

# Top's unofficial two-player Dominion coop

## 1 Introduction

These are the rules of an unofficial two-player coop variant for Dominion. In it, two players try to get more points than an automa as it slowly gobbles up Duchies and Provinces while dishing out attacks and interaction effects.

## 2 Materials needed

To play this coop, you need any Dominion base game (Dominion first edition, Dominion second edition, or Intrigue first edition), as well as the following additional materials:

- Either a copy of Dominion: Nocturne, or crafted versions of (you can find images on the Dominion wiki):
  - The twelve Hexes from Dominion: Nocturne. The automa will use these to attack.
  - Two copies of Deluded/Envious from Dominion: Nocturne
  - Two copies of Miserable/Twice Miserable from Dominion: Nocturne
- Ten tokens of any kind. These will be used to 'attack' the automa.

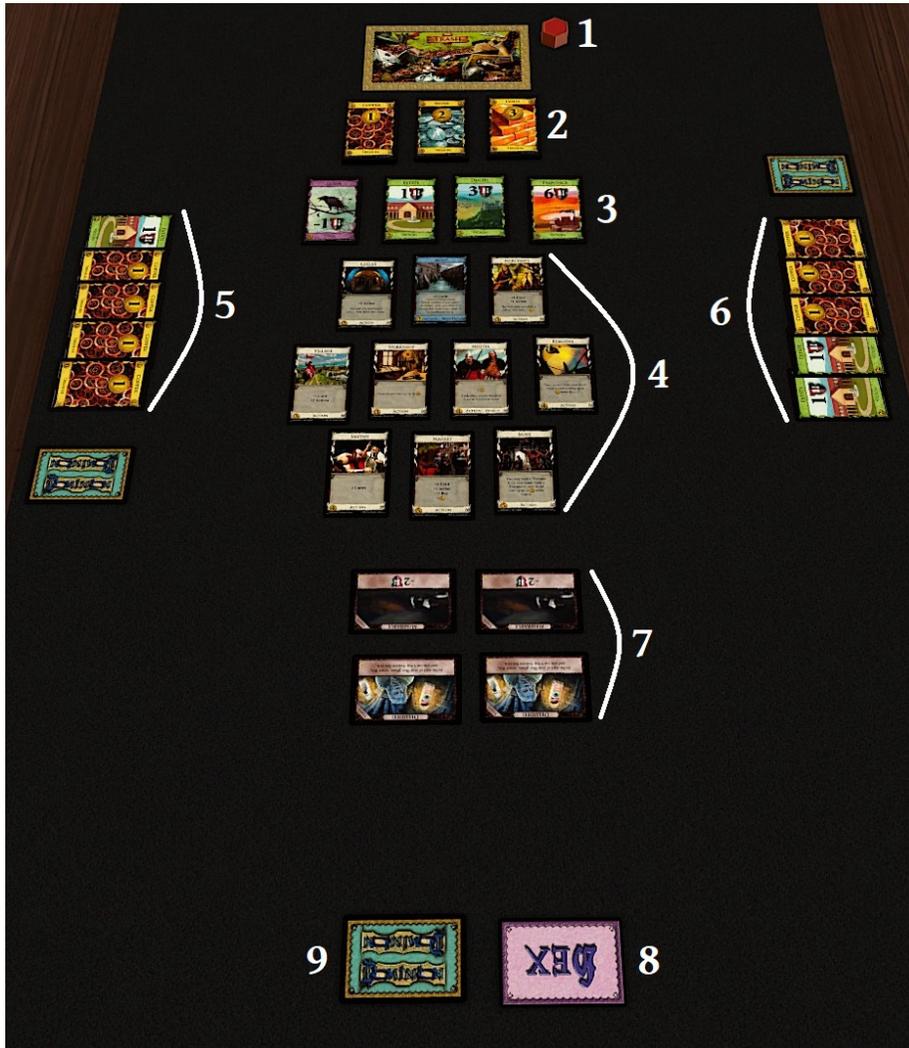
## 3 Setup changes

Set up a game according to the regular two-player rules, with the following changes:

- When shuffling your first hand, make sure you start with either three Copper and two Estates, or four Copper and three Estates. This is for balancing purposes.
- Use twelve Duchies and twelve Provinces, instead of eight each. Some of these will be removed, depending on the kingdom you are playing. This is used to set the difficulty.
- Set up the automa to the right of the starting player, in between both players:

- Shuffle the Hexes in a face-down pile. The automa uses Hexes to attack.
- Take six Copper and six Silver from the supply and shuffle them into a face-down pile. These will be used to determine when the automa causes an interaction effect.
- Place the copies of Deluded/Envious and Miserable/Twice Miserable near the automa.
- Place the ten tokens of any kind near the supply. They serve as negative points for the automa, and you will be able to give them to the automa by playing attacks.
- Select a kingdom to play. I recommend only playing playtested kingdoms, which are found at the end of this document. Depending on which kingdom you choose, you will remove a certain number of Duchies and Provinces from the supply.

Here's an image showing what set-up will look like:



In this figure:

1. Ten tokens are set up near the supply (I like using debt tokens)
2. The Copper, Silver, and Gold are set up as usual. Seven of the Coppers are given to each player, and six are used for the automa. Six of the Silvers are used for the automa as well.
3. Here there are ten Curses, eight Estates, nine Duchies, and twelve Provinces in the supply. The number of Curses and Estates is fixed, while the number of Duchies and Provinces varies, depending on the kingdom you choose. For the 'First Game' kingdom, it's nine Duchies and twelve Provinces.

4. A kingdom is set up consisting of ten kingdom piles with ten cards each.
5. The starting player's hand. Each player starts with three Estates and seven Coppers, and ensures their starting hand consists of either four Coppers and one Estate, or three Coppers and two Estates.
6. The non-starting player's hand.
7. Two copies of Miserable/Twice Miserable, and two copies of Deluded/Envious.
8. The twelve Hexes, shuffled and face-down.
9. Six Coppers and six Silvers, shuffled and face-down.

Note that different cards, and different expansions, may add additional things to the supply.

## 4 Gameplay changes

### 4.1 Game end and winning

The game ends following the usual rules:

- If there are no more Provinces in the supply, the game ends at the end of that player's turn (including the automa's, which can remove Provinces).
- If any three supply piles are empty, the game ends at the end of that player's turn (including the automa's).
  - For some kingdoms, the Duchy pile will start empty. This counts as an empty supply pile!

When the game ends, each player individually counts their own points. Don't forget to subtract points in case you have Miserable/Twice Miserable. Then, add both players' total points to obtain your score.

The automa will be collecting Victory cards and tokens throughout the game. It gets six points for each Province it has, and six points for each Duchy it has. Subtract one point for each token it has, up to a minimum of zero.

If your combined score is greater than the automa's score, you win! Congratulations. If your combined score is equal to or lower than the automa's score, you lose.

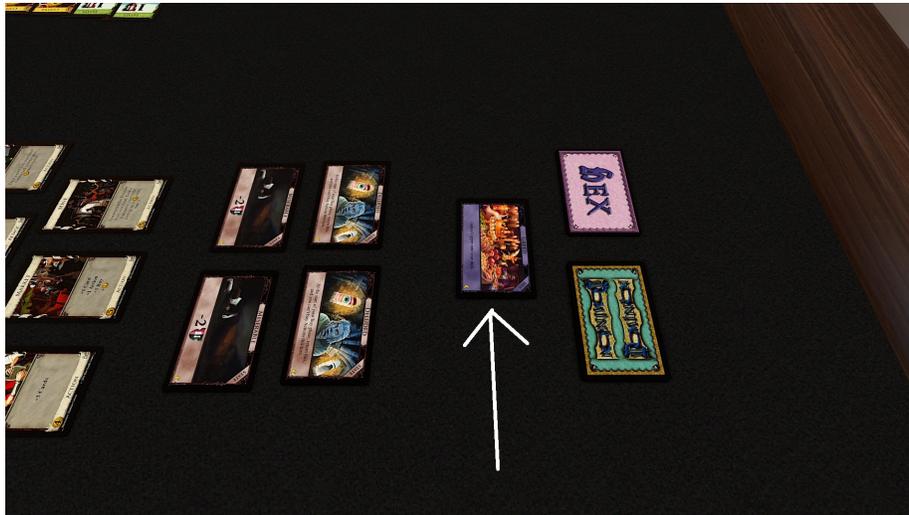
### 4.2 Automa turns

At the end of each round, after both players have taken a turn, the automa will take a 'turn'. **Note that the automa is not a player, cannot be affected in any way not described in these rules, and cannot affect you in any way not described in these rules.**

- At the end of the first round, the automa does nothing.

- At the end of the second round, and any rounds after, the automa will do one of the following, depending on whether the round is even or odd:
  - At the end of **even** rounds (including the second round), the automa draws a card from its face-down pile of Coppers and Silvers, and places it face-up in its discard pile. Regardless of what it draws, move a Duchy from the supply to the automa. If the supply is out of Duchies, move a Province instead. These card movements cannot trigger any abilities or reaction cards. If three piles or the pile of Provinces run out, the game ends immediately. Then, if the drawn card is a:
    - \* Copper: Do nothing.
    - \* Silver: Each player with any cards in hand passes one to the next such player to their left, at once. When doing this, do not count the automa as player. That is, both players must pass one card from hand to the other. This can be the same card, but it cannot be blocked in any way.
  - At the end of **odd** rounds, the automa draws a card from the pile of Hexes, and places it face-up on the same pile it places its Coppers and Silvers on. Resolve the Hex as if an attack card was played that reads ‘Each player receives the next Hex’. That is, this effect can be blocked using cards like Moat and Lighthouse, and can trigger Reaction cards like Secret Chamber, Diplomat, and Horse Traders. Even with reaction cards, you still cannot affect the automa in any way not described in these rules.

