

DONALD X. VACCARINO



DOMINION

GUILDS

&

CORNUCOPIA



GUILDS: Jobs, everyone's worried about jobs. Whatever happened to tilling the fields in obscurity? The economy is just a trick, like stealing someone's nose, but lately people seem to have seen through it, like when you realize someone hasn't really stolen your nose. So now everyone's joining a guild, learning a craft, and working on a masterpiece - a painting so beautiful it blinds you, or a cheese grater so amazing that you never eat cheese again. The only people left tilling the fields are the ones doing it ironically. The guilds cover everything - ironic tilling, butchering, baking, candlestick making, shoemaking, cheesemaking, cheese destruction. Your advisor is convinced that somehow, control of the stonecutters is key to world domination. Very well. You will have stone handled so expertly that the world trembles before you.

CORNUCOPIA: Autumn. It seemed like the summer would never end, but that fortune teller was right. It's over. Autumn, the time of the harvest. Agriculture has advanced significantly in recent years, ever since the discovery of the maxim, "leaves of three, let it be." Autumn, a time of celebration. The peasants have spent a hard week scything hay in the fields, but tonight the festivities begin, starting with a sumptuous banquet of roast hay. Then, the annual nose-stealing competition. Then, two jesters, one who always lies, one who always tells the truth, both hilariously. Then, they fight to the death! This celebration will truly have something for everyone.

This box combines the 5th (Cornucopia) and 8th (Guilds) Dominion expansions. Together they add 26 new Kingdom cards to Dominion. Cornucopia's central theme is variety, while Guilds has coin tokens you can save and spend later, and cards that you get more out of by paying extra for them. Dominion: Guilds / Cornucopia 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 Advisor, Baker, Butcher, Candlestick Maker, Doctor, Farming Village, Fortune Teller, Hamlet, Harvest, Herald, Horn of Plenty, Horse Traders, Hunting Party, Jester, Journeyman, Masterpiece, Menagerie, Merchant Guild, Plaza, Remake, Soothsayer, Stonemason, Taxman, Tournament, Young Witch

12 of Fairgrounds

5 Prize cards

1 each of Bag of Gold, Diadem, Followers, Princess, Trusty Steed

26 Randomizer cards

1 Bane card

6 Blanks

25 Coin tokens 

6 Coffers mats

1 Plastic organizer tray

1 Organizing Inlay

1 Rule Booklet



PREPARATION

Guilds / Cornucopia includes 26 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.

In games using Young Witch, choose an additional Kingdom card costing **2** or **3**, put its pile into the Supply, and mark its pile with the Bane card (underneath it, sideways). This is the "Bane" pile referred to by Young Witch; cards that start the game in this pile are "Bane cards." You may choose the card any way you like; if you are using randomizers to choose your 10 cards, you can reveal cards from the randomizer deck until finding one costing **2** or **3**, and use that one. If you are also using the card Trade Route (from Dominion: Prosperity) and the Bane pile is a Victory card pile, that pile gets a Coin token, like other Victory card piles; similarly, if Trade Route itself is the Bane pile, all Victory card piles get tokens as normal. If you are using the promotional card Black Market, and Young Witch is in the Black Market deck, put out a Bane pile for Young Witch.

In games using Tournament, set the five Prize cards out as a pile near the Supply piles. They are not part of the Supply.

In games using Baker, Butcher, Candlestick Maker, Merchant Guild, or Plaza, put the Coin tokens in a pile near the Supply, and each player takes a Coffers mat. In games using Baker, each player starts the game with a single Coin token on their Coffers mat. Otherwise, each player starts with no tokens on their mat.

COFFERS

Some cards put tokens on a player's Coffers. "+1 Coffers" means "add a token to your Coffers mat." In a player's Buy Phase, before buying anything, that player may remove tokens from their Coffers for +**1** each.

- Coin tokens are provided for this. They are not component-limited; players may use a substitute if they run out. The same tokens are provided in Dominion: Seaside and Dominion: Prosperity; they can all be mixed together.
- Coin tokens being used in other ways, such as on the Pirate Ship mat for Dominion: Seaside, cannot be removed for +**1**; just the Coin tokens on a player's Coffers mat.
- Coin tokens come from the supply of Coin tokens, and return there; they are not taken from other mats or other players.
- Coin tokens can only be removed from a player's Coffers in that player's Buy Phase (or when instructed by a card such as Butcher); they cannot be used when buying a card via the promotional card Black Market.

OVERPAY

Some cards can be "overpaid" for. The costs for these cards have a "+" next to the coin symbol. A player may pay any additional amount for such a card, and then gets an effect based on how much extra was paid.

- Potions (from Dominion: Alchemy) may be used in overpaid amounts if desired, although this is not always meaningful.
- Debt (from Dominion: Empires) cannot be overpaid.
- Players may choose not to overpay, even if they have extra coins, but cannot choose to overpay **0**; to overpay, a player has to actually pay more than the cost.
- The coins used to overpay are gone after spending them to overpay; they cannot be then used to buy something else.
- Overpaying happens when a card is bought, which is before it is gained.
- Players can only overpay for a card when buying it, not when gaining it some other way.
- The "+" is just a reminder; a card with "+" in the cost still has its normal cost for all purposes. For example if a player plays Hagglers (from Dominion: Hinterlands), then buys a Masterpiece, overpaying, Hagglers will still gain them a card costing less than **3**, the cost of Masterpiece. Similarly, Masterpiece could be the Bane card for Young Witch, since it costs **3**.
- Reducing the costs of cards via cards like Bridge (from Dominion: Intrigue) does not interact with overpay; for example, if you play five Bridges and have **5** total to spend, Herald would cost **0**, but if you bought one the most you could overpay for it would still be **5**.

SAMPLE TURN

At the start of Anna's turn, she has a hand of Tournament, Gold, Copper, Copper, Menagerie. She plays Tournament first. She does not reveal a Province from her hand, but no-one else does either. She draws a Hamlet and gets +1 Action and +1. She plays the Hamlet, drawing Estate and gets +1 Action. She discards a Copper for another +1 Action, but does not discard anything for +1 Buy. Now she plays Menagerie. She gets +1 Action and reveals her hand: Gold, Copper, Estate. There are no duplicate cards, so she draws three cards: Butcher, Candlestick Maker, Horn of Plenty. She plays Candlestick Maker, getting +1 Action and +1 Buy, and adding a Coin token to her Coffers. Then she plays Butcher, adding two Coin tokens to her Coffers, trashing the Estate, and removing one Coin token (returning it to the pile) to gain a Menagerie. She could play another Action, but has no more Action cards in hand, so she moves on to her Buy phase.

First she plays the Copper and Gold. Then she plays Horn of Plenty. It doesn't make any, but since she has eight differently named cards in play (Tournament, Hamlet, Menagerie, Butcher, Candlestick Maker, Copper, Gold, Horn of Plenty) she gains a card costing up to 8. She gains a Gold. Since that isn't a Victory card, she gets to keep her Horn of Plenty. She has 5 to spend, and two tokens on her Coffers. She removes a token, so now she has 6. She buys Stonemason, paying 6 for it. She overpaid by 4, so she picks two Action cards each costing 4 to gain; she gains two Heralds. She does not get to overpay on Herald, since she did not buy it. Then she discards all of her cards from play, draws a new hand of five cards, and is done. She still has one token left on her Coffers for a future turn.

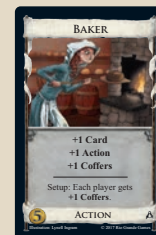
KINGDOM CARD NOTES

Advisor: If you do not have the full three cards (after shuffling), just reveal what you can. No matter how many you revealed, the player to your left chooses one for you to discard, and the remaining cards go into your hand.

Baker: You draw a card, get +1 Action, and add a token to your Coffers mat. In games using this card, each player starts the game with a token on their Coffers. This includes games using the promotional card Black Market in which Baker is in the Black Market deck.

Butcher: First add two tokens to your Coffers mat. Then you may trash a card from your hand and remove any number of tokens from your Coffers. The number of tokens you remove can be zero. If you trashed a card, you gain a card costing up to the cost of the trashed card plus the number of tokens you removed. For example you could trash an Estate and remove six tokens to gain a Province, or you could trash another Butcher and remove zero tokens to gain a Duchy. You can remove the tokens you just added. Removing tokens for this ability doesn't get you to spend, it just changes what cards you can gain with this ability.

Candlestick Maker: You get +1 Action and +1 Buy, and add a token to your Coffers mat.



Doctor: When you play this, you name a card, reveal the top three cards of your deck, trash each of those cards that has that name, and put the other cards back on your deck in any order. You do not have to name a card being used this game. If there are fewer than three cards (after shuffling), just reveal as many as you can. When you buy this, for each extra ① you pay over the cost, you look at the top card of your deck, and either trash it, discard it, or put it back on top. If you overpay more than ①, you may do different things for each card you look at, and you will look at the same card again if you put it back on top. For example if you bought Doctor for ⑦, you would look at the top card four times; you might end up first trashing a Copper, then discarding a Province, then putting a Silver back on top, then putting that Silver back on top again.

Fairgrounds: At the end of the game, this is worth 2 ♠ per 5 differently named cards in your deck, rounded down. So if you have 0-4 different cards, it is worth 0 ♠; if you have 5-9, it is worth 2 ♠; if you have 10-14, it is worth 4 ♠; if you have 15-19, it is worth 6 ♠; and so on. By default there are only 17 differently named cards available in a game, but sometimes there may be more cards, such as via Young Witch's setup rule, or due to Tournament. Use 8 Fairgrounds in a game with 2 players, and 12 for a game with 3 or more players.

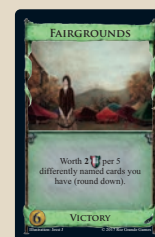
Farming Village: Reveal cards from the top of your deck until you reveal a Treasure or Action card. If you fail to find one (even after shuffling), just discard all of the revealed cards. If you do find a Treasure or Action card, put it into your hand, and discard the rest of the revealed cards. You do not choose Treasure or Action - you stop on the first card matching either type.

Fortune Teller: Each other player reveals cards from the top of their deck until they reveal a Victory or Curse card. If they do not find one (even after shuffling), they just discard all of the revealed cards. If they do find one, they put the Victory or Curse card on top of their deck, and discard the other revealed cards. You do not choose Victory or Curse - they stop on the first card that matches either type.

Hamlet: First draw a card, and get +1 Action. Then you may either discard one card to get another +1 Action; or you may discard one card to get +1 Buy; or you may discard two cards and get both +1 Action and +1 Buy; or you may discard no cards at all. You only get the extra +1 Action or +1 Buy if you actually discarded a card for it. You cannot discard multiple cards to get multiple +Actions or multiple +Buys.

Harvest: Reveal the top 4 cards of your deck; if you have fewer than 4 cards (after shuffling), just reveal what you can. Discard the revealed cards, and get +① per differently named card revealed. For example if you revealed Copper, Silver, Copper, Estate, that would be +③.

Herald: When you play this, first draw a card and get +1 Action, then reveal the top card of your deck. If it is an Action card, play it; this is not optional. Playing the Action card does not "use up" one of your Action plays for the turn. If Herald plays a Duration card (such as Caravan from Dominion: Seaside), the Herald is



still discarded normally at end of turn. When you buy this, you put one card from your discard pile on top of your deck for each extra ① you pay over the cost. For example, if you buy Herald for ⑥, you will put two cards from your discard pile on top of your deck. This card lets you look through your discard pile; normally you cannot. You cannot look through your discard pile first to see how much you want to overpay, and once you overpay you must put the appropriate number of cards on top of your deck if possible. If you overpay enough to put more cards on your deck than there are cards in your discard pile, you just put all of your discard pile onto your deck. You may not look through your discard pile if you buy Herald without overpaying for it.

Horn of Plenty: This is a Treasure worth ①; you play it in your Buy phase, but do not get any ① for playing it. However, when you play it, you gain a card costing up to ① per differently named card you have in play. For example, if you have 5 differently named cards in play, you gain a card costing up to ⑤. This counts itself, other played Treasures, played Actions, and any Duration cards (such as Caravan from Dominion: Seaside) played on your previous turn. It only counts cards currently in play, not ones that were in play but left; for example if you played a Pillage (from Dominion: Dark Ages) this turn, you will have trashed it, so it will not count for Horn of Plenty. If the card you gain is a Victory card, trash Horn of Plenty. You do not have to play Horn of Plenty, and you choose the order that you play Treasures. You do not trash Horn of Plenty if you gain a Victory card some other way while it's in play (such as by buying one).

Horse Traders: When you play this, you get +1 Buy and +③, and discard 2 cards from your hand. If you do not have enough cards to discard, just discard what you can; you still get the +1 Buy and +③. When another player plays an Attack card, before that card does anything, you may reveal this from your hand. If you do, you set this aside, and at the start of your next turn, you return it to your hand and draw a card. While it is set aside, it is not in play or in your hand, and cannot be further revealed to Attacks. Therefore it will only work on one Attack per round of turns. You can reveal it for an Attack and still play it on your next turn. You can reveal multiple Horse Traders to a single Attack. For example, if another player plays Followers, you could reveal and set aside two Horse Traders from your hand, then gain a Curse but discard no cards, as you would only have three cards in hand at that point. Then on your next turn you would pick up the two Horse Traders and also draw two cards.

