

EMINENT DOMAIN

**DECK-BUILDING
STRATEGY GAME**

10+

AGE RANGE

45m

PLAYTIME

2-4

PLAYERS

OVERVIEW

Survey the galaxy to expand your Empire! Will you colonize nearby planets or take them by force? Produce resources for trade and research new technologies to build the best empire and win the game!

Eminent Domain is an empire building game in which your empire's abilities are based on a deck of Role cards. At the beginning of the game each player has the same deck of cards. Every turn you must choose a role to execute and in doing so you will add one of those Role cards to your deck. When executing a role, you may **Boost** its effect by playing cards out of your hand matching the role you have chosen. For example, the more research done by your empire, the better your empire gets at doing research - because there will be more research cards in your deck!

During the game players gain influence throughout the universe by expanding their empire, doing research, and trading. You'll Survey to find planets, Colonize them or use Warfare to incorporate them into your empire (flip them over) and gain access to their abilities and influence, Produce resources on the flipped planets to Trade, and study these planets to Research new technologies. The player whose empire has the most influence at the end of the game will rule the galaxy!

COMPONENTS



CENTRAL CARD DISPLAY X 1



ROLE CARDS X 96



PLANET CARDS X 27



START PLANET TILES X 6



TECHNOLOGY CARDS X 39

13 ADVANCED, 13 FERTILE, 13 METALLIC



FIGHTER TOKENS X 35



RESOURCE TOKENS X 24

6 FOOD, 6 WATER, 6 IRON, 6 SILICON






PLAYER AID TILES X 4

1 LABELED "START PLAYER"



INFLUENCE TOKENS X 32

SETUP

- Deal each player 1 Politics card. Remove any unused Politics cards from the game.
- Separate the other Role cards by type and put them face up in 5 **Stacks** on their respective spaces on the central card display. These are the Role **Stacks**.
- Each player shuffles the following cards together to make a 10 card starting deck:
 - 1 **Politics** card.
 - 1 **Warfare** card.
 - 2 **Colonize** cards.
 - 2 **Research** cards.
 - 2 **Survey** cards.
 - 2 **Produce/Trade** cards.
- Randomly deal each player a Start Planet tile which they put **FACE DOWN** (survey side showing) in their **Empire**. Remove unused Start Planets from the game.
- Shuffle the Planet cards and place them in a face down draw deck on the side of the central card display.
- Randomly deal 1 Player Aid tile to each player. Whoever receives the Player Aid with "Start Player" on the back will play first. Remove unused Player Aids from the game.
- 8 **Influence** tokens are marked differently than the rest. Set those aside leaving 24 in the supply.
- Separate the Technology cards by type (Fertile  Advanced  Metallic ) into three **FACE UP** piles placed to one side of the central card display. These piles are freely accessible to all players at all times.
- Draw 5 cards from your deck and you're ready to begin!

LEARNING GAME

Some players can be overwhelmed by the number of Technology cards when learning the game. For your first game you might consider using the Learning Game described in the Variants section to help teach the game.

TURNS

Player turns proceed clockwise. During your turn, you'll complete the following 3 phases in order:

1. Action Phase (optional)
2. Role Phase (mandatory)
3. Cleanup Phase (mandatory)

1. Action Phase (optional)

Play one card from your hand and resolve its Action effect.

- Actions cannot be **Boosted** or **Followed**.
- You may choose to play no Action and skip the Action Phase.

After executing the Action, place the card played into your discard pile.



2. Role Phase (mandatory)

Lead one of the 6 roles: Colonize, Research, Produce, Trade, Survey, or Warfare, and resolve its **Role** effect.

- Choose a Role from the Central Display.
- Take a card from that **Stack** (if available) and place it in your play area.
- You may **Boost** the chosen role by playing any number of cards from your hand with symbols matching that role. Symbols on face up planets in your **Empire** may also be used to **Boost** the Role. Cards played during the Action Phase do not contribute to **Boosting** the Role.
- Resolve the Role effect, including the **Leader** bonus, taking into account all symbols used to **Boost** the role.

1. LEAD A ROLE FROM THE STACKS



2. BOOST THE EFFECT OF THE ROLE WITH CARDS FROM YOUR HAND



- In clockwise order, each opponent has the option to either **Dissent** or **Follow** the role:
 - **Dissent**: Draw 1 card from their deck to their hand.
 - **Follow**: Play cards from their hand bearing symbols matching the chosen role and execute the role effect (not the **Leader** bonus). Symbols on face up planets in their **Empire** may also be used to **Follow** the role. Note that you can **Follow** a role without playing any cards from your hand, using only symbols in your **Empire**.

A role may still be chosen when its stack is empty. In that case, Trade, Produce, and Research have an additional **Leader** bonus. That bonus only applies when the stack is empty!

3. Cleanup Phase (mandatory)

Discard played cards and reconcile your hand.

- Each player places cards they played during the Role Phase (except those tucked under planets as Colonies) into their respective discard piles.
- You may discard any number of cards from your hand, keeping the rest.
- Draw or discard cards until you reach your Hand Limit.
- You only reconcile your hand during your own Cleanup Phase, never on an opponent's turn.

Whenever you must draw a card and your deck is empty, shuffle your discard pile to create a new deck.

Discard piles are open information and may be examined at any time.

The base Hand Limit is 5 cards, though it can be modified by planets in your **Empire**.

GAME END

The game end is triggered when EITHER the Influence supply OR a number of Role card Stacks are exhausted.

After this occurs, the game will end as soon as all players have taken an equal number of turns. The player sitting on the start player's right will therefore take the last turn of the game.

If the Influence supply runs out, players still receive Influence tokens they are entitled to – use the 8 set aside Influence tokens and spare Resource or Fighter tokens if need be.

GAME	GAME END TRIGGER
2 player standard	1 stack depleted
3 player standard	1 stack depleