



Ah, money. There's nothing like the sound of coins clinking in your hands. You vastly prefer it to the sound of coins clinking in someone else's hands, or the sound of coins just sitting there in a pile that no-one can quite reach without getting up. Getting up, that's all behind you now. Life has been good to you. Just ten years ago, you were tilling your own fields in a simple straw hat. Today, your kingdom stretches from sea to sea, and your straw hat is the largest the world has ever known. You also have the world's smallest dog, and a life-size statue of yourself made out of baklava. Sure, money can't buy happiness, but it can buy envy, anger, and also this kind of blank feeling. You still have problems - troublesome neighbors that must be conquered. But this time, you'll conquer them in style.

This is the 4th addition to the game of Dominion. It adds 25 new Kingdom cards to Dominion, plus 2 new Basic cards that let players keep building up past Gold and Province. The central theme is wealth; there are treasures with abilities, cards that interact with treasures, and powerful expensive cards. Dominion: Prosperity 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

250 Kingdom cards


10 each of Bank, Bishop, City, Contraband, Counting House, Expand, Forge, Goons, Grand Market, Hoard, King's Court, Loan, Mint, Monument, Mountebank, Peddler, Quarry, Rabble, Royal Seal, Talisman, Trade Route, Vault, Venture, Watchtower, and Worker's Village

12 each of two new Basic cards: Colony and Platinum

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

1 blank card

9 mats (8  player mats and 1 Trade Route mat)

8 Coin tokens 

16 1 point  tokens 

15 5 point  tokens 



1 Plastic organizer tray and 1 Organizing Inlay

1 Rule booklet

PREPARATION

Prosperity includes 25 randomizer cards (one for each Kingdom card in Prosperity). 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 use 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.

Prosperity includes two new base cards, Platinum and Colony. You can include them whenever you want to; they are always used together. If you want to determine when to use them randomly, choose a random Kingdom card being used, and if it is from Prosperity, use Platinum and Colony. When used, they are in the Supply and can be bought and gained, but they do not take the place of Kingdom cards; you still have the usual 10 Kingdom cards. Use 8 copies of Colony for games with 2 players, 12 for games with 3 or more players. Use all 12 Platinitums with any number of players.










Prosperity has player mats for tracking  tokens. You do not have to use one; if you do, take one when you first have  tokens. There is also a mat for Trade Route. In games using Trade Route, put out the mat at the start of the game, and put a Coin token on each Victory card pile in the Supply.

PLATINUM AND COLONY

Colony is a Victory card worth 10 . Platinum is a Treasure worth . They are just another step up after Province and Gold.

In games using Platinum and Colony, there is an additional way the game can end. At the end of each turn, the game ends if one of these three conditions is met: the Supply pile of Province cards is empty OR any 3 Supply piles are empty (4 piles in a 5-6 player game) OR the Supply pile of Colony cards is empty.

VICTORY TOKENS

The  tokens are simply tokens that are worth  at the end of the game. They provide a way to score  that is not cards in a player's deck. They come in 1  and 5  amounts; make change as needed. They are not counter-limited; use a replacement if you run out. Cards say "+1 " (or other amounts) to indicate that a player takes  tokens. Cards that give + take the tokens from the pile of unused tokens, not from a player.  tokens are not private; anyone can count them.

SPECIAL TREASURES

Prosperity includes eight Treasure cards with rules on them. They are in the Supply if selected as one of the 10 Kingdom cards for the game; they are not part of the Basic Supply. They are just like normal Treasures, but have special abilities. They are played during the Buy phase like normal Treasures and are affected by cards that refer to Treasures.

Players may play Treasure cards in any order, and may choose not to play some (or all) of the Treasure cards they have in hand. The order can matter; for example Bank counts Treasures played before it, and itself, but not Treasures played after it.

During the Buy phase, playing Treasures comes strictly before buying cards; once a card is bought, no further Treasures can be played. This can be important, for example with Grand Market or Mint.

SAMPLE TURN

Zach has a hand of all Treasures at the start of his turn: Contraband, Copper, Gold, Hoard, and Venture. He skips his Action phase as he does not have any Action cards in his hand. During his Buy phase, Zach does not lay down all of his Treasures at once because the order is important. First Zach plays the Contraband and waits for Anna (the player to his left) to tell him what card he cannot buy. Anna can only guess at how many coins Zach will have to spend since she has not seen the rest of his Treasure cards, so she names Colony—just in case he might have enough.

Next Zach plays his Gold and then Hoard. He decides not to play his Copper because he might want to buy a Grand Market (which cannot be bought if you have Copper in play). Zach saves his Venture to play last because he knows that he has Bank in his deck and he wants it to be worth as much as possible if it is revealed. After playing Venture, Zach reveals a Bank (after Colony and Estate) so it is worth 5 coins (because the Contraband, Hoard, Gold, and Venture are already in play and the Bank also counts itself). If Zach had played his Venture first and revealed Bank, it would have only been worth 2 coins.

Zach counts up his available coins and finds that he has 14 coins. He can buy two cards, since Contraband gave him +1 Buy. He buys a Grand Market (6 coins) and a Province (8 coins). Because he bought a Victory card (the Province), the Hoard causes him to gain a Gold, which he takes from the Supply and puts in his Discard pile. Then he takes the Grand Market and Province from the Supply and puts them in his Discard pile.

Remember that Zach could not buy a Colony because of Anna's choice to his Contraband played earlier. He discards the cards he played and the remaining Copper in his hand, and draws 5 cards to end his turn. It is now Anna's turn.

KINGDOM CARD NOTES

Bank: When you play Bank, it is worth 1 per Treasure you have in play, counting itself. If you play two copies of Bank in a row, the second one will be worth 1 more than the first one. Playing more Treasures after Bank will not change how much $\text{}$ you got from it.

Bishop: Trashing a card is optional for the other players but mandatory for you. If players care about the order things happen for this, you trash a card first, then each other player may trash a card, in turn order. Only the player who played Bishop can get $\text{}$ tokens from it. $\text{}$ and $\text{}$ in costs is ignored; for example if you trash Golem (from Dominion: Alchemy), which costs 4 $\text{}$, you get 3 $\text{}$ total. If you have no cards left in hand to trash, you still get the 1 and 1 $\text{}$.

City: You draw a card and get +2 Actions no matter what. If there is just one empty pile in the Supply, you also draw another card. If there are two or more empty piles, you both draw another card, and get + 1 and +1 Buy. There are no further bonuses if three or more piles are empty. This only checks how many piles are empty when you play it; what you got does not change if a pile becomes empty (or non-empty, such as due to Ambassador from Dominion: Seaside). This only counts Supply piles, not non-Supply piles like Spoils from Dark Ages.

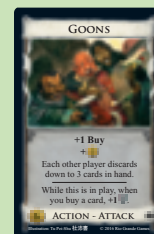
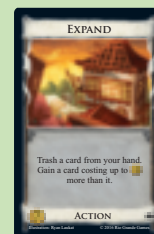
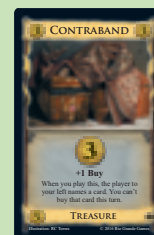
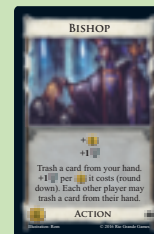
Contraband: When you play this, you get 3 and +1 Buy. The player to your left names a card, and you cannot buy the named card this turn. This does not stop you from gaining the card in ways other than buying it (such as via Hoard). They do not have to name a card in the Supply. If you play multiple Contrabands in one turn, the player to your left names a card each time; if they name different cards, you cannot buy any of the named cards this turn. If you play Contraband before other Treasures, you hide how much $\text{}$ you will have; however the number of cards left in a player's hand is public information.



Counting House: This card lets you look through your discard pile, something you normally are not allowed to do. You only get to look through your discard pile when you play this. You do not have to show the other players your entire discard pile, just the Coppers you take out. After you take out the Coppers, you can leave your discard pile in any order.


Expand: If you do not have a card to trash, you do not gain one. If you do gain a card, it comes from the Supply and is put into your discard pile. The gained card does not need to cost exactly 3 more than the trashed card; it can cost that much or less, and can even be another copy of the trashed card.

Forge: "Any number" includes zero. If you trash no cards, you have to gain a card costing 1 if you can. If there is no card at the required cost, you do not gain a card. The card you gain comes from the Supply and is put into your discard pile. $\text{}$ (on cards in Dominion: Alchemy) and $\text{}$ (on cards in Dominion: Empires) are not added, and the card you gain cannot have those symbols in its cost.

Goons: You get +1 $\text{}$ per card you buy, but do not get +1 $\text{}$ for gaining a card some other way. Multiple copies of Goons are cumulative; if you have two Goons





in play and buy a Silver, you'll get +2 . However if you King's Court a Goons, despite having played the card 3 times, there is still only one copy of it in play, so buying Silver would only get you +1 .

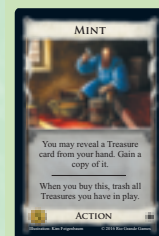
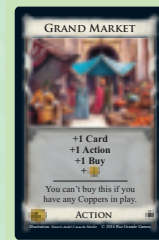
Grand Market: A single Copper in play is enough to stop you from buying Grand Market. You do not have to play all of the Treasures in your hand. Coppers in your hand do not stop you from buying Grand Market - only Coppers in play do. Coppers that were in play earlier in the turn but aren't anymore also do not stop you; if you have 11 Coppers in play and 2 Buys, you could buy a Mint, trash all of your played Treasures, and then buy a Grand Market. You can gain Grand Market other ways - for example with Expand - whether or not you have Coppers in play. Treasures other than Copper do not prevent you from buying Grand Market, even if they are worth  (such as Loan). Remember you cannot play more Treasures after buying a card.

Hoard: When you buy a Victory card with this in play, you gain a Gold card from the Supply, putting it into your discard pile. If there are no Golds left, you do not get one. If you have multiple Hoards in play, you will gain multiple Golds from buying a single Victory card. If you buy multiple Victory cards, you will get Gold for each one. So for example if you had two Hoards in play and no other money, with +1 Buy, you could buy two Estates and gain four Golds. Victory cards gained other than via buying them do not get you Gold.



King's Court: This is similar to Throne Room, but plays the Action card three times rather than twice. Playing an Action card from your hand is optional. If you do play one, you resolve it completely, then play it a second time, then play it a third time. You cannot play other cards in-between (unless told to by the card, such as with King's Court itself). Playing Action cards with King's Court is just like playing Action cards normally, except it does not use up Action plays for the turn. For example if you start a turn by playing King's Court on Village, you would draw a card, get +2 Actions, draw another card, get +2 Actions again, draw a 3rd card, and get +2 Actions again, leaving you with 6 Actions. If you King's Court a King's Court, you may play an Action card three times, then may play another Action card three times, then may play a 3rd Action card three times; you do not play one Action card nine times.

Loan: When you play Loan, you get , reveal cards from the top of your deck until revealing a Treasure card, and then decide whether to trash that card or discard it. Then you discard all of the other revealed cards. If you run out of cards before revealing a Treasure, shuffle your discard pile (but not the revealed cards) to get more; if you still do not find a Treasure, just discard all of the revealed cards.





Mint: When you buy this, you trash all of your Treasure cards in play (but not ones in your hand or elsewhere). If you buy multiple cards in a turn, trash your Treasures right when you buy Mint; you still have any leftover  they produced for spending on something else. Remember you do not have to play all of the Treasures from your hand each turn (just all the ones you want producing money








for you), and you cannot play more Treasures after buying a card. When you play this, you may reveal a Treasure card from your hand and gain a copy of it from the Supply, putting the gained card into your discard pile. The revealed card stays in your hand. If you buy a Mint and use Watchtower to put it on top of your deck or trash it, you will still trash all of your Treasures from play. However if you buy a Mint with Royal Seal in play, the Royal Seal will be gone before you can use it to put Mint on your deck.

Monument: You get + and take a  token.



Mountebank: This hits the other players in turn order, which can matter when the Curse or Copper piles are low. Each of the other players in turn chooses whether or not to discard a Curse card, and the players who do not gain a Curse and a Copper from the Supply, putting them into their discard piles. If either the Curse or Copper pile is empty, players still gain the other card.

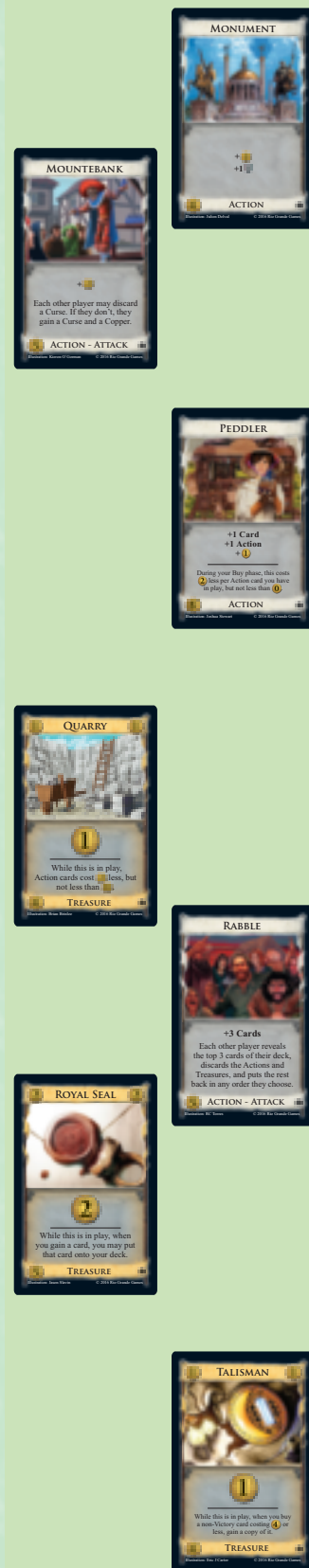
Peddler: Most of the time, this costs . During your Buy phase, this costs  less per Action card you have in play. This applies to all Peddler cards, including ones in hands and decks. It never costs less than . If you play King's Court on Worker's Village, for example, that's just two Action cards you have in play, even though you played the Worker's Village three times. Buying cards using the promotional card Black Market is something that does not happen during a Buy phase, so Peddler still costs  then.

Quarry: While Quarry is in play, Action cards cost  less, to a minimum of . This is cumulative; if you play two Quarries during your Buy phase, then King's Court will only cost , rather than the usual . It is also cumulative with other effects that modify costs; if you play Worker's Village in your Action phase, then two Quarries in your Buy phase, Peddler will cost . It affects cards everywhere, such as cards in players' hands.

Rabble: The other players shuffle if necessary to get 3 cards to reveal, and just reveal what they can if they still have fewer than 3 cards. They discard revealed Treasures and Actions and put the rest back on top in whatever order they want.

Royal Seal: If you gain multiple cards with this in play, this applies to each of them - you could put any or all of them on top of your deck. This applies both to cards gained due to being bought, and to cards gained other ways with Royal Seal in play, such as with Hoard.

Talisman: Each time you buy a non-Victory card costing  or less with this in play, you gain another copy of the bought card. If there are no copies left, you do not gain one. The gained card comes from the Supply and goes into your discard pile. If you have multiple Talismans, you gain an additional copy for each one; if you buy multiple cards for  or less, Talisman applies to each one. For example if you have two Talismans, four Coppers, and two Buys, you could buy Silver and Trade Route, gaining two more Silvers and two more Trade Routes. Talisman only affects buying cards; it does not work on cards gained other ways, such as with Expand. Talisman only cares about the cost of the card when you buy it, not its



normal cost; so for example it can get you a Peddler if you have played two Actions this turn, thus lowering Peddler's cost to 4, or can get you a Grand Market if you have a Quarry in play.

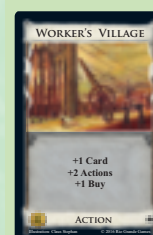
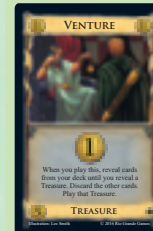
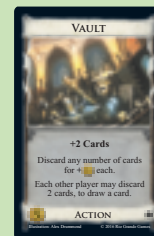
Trade Route: You get +1 Buy, and trash a card from your hand if you can. Then you get +1 per Coin token on the Trade Route mat. This card has setup; at the start of games using it, you put a Coin token on each Victory card pile being used (including Kingdom card piles such as Gardens, and Colonies if used). In the rare cases where there are more than 8 Victory piles, the tokens are not counter-limited; use a replacement. Whenever any player gains a card from a Victory card pile - whether by buying it or otherwise gaining it - the Coin token is moved to the mat. So if no Victory cards have been gained this game, the mat has no tokens and Trade Route makes +0; if four Provinces and one Estate have been gained, the mat has two tokens and Trade Route makes +2. If you are using the promotional card Black Market, and Trade Route is in the Black Market deck, you do the setup for Trade Route.

Vault: "Any number" includes zero. You draw 2 cards first; the cards you just drew can be among the cards you discard. Each other player chooses whether or not to discard 2 cards, then discards 2 cards if they chose to, then draws a card if they did discard 2 cards. A player with just one card can choose to discard it, but won't draw a card. A player who discards but then has no cards left to draw shuffles in the discards before drawing.

Venture: When you play Venture, you reveal cards from your deck until revealing a Treasure card. If you run out of cards before revealing a Treasure, shuffle your discard pile (but not the revealed cards) to get more; if you still don't find a Treasure, just discard all of the revealed cards. If you do find a Treasure, discard the other cards and play the Treasure. If that Treasure does something when played, do that something. For example if Venture finds you another Venture, you reveal cards again.

Watchtower: When you play this, you draw cards one at a time until you have 6 cards in hand. If you have 6 or more cards in hand already, you don't draw any cards. When you gain a card, directly afterwards, you may reveal Watchtower from your hand, to either trash the gained card or put it on top of your deck (with Watchtower staying in your hand). You may reveal Watchtower whether you gained the card due to buying it, or gained it some other way, such as with Expand or Mountebank. You may reveal Watchtower each time you gain a card, and each gain is a separate decision; for example if another player plays Mountebank, you may reveal Watchtower to trash both the Copper and Curse, or just one, or trash one and put the other on your deck, and so on. Cards trashed with Watchtower were still gained; they were just immediately trashed afterwards. If a gained card is going somewhere other than to your discard pile, such as a card gained with Mine, you can still use Watchtower to trash it or put it on your deck.