Hunting Party: First you draw a card and get +1 Action. Then you reveal your hand, and reveal cards from your deck until revealing one that does not have the same name as any of the cards in your hand. If you do not find one (even after shuffling), just discard all of the cards revealed from your deck. If you do find a card not matching any cards in your hand, put it into your hand and discard the other cards revealed from your deck.



Jester: Each other player (in turn order) discards the top card of their deck; players with no cards (after shuffling) are unaffected. For each player who discarded a card, if it is a Victory card, they gain a Curse, and otherwise, you choose: either that player gains a copy of the card, or you do. If a card is revealed for which there are no copies in the Supply, no-one gains a copy of it.

Journeyman: This draws you three cards that are not a particular card. First name a card. It does not have to be a card being used this game. Then reveal cards from the top of your deck until you have revealed three cards that are not the named card, or have revealed all of your cards (after shuffling). Put the revealed cards that were not the named card into your hand and discard the rest.

Masterpiece: When you buy this, you gain a Silver for each extra 1 you pay over the cost. For example if you buy a Masterpiece for 6, you will gain three Silvers.

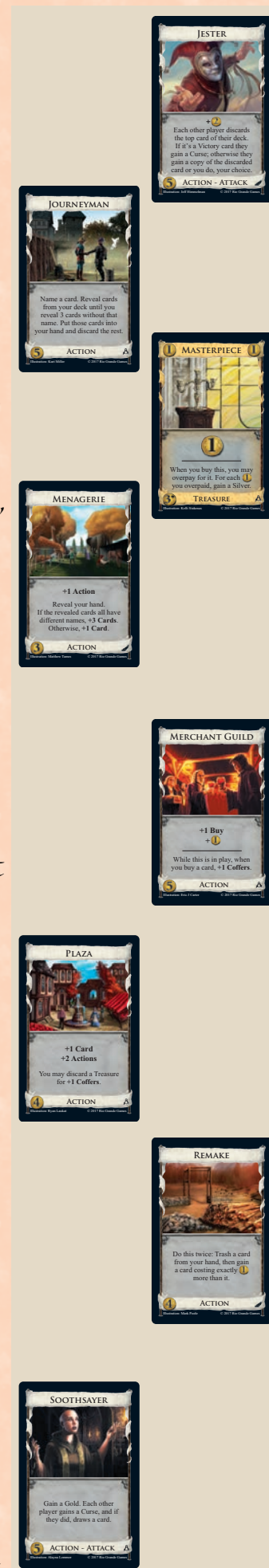
Menagerie: If there are any two or more cards in your hand with the same name, you only draw one card; if there are no matches, you draw three cards. Only the card names matter for this; Copper and Silver are different cards for example, despite both being Treasures. If you have no cards in hand at all after playing Menagerie, then you have no matching cards, and so get +3 Cards.

Merchant Guild: When you play this, you get +1 Buy and +1. While this is in play, any time you buy a card you also add a token to your Coffers mat. Remember that you may only remove tokens from your Coffers prior to buying anything, so you will not be able to immediately use the added tokens. This ability is cumulative; if you have two Merchant Guilds in play, each card you buy will get you two tokens. However if you play a Merchant Guild multiple times but only have one in play, such as with Throne Room, you will only get one token when you buy a card.

Plaza: First you draw a card and get +2 Actions; then you may discard a Treasure. You can discard the card you drew if it is a Treasure. If you discarded a Treasure, you add a token to your Coffers mat.

Remake: Trash a card from your hand, and gain a card costing exactly 1 more than it; then trash another card from your hand, and gain a card costing exactly 1 more than that card. If you have no cards in hand, you do not trash anything or gain anything; if you have only one card in hand, trash it and gain a card costing 1 more than it. If there is no card at the exact cost needed, you do not gain a card for that trashed card. For example you could use Remake to trash an Estate, gaining a Silver, then trash a Copper, gaining nothing, due to there being no cards costing 1 in the Supply.

