot. You may choose either option even if there are no cards in your deck or no cards on your mat. You cannot look at the top card before deciding whether to set it aside or take the cards from the mat. At the end of the game, all cards from the mat are returned to your deck for scoring.

**Navigator:** You discard all 5 cards (or however many were left after shuffling) or none of them. If you do not discard them, put them back in any order.

**Outpost:** Outpost only does anything the first time you play it in a turn, and only if the previous turn was another player's (meaning, you are not already taking an extra turn). If these conditions are met, you take an extra turn, and only draw 3 cards for your next hand rather than 5 (thus usually only having 3 cards in hand on the extra turn). Except for the smaller starting hand, the extra turn is a normal turn. If you play e.g. Merchant Ship in the same turn as Outpost, the extra turn will be when you get the +2 from Merchant Ship. Extra turns do not count towards the tiebreaker of which tied player had fewer turns.

**Pearl Diver:** First draw a card and get +1 Action; then look at the bottom card of your deck, shuffling first if needed. If you choose to put the bottom card on top of your deck, be sure not to look at the card above it.





**Pirate Ship:** Players revealing a card like Moat do so before you choose your option. If you choose the first option, you get +1 per Coin token on your Pirate Ship mat; the Coin tokens stay there. If you choose the second option, each other player reveals the top 2 cards of their deck, trashes a revealed Treasure of your choice, if possible, and discards the rest of their revealed cards. Then, if any players did trash a Treasure, you add a Coin token to your Pirate Ship mat (from the supply of tokens). You get at most one Coin token per play of Pirate Ship. Take a Pirate Ship mat when you first need one.

**Salvager:** For example if you trash an Estate, which costs 2, you get +2 (and +1 Buy). If you trash a card with ♠ or ♥ in the cost (from other expansions), you get nothing for those symbols.

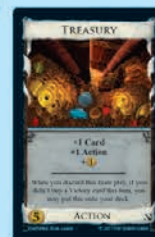
**Sea Hag:** The Curses are given out in turn order, which can matter when the Curse pile is low. They go onto decks rather than into discard piles.

**Smugglers:** The card has to cost 6 or less when you play Smugglers; it does not have to have cost 6 or less when the player to your right gained it. This looks at the most recent turn of the player to your right, even if you have taken multiple turns in a row. The gained card does not have to have been bought by the other player, just gained; for example you can gain a copy of a card they gained with their own Smugglers. If they gained multiple cards costing 6 or less, you choose between them; if they gained no such cards, you do not gain anything. This can only gain cards that are present in the Supply; for example you cannot gain a Spoils (from Dominion: Dark Ages). This is not an Attack, so Lighthouse and Moat do not stop it.

**Tactician:** If you have no cards in hand, then Tactician does nothing more and is discarded in the same turn's Clean-up. If you do have at least one card, you discard your hand, Tactician stays in play, and at the start of your next turn you get +5 Cards, +1 Buy, and +1 Action (and Tactician is discarded that turn). If you use Throne Room on Tactician, you will discard your hand on the first play and will have no cards in hand for the second play (and so will not get the bonuses from it).

**Treasure Map:** When you play this, you trash it and trash another Treasure Map from your hand, if you can. If you did trash another copy of Treasure Map, then you gain 4 Golds, putting them onto your deck instead of your discard pile. If you did not have another copy of Treasure Map in hand, then you just trash the one Treasure Map and nothing else happens. If you Throne Room a Treasure Map, you will only trash the first Treasure Map once, and so will gain no Golds.

**Treasury:** If you did not buy any Victory cards during your turn, you may put any or all of your played Treasuries on top of your deck during Clean-up. If you did buy at least one Victory card, all of the Treasuries are discarded normally. Gaining a Victory card without buying it, such as with Smugglers, does not prevent you from putting Treasuries on your deck.





**Warehouse:** If there are fewer than 3 cards for you to draw (after shuffling), you still discard 3 cards.

**Wharf:** You draw 2 cards and get +1 Buy when you play this, and draw another 2 Cards and get +1 Buy at the start of your next turn.



## 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.

### Seaside only:

**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

### Seaside & Dominion:

**Reach for Tomorrow:** Cutpurse, Ghost Ship, Lookout, Sea Hag, Treasure Map • Artisan, Cellar, Council Room, Vassal, Village

**Repetition:** Caravan, Explorer, Outpost, Pearl Diver, Pirate Ship, Treasury • Festival, Harbinger, Militia, Workshop

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

### Seaside & Intrigue:

**A Star to Steer By:** Ghost Ship, Haven, Lookout, Outpost, Treasure Map • Courtier, Diplomat, Secret Passage, Swindler, Wishing Well