Worker's Village: You draw a card and get +2 Actions and +1 Buy.



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. Use Platinum and Colony for all of these games.

Prosperity only:

Beginners: Bank, Counting House, Expand, Goons, Monument, Rabble, Royal Seal, Venture, Watchtower, Worker's Village

Friendly Interactive: Bishop, City, Contraband, Forge, Hoard, Peddler, Royal Seal, Trade Route, Vault, Worker's Village

Big Actions: City, Expand, Grand Market, King's Court, Loan, Mint, Quarry, Rabble, Talisman, Vault

Prosperity & Dominion:

Biggest Money: Bank, Grand Market, Mint, Royal Seal, Venture • Artisan, Harbinger, Laboratory, Mine, Moneylender

The King's Army: Expand, Goons, King's Court, Rabble, Vault • Bureaucrat, Council Room, Merchant, Moat, Village

The Good Life: Contraband, Counting House, Hoard, Monument, Mountebank • Artisan, Bureaucrat, Cellar, Gardens, Village

Prosperity & Intrigue:

Paths to Victory: Bishop, Counting House, Goons, Monument, Peddler • Baron, Harem, Pawn, Shanty Town, Upgrade

All Along the Watchtower: Hoard, Talisman, Trade Route, Vault, Watchtower • Bridge, Mill, Mining Village, Pawn, Torturer

Lucky Seven: Bank, Expand, Forge, King's Court, Vault • Bridge, Lurker, Patrol, Swindler, Wishing Well

Prosperity & Seaside:

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

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

Prosperity & Alchemy:

Counting Contest: Bank, Counting House, Hoard, Goons, Rabble, Quarry • Philosopher's Stone, Golem, Herbalist, Apothecary

Lower Learning: Talisman, Mint, Bishop, Worker's Village, Peddler, Vault • Familiar, Apprentice, University, Vineyard

Prosperity & Cornucopia / Guilds:

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

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

Prosperity & Hinterlands:

Instant Gratification: Bishop, Expand, Hoard, Mint, Watchtower • Farmland, Hagglers, Ill-Gotten Gains, Noble Brigand, Trader

Treasure Trove: Bank, Monument, Royal Seal, Trade Route, Venture • Cache, Develop, Fool's Gold, Ill-Gotten Gains, Mandarin

Prosperity & Dark Ages: [use Shelters]

One Man's Trash: City, Grand Market, Monument, Talisman, Venture • Counterfeit, Forager, Graverobber, Market Square, Rogue

Honor Among Thieves: Forge, Hoard, Peddler, Quarry, Watchtower • Bandit Camp, Procession, Rebuild, Rogue, Squire

Prosperity & Adventures:

Last Will and Monument: Inheritance • Bishop, Counting House, Monument, Rabble, Vault • Coin of the Realm, Dungeon, Messenger, Relic, Treasure Trove

Think Big: Ball, Ferry • Contraband, Expand, Hoard, King's Court, Peddler • Distant Lands, Giant, Hireling, Miser, Storyteller

Prosperity & NEmpires:

Big Time: Dominate, Obelisk • Bank, Forge, Grand Market, Loan, Royal Seal • Capital, Gladiator/Fortune, Patrician/Emporium, Royal Blacksmith, Villa

Gilded Gates: Basilica, Palace • Bishop, Monument, Mint, Peddler, Talisman • Chariot Race, City Quarter, Encampment/Plunder, Groundskeeper, Wild Hunt

Prosperity & Nocturne:

Treasures of the Night: Bank, Contraband, Loan, Royal Seal, Venture • Crypt, Guardian, Night Watchman, Raider, Vampire

Day at the Races: Bishop, Peddler, Talisman, Trade Route, Watchtower • Blessed Village, Cemetery, Druid (*The Swamp's Gift, The River's Gift, The Forest's Gift*), Tormentor, Tragic Hero

Prosperity & Renaissance: [use Platinum/Colony]

Dreamers of Dreams: Academy • Expand, Monument, Vault, Watchtower, Worker's Village • Cargo Ship, Old Witch, Priest, Scepter, Scholar

Movers and Shakers: Capitalism, Citadel • Bank, City, Grand Market, Loan, Rabble • Hideout, Patron, Research, Treasurer, Villain

Thanks

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