Soothsayer: If there is no Gold left, you do not gain one. If there are not enough Curses left to go around, deal them out in turn order, starting with the player to your left. Each player who gained a Curse draws a card. This is not optional. A player who did not gain a Curse, whether due to the Curses running out or due to some other reason, does not draw a card. A player who uses Watchtower (from



Dominion: Prosperity) to trash the Curse did gain a Curse and so draws a card; a player who uses Trader (from Dominion: Hinterlands) to gain a Silver instead did not gain a Curse and so does not draw a card.

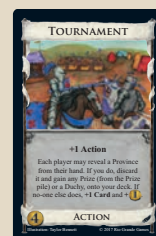
Stonemason: When you play this, trash a card from your hand, and gain two cards each costing less than the card you trashed. Trashing a card is not optional. If you do not have any cards left in your hand to trash, you do not gain any cards. The two cards you gain can be different or the same. For example you could trash a Gold to gain a Duchy and a Silver. Gaining cards is not optional if you trashed a card. If there are no cheaper cards in the Supply (for example if you trash a Copper), you do not gain any. The cards you gain are gained one at a time; this may matter with cards that do something when gained, such as Inn from Dominion: Hinterlands. When you buy this, you may choose to overpay for it. If you do, you gain two Action cards each costing exactly the amount you overpaid. The Action cards can be different or the same. For example, if you buy Stonemason for 6, you could gain two Heralds. If there are no cards with the appropriate cost in the Supply, you do not gain one. Overpaying with a Potion (from Dominion: Alchemy) will let you gain cards with Potion in the cost. If you choose not to overpay, you will not gain any cards from that ability; it is not possible to use it to gain Action cards costing 1.



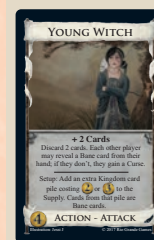
Taxman: You may trash a Treasure card from your hand. This is optional. If you do trash a Treasure, each other player with at least five cards in hand discards a copy of it from their hand if they can, or reveals a hand with no copies of it, and you gain a Treasure costing up to 3 more than the trashed Treasure, putting it on top of your deck. You do not have to gain a more expensive Treasure; you may gain a Treasure with the same cost, or a cheaper Treasure. You have to gain a card if you trashed one though, if possible.



Tournament: First you get +1 Action. Then each player, including you, may reveal a Province card from their hand. Then, if you revealed a Province, discard it, and you gain a Prize of your choice, or a Duchy, putting whatever card you took on top of your deck. There are five Prizes, set out at the start of the game; see Prize Notes below. You cannot take Prizes from the trash or from other players; you can only take Prizes that no-one has taken yet this game. You can take any Prize from the Prize pile; you do not have to take the top one. You can take a Duchy instead, whether or not the Prizes have run out. You can opt to take a Duchy even if the Duchy pile is empty, or a Prize even if no Prizes are left; in these cases you gain nothing. After gaining your card or not, if no other player revealed a Province, you draw a card and get +1. So this card will play out one of four ways: 1) if you do not reveal a Province and no-one else does either, you will get +1 Action +1 Card +1; 2) if you reveal a Province and no-one else does, you will gain a Prize or a Duchy and draw it, as well as get +1 Action +1; 3) if you reveal a Province and so does someone else, you will get +1 Action and gain a Prize or a Duchy, which will be on top of your deck; 4) if you do not reveal a Province but someone else does, you will just get +1 Action. You can look through the Prizes that players have not gained yet at any time.



Young Witch: This card causes there to be an extra pile in the Supply, called the Bane pile. The extra pile is just like other Kingdom card piles - it can be bought, it can be gained via cards like Horn of Plenty, it counts for the end game condition. When you play Young Witch, after you draw 2 cards and discard 2 cards, each other player may reveal a Bane card from their hand; each player who does not gains a Curse. This attack hits other players in turn order, which matters when the Curse pile is low. Players may respond to a Young Witch with Reaction cards like Horse Traders or Moat; those happen before Bane cards are revealed.



PRIZE CARD NOTES

There are five Prizes: Bag of Gold, Diadem, Followers, Princess, and Trusty Steed. These are cards which are never part of the Supply. If the Prizes run out, that does not count towards the game end condition. The Prizes may not be bought, or gained via cards like Horn of Plenty; they may only be gained via the card Tournament, or via cards that directly provide a way to gain them (such as Lurker from second edition Intrigue, which can gain Actions from the trash). Ambassador (from Dominion: Seaside) cannot return Prizes to their pile. Trashed Prizes go to the trash pile, like other cards; they do not return to the Prize pile. If you are using the promotional card Black Market, do not put Prizes in the Black Market deck. Even though Prizes cannot be bought, they have a cost of 0, which matters for cards like Remake.