This way, the automa slowly forms a discard pile of alternating Coppers/Silvers and Hexes:



You are allowed to look through this discard pile. You are also allowed to count the remaining face-down Hexes and you can count the remaining face-down Coppers/Silvers, but you **cannot** look at the cards in the face-down Copper/Silver and face-down Hex pile. You can only *count* them.

## Other rules changes

There are a few other additional rules:

- Whenever either human player plays an Attack, move a token from the supply to the automa. The attack still affects the other player, but it does not affect the automa other than giving it a token. For example: If you play a Militia, the other player must discard down to three cards in hand, and a token is moved from the supply to the automa. If the attack does not affect the other player (for example, because the other player reveals a Moat), the automa still gets a token. If the supply is out of tokens, no more tokens are moved.
- If the automa attacks with Locusts and it trashes a Victory card, you may instead move the Victory card to your discard pile to gain a Curse. In this case, do *not* gain a second Curse if the moved card is an Estate, and do *not* ‘gain a cheaper card that shares a type with it’ if it’s a non-Estate Victory card. For example, if Locusts causes you to trash a Province, you may instead move that Province to your discard pile, to then gain a Curse to your discard pile.

## 5 Recommended kingdoms

The following is a list of recommend kingdoms that we playtested the coop with. The kingdom cards are sorted by cost, then alphabetically. Each kingdom specifies how many Duchies and Provinces should be in the supply on set-up:

### 5.1 Dominion (second edition)

#### 5.1.1 First Game

\$2 Cellar	\$2 Moat	\$3 Merchant	\$3 Village	\$3 Workshop
\$4 Militia	\$4 Remodel	\$4 Smithy	\$5 Market	\$5 Mine

Provinces: 12  
 Duchies: 4

### 5.1.2 Size Distortion

\$2 Chapel	\$3 Workshop	\$4 Bureaucrat	\$4 Gardens	\$4 Throne Room
\$5 Bandit	\$5 Festival	\$5 Sentry	\$5 Witch	\$6 Artisan

Provinces: 12  
Duchies: 9

Note: Since you're playing with two players, use only 8 Gardens

### 5.1.3 Deck Top

\$3 Harbinger	\$3 Vassal	\$3 Village	\$4 Bureaucrat	\$4 Moneylender
\$5 Council Room	\$5 Festival	\$5 Laboratory	\$5 Sentry	\$6 Artisan

Provinces: 11  
Duchies: 0

Note: The Duchies start empty, which counts as an empty supply pile.

### 5.1.4 Sleight of Hand

\$2 Cellar	\$3 Harbinger	\$4 Gardens	\$4 Militia	\$4 Poacher
\$4 Smithy	\$4 Throne Room	\$5 Council Room	\$5 Festival	\$5 Library

Provinces: 8  
Duchies: 0

Note: The Duchies start empty, which counts as an empty supply pile.

### 5.1.5 Improvements

\$2 Cellar	\$2 Moat	\$3 Merchant	\$4 Moneylender	\$4 Poacher
\$4 Remodel	\$5 Market	\$5 Mine	\$5 Witch	\$6 Artisan

Provinces: 12  
Duchies: 3

### 5.1.6 Silver & Gold

\$2 Chapel	\$3 Harbinger	\$3 Merchant	\$3 Vassal	\$4 Bureaucrat
\$4 Moneylender	\$4 Throne Room	\$5 Bandit	\$5 Laboratory	\$5 Mine

Provinces: 12

Duchies: 6

## 5.2 Intrigue (first edition)

### 5.2.1 Victory Dance

\$2 Pawn	\$3 Great Hall	\$3 Masquerade	\$4 Bridge	\$4 Ironworks
\$4 Scout	\$5 Duke	\$5 Upgrade	\$6 Harem	\$6 Nobles

Provinces: 11

Duchies: 0

Note: Since you're playing with two players, use only 8 Great Halls, 8 Dukes, 8 Harems, and 8 Nobles. The Duchies start empty, which counts as an empty supply pile.