**Shore Patrol:** Cutpurse, Island, Lighthouse, Warehouse, Wharf • Patrol, Pawn, Replace, Shanty Town, Trading Post

**Bridge Crossing:** Embargo, Native Village, Salvager, Smugglers, Treasury • Bridge, Conspirator, Duke, Lurker, Nobles

### Seaside & Alchemy:

**Forewarned:** Cutpurse, Embargo, Ghost Ship, Native Village, Treasure Map • Apothecary, Golem, Possession, Srying Pool, Transmute

**Gummed Up:** Ambassador, Haven, Sea Hag, Smugglers, Warehouse, • Apprentice, Familiar, Herbalist, Philosopher's Stone, Vineyard

### Seaside & Prosperity: [use Platinum / Colony]

**Exploding Kingdom:** Fishing Village, Lookout, Outpost, Tactician, Wharf • Bishop, City, Grand Market, King's Court, Quarry

**Pirate Bay:** Bazaar, Lighthouse, Pirate Ship, Smugglers, Warehouse • Expand, Hoard, Mint, Trade Route, Watchtower

### Seaside & Hinterlands:

**Travelers:** Cutpurse, Island, Lookout, Merchant Ship, Warehouse • Cartographer, Crossroads, Farmland, Silk Road, Stables

**Diplomacy:** Ambassador, Bazaar, Caravan, Embargo, Smugglers • Embassy, Farmland, Ill-Gotten Gains, Noble Brigand, Trader



### **Seaside & Cornucopia / Guilds:**

**Collector:** Embargo, Fishing Village, Merchant Ship, Navigator, Smugglers • Fairgrounds, Farming Village, Fortune Teller, Harvest, Hunting Party

**Collider:** Lighthouse, Salvager, Treasure Map, Treasury, Warehouse • Menagerie, Horn of Plenty, Horse Traders, Jester, Tournament

**Ghosts & Taxes:** Cutpurse, Ghost Ship, Haven, Outpost, Smugglers • Butcher, Candlestick Maker, Herald, Soothsayer, Taxman

**Island Builder:** Island, Native Village, Salvager, Tactician, Treasury • Baker, Doctor, Merchant Guild, Plaza, Stonemason

### **Seaside & Dark Ages: [use Shelters]**

**Watery Graves:** Native Village, Pirate Ship, Salvager, Treasure Map, Treasury • Count, Graverobber, Hermit, Scavenger, Urchin

**Peasants:** Fishing Village, Haven, Island, Lookout, Warehouse • Death Cart, Feodum, Poor House, Urchin, Vagrant

### **Seaside & Adventures:**

**Prince of Orange:** Mission • Caravan, Fishing Village, Merchant Ship, Tactician, Treasure Map • Amulet, Dungeon, Haunted Woods, Page, Swamp Hag

**Gifts and Mathoms:** Expedition, Quest • Ambassador, Embargo, Haven, Salvager, Smugglers • Bridge Troll, Caravan Guard, Hireling, Lost City, Messenger

### **Seaside & Empires:**

**Boxed In:** Wall, Tax • Salvager, Smugglers, Tactician, Warehouse, Wharf • Castles, Chariot Race, Encampment/Plunder, Enchantress, Gladiator/Fortune

**King of the Sea:** Delve, Fountain • Explorer, Haven, Native Village, Pirate Ship, Sea Hag • Archive, Farmers' Market, Overlord, Temple, Wild Hunt

### **Seaside & Nocturne:**

**The New Black:** Caravan, Haven, Merchant Ship, Outpost, Tactician • Cobbler, Den of Sin, Ghost Town, Raider, Secret Cave

**Forbidden Isle:** Fishing Village, Ghost Ship, Lookout, Salvager, Treasure Map • Blessed Village, Cemetery, Idol, Tracker, Tragic Hero

### **Seaside & Renaissance:**

**Free Shipping:** Innovation • Embargo, Island, Outpost, Smugglers, Wharf • Acting Troupe, Cargo Ship, Lackeys, Research, Spices

**Digging for Treasure:** Crop Rotation, Silos • Caravan, Native Village, Salvager, Tactician, Treasure Map • Border Guard, Flag Bearer, Inventor, Sculptor, Swashbuckler

## ***Thanks***

**Game Developers:** Valerie Putman and Dale Yu

**Thank you, playtesters:** Ted Alspach, Kelly Bailey, Bill Barksdale, Alex Bishop, Dan Brees, Josephine Burns, Max Crowe, Ray Dennis, David Fair, Lucas Hedgren, Nathan Heiss, Wei-Hwa Huang, John Kallaughier, Bryon Kizer, Tom Lehmann, W. Eric Martin, Destry Miller, Miikka Notkola, Anthony Rubbo, Molly Sherwin, Sir Shufflesalot, Paul Sottosanti, John Vogel, Chris West, Jeff Wolfe, the Gam Gamers, the Cincygamers, and the Columbus Area Boardgaming Society.

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