Bag of Gold: The Gold you gain is put on top of your deck. If there are no Golds left in the Supply, you do not gain one.



Diadem: When you play Diadem, you get an extra +1 per unused Action you have. This means Actions, not Action cards. So for example if you play Farming Village (which gives you +2 Actions), then Diadem, Diadem will give you an extra +2, for 4 total. If you play no Action cards at all on your turn, you will have one unused Action, so you will get 3 total from Diadem.



Followers: Do the things in the order listed. You draw 2 cards; then you gain an Estate; then each other player (in turn order) gains a Curse and discards down to 3 cards in hand. A player with 3 or fewer cards in hand does not discard any cards. If there are no Estates left, you do not gain one.



Princess: This makes all cards cheaper (to a minimum of 0) as long as it is in play. When it leaves play, it stops making cards cheaper. This applies to cards everywhere - cards in the Supply, cards in hand, cards in decks. For example if you played Princess, then Remake, trashing a Copper, you could gain a Silver, as Silver would cost 1 while Copper would still cost 0. Using Throne Room on Princess will not make cards cost 4 less, as there is still only one copy of Princess in play.



Trusty Steed: First choose any two of the four options; then do those options in the order listed. So if you choose both +2 Cards and the last option, you will draw cards before you gain the Silvers and put your deck into your discard pile. The last option both gains you Silvers and puts your deck into your discard pile. If you choose that option and there are fewer than four Silvers left, just gain as many as you can. You do not get to look through your deck as you put it into your discard pile.



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.

Guilds & Cornucopia:

Misfortune: Advisor, Candlestick Maker, Doctor, Fairgrounds, Farming Village, Fortune Teller, Horse Traders, Jester, Soothsayer, Taxman

Baking Contest: Baker, Farming Village, Harvest, Herald, Journeyman, Masterpiece, Menagerie, Remake, Stonemason, Tournament

Guilds / Cornucopia & Dominion:

Bounty of the Hunt: Harvest, Horn of Plenty, Hunting Party, Menagerie, Tournament • Cellar, Festival, Militia, Moneylender, Smithy

Bad Omens: Fortune Teller, Hamlet, Horn of Plenty, Jester, Remake • Bureaucrat, Laboratory, Merchant, Poacher, Throne Room

The Jester's Workshop: Fairgrounds, Farming Village, Horse Traders, Jester, Young Witch • Artisan, Laboratory, Market, Remodel, Workshop • Bane: Merchant

Arts & Crafts: Stonemason, Advisor, Baker, Journeyman, Merchant Guild • Laboratory, Cellar, Workshop, Festival, Moneylender

Clean Living: Butcher, Baker, Candlestick Maker, Doctor, Soothsayer • Bandit, Militia, Moneylender, Gardens, Village

Gilding the Lily: Plaza, Masterpiece, Candlestick Maker, Taxman, Herald • Library, Merchant, Remodel, Market, Sentry

Guilds / Cornucopia & Intrigue:

Last Laughs: Farming Village, Harvest, Horse Traders, Hunting Party, Jester • Minion, Nobles, Pawn, Steward, Swindler

The Spice of Life: Fairgrounds, Horn of Plenty, Remake, Tournament, Young Witch • Courtier, Courtyard, Diplomat, Mining Village, Replace • Bane: Wishing Well

Small Victories: Fortune Teller, Hamlet, Hunting Party, Remake, Tournament • Conspirator, Duke, Harem, Pawn, Secret Passage

Name That Card: Baker, Doctor, Plaza, Advisor, Masterpiece • Courtyard, Harem, Nobles, Replace, Wishing Well

Tricks of the Trade: Stonemason, Herald, Soothsayer, Journeyman, Butcher • Conspirator, Masquerade, Mill, Nobles, Secret Passage

Decisions, Decisions: Merchant Guild, Candlestick Maker, Masterpiece, Taxman, Butcher • Bridge, Pawn, Mining Village, Upgrade, Duke

Guilds / Cornucopia & Seaside:

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

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

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

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

Guilds / Cornucopia & Alchemy:

Clown College: Jester, Remake, Harvest, Horse Traders, Menagerie • University, Golem, Alchemist, Philosopher's Stone, Familiar

Wine & Dine: Young Witch, Hamlet, Hunting Party, Fairgrounds, Horn of Plenty • Apprentice, Scrying Pool, Apothecary, Transmute, Vineyard • Bane: Herbalist

Illuminati: Butcher, Herald, Masterpiece, Merchant Guild, Stonemason • Apprentice, Golem, Philosopher's Stone, Scrying Pool, University

Tonics & Toxins: Baker, Candlestick Maker, Doctor, Plaza, Soothsayer • Alchemist, Familiar, Herbalist, Transmute, Vineyard

Guilds / Cornucopia & Prosperity: [use Platinum / Colony]

Detours: Farming Village, Horn of Plenty, Jester, Remake, Tournament • Rabble, Peddler, Hoard, Trade Route, Venture

Quarrymen: Baker, Merchant Guild, Soothsayer, Stonemason, Taxman • Mountebank, City, Expand, Grand Market, Quarry

Metal & Meat: Butcher, Candlestick Maker, Plaza, Stonemason, Taxman • Forge, King's Court, Monument, Venture, Watchtower

Penny Pinching: Advisor, Doctor, Herald, Journeyman, Merchant Guild • Bank, Counting House, Goons, Peddler, Royal Seal

Guilds / Cornucopia & Hinterlands:

Blue Harvest: Hamlet, Horn of Plenty, Horse Traders, Jester, Tournament • Fool's Gold, Mandarin, Noble Brigand, Trader, Tunnel

Traveling Circus: Fairgrounds, Farming Village, Hunting Party, Jester, Menagerie • Border Village, Embassy, Fool's Gold, Nomad Camp, Oasis

Exchanges: Butcher, Herald, Masterpiece, Soothsayer, Stonemason • Border Village, Develop, Ill-Gotten Gains, Stables, Trader

Road to Riches: Advisor, Baker, Candlestick Maker, Journeyman, Merchant Guild • Crossroads, Farmland, Highway, Spice Merchant, Tunnel

Guilds / Cornucopia & Dark Ages: [use Shelters]

Dark Carnival: Fairgrounds, Hamlet, Horn of Plenty, Menagerie • Band of Misfits, Cultist, Fortress, Hermit, Junk Dealer, Knights

To the Victor: Harvest, Hunting Party, Remake, Tournament • Bandit Camp, Counterfeit, Death Cart, Marauder, Pillage, Sage

Stoneground: Advisor, Baker, Candlestick Maker, Plaza, Stonemason • Hunting Grounds, Ironmonger, Procession, Marauder, Rogue

Class Struggle: Butcher, Doctor, Journeyman, Merchant Guild, Taxman • Feodum, Fortress, Knights, Market Square, Poor House

Guilds / Cornucopia & Adventures:

The Hero's Return: Travelling Fair • Fairgrounds, Farming Village, Horse Traders, Jester, Menagerie • Artificer, Miser, Page, Ranger, Relic

Seacraft and Witchcraft: Ferry, Seaway • Fortune Teller, Hamlet, Horn of Plenty, Tournament, Young Witch • Peasant, Storyteller, Swamp Hag, Transmogrify, Wine Merchant • Bane: Guide

Spendthrift: Lost Arts • Doctor, Masterpiece, Merchant Guild, Soothsayer, Stonemason • Artificer, Gear, Magpie, Miser, Storyteller

Queen of Tan: Pathfinding, Save • Advisor, Butcher, Candlestick Maker, Herald, Journeyman • Coin of the Realm, Duplicate, Guide, Ratcatcher, Royal Carriage

Guilds / Cornucopia & Empires:

Zookeepers: Annex, Colonnade • Fairgrounds, Horse Traders, Menagerie, Jester, Tournament • Overlord, Sacrifice, Settlers/Bustling Village, Villa, Wild Hunt

Cash Flow: Baths, Mountain Pass • Baker, Butcher, Doctor, Herald, Soothsayer • Castles, City Quarter, Engineer, Gladiator/Fortune, Royal Blacksmith

Guilds / Cornucopia & Nocturne:

The Endless Fair: Baker, Fairgrounds, Farming Village, Fortune Teller, Merchant Guild • Devil's Workshop, Exorcist, Monastery, Pixie, Shepherd

Happy Chaos: Doctor, Harvest, Herald, Jester, Masterpiece • Blessed Village, Changeling, Fool, Faithful Hound, Sacred Grove

Thanks

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