### 5.2.2 The Plot Thickens

\$2 Pawn	\$3 Shanty Town	\$3 Steward	\$3 Swindler	\$4 Conspirator
\$4 Ironworks	\$5 Saboteur	\$5 Trading Post	\$5 Tribute	\$6 Harem

Provinces: 12

Duchies: 3

Since you're playing with two players, use only 8 Harems.

### 5.2.3 Best Wishes

\$2 Courtyard	\$3 Masquerade	\$3 Shanty Town	\$3 Steward	\$3 Wishing Well
\$4 Coppersmith	\$4 Scout	\$5 Torturer	\$5 Trading Post	\$5 Upgrade

Provinces: 8

Duchies: 0

Note: The Duchies start empty, which counts as an empty supply pile.

## 5.3 Dominion & Guilds (first edition)

### 5.3.1 Arts and Crafts

\$2 Cellar	\$2+ Stonemason	\$3 Workshop	\$4 Advisor	\$4 Moneylender
\$5 Baker	\$5 Festival	\$5 Journeyman	\$5 Laboratory	\$5 Merchant Guild

Provinces: 7

Duchies: 0

Note: The Duchies start empty, which counts as an empty supply pile.

### 5.3.2 Clean Living

\$2 Candlestick Maker	\$3 Village	\$3+ Doctor	\$4 Gardens	\$4 Militia
\$4 Moneylender	\$4 Thief	\$5 Baker	\$5 Butcher	\$5 Soothsayer

Provinces: 12

Duchies: 5

Note: Since you're playing with two players, use only 8 Gardens.

### 5.3.3 Gilding the Lily

\$2 Candlestick Maker	\$3 Chancellor	\$3+ Masterpiece	\$4 Plaza	\$4 Remodel
\$4 Taxman	\$4+ Herald	\$5 Library	\$5 Market	\$6 Adventurer

Provinces: 12

Duchies: 5

## 5.4 Intrigue & Guilds (first edition)

### 5.4.1 Name That Card

\$2 Courtyard	\$3 Wishing Well	\$3+ Doctor	\$3+ Masterpiece	\$4 Advisor
\$4 Plaza	\$5 Baker	\$5 Tribute	\$6 Harem	\$6 Nobles

Provinces: 7

Duchies: 0

Note: The Duchies start empty, which counts as an empty supply pile.

### 5.4.2 Tricks of the Trade

\$2+ Stonemason	\$3 Great Hall	\$3 Masquerade	\$4 Conspirator	\$4 Coppersmith
\$4+ Herald	\$5 Butcher	\$5 Journeyman	\$5 Soothsayer	\$6 Nobles

Provinces: 12  
Duchies: 0

Note: Since you're playing with two players, use only 8 Great Halls and only 8 Nobles. The Duchies start empty, which counts as an empty supply pile.

### 5.4.3 Decisions, Decisions

\$2 Candlestick Maker	\$2 Pawn	\$3+ Masterpiece	\$4 Bridge	\$4 Mining Village
\$4 Taxman	\$5 Butcher	\$5 Duke	\$5 Merchant Guild	\$5 Upgrade

Provinces: 12  
Duchies: 9

Note: Since you're playing with two players, use only 8 Dukes.

## 6 Playing with other expansions

While we only playtested the kingdoms above, you can play with any cards and any expansions. When doing so, use at most 12 Provinces and 10 Duchies, and at least 3 Provinces and 0 Duchies. If you use fewer than 12 Provinces, make sure you have 0 Duchies. I recommend using one of the 'recommended kingdoms' found in one of the many rulebooks.

Since this is a work-in-progress, you can help by finding a balanced amount of Duchies/Provinces for other recommended kingdoms. Do your best, plan ahead, and try to find the number of Duchies/Provinces where you win, and a number that's exactly one Duchy/Province apart where you lose. If you keep track of your and the automa's scores, as well as the Duchy/Province counts, you can send them to me on BGG (geekmail raptor777777), and I'll add them to this document.

A couple of notes on using other expansions:

- Seaside: The automa is not affected by embargo tokens (similar to how it's not affected by anything not in these rules).
- Prosperity: Colonies probably break the automa's balancing. Either play without Colonies, or remove the rule that causes the game to end when the Provinces have been emptied. If the Provinces are empty, the automa starts taking Colonies.
- Empires: Landmarks will probably make getting points too easy, or too hard. I recommend not playing with Landmarks.
- Nocturne: When receiving Hexes, use the same pile of Hexes as the automa. If the automa's alternating discard pile has a Copper/Silver on top, place the revealed hex under it. This makes it easier to keep track of what the automa should do next.
- Renaissance: If Fleet is part of the kingdom, the automa acts in the extra round at the end of the game (even if neither player has bought Fleet)
- Promos: As there are no recommended kingdoms for promo cards, I recommend not using promo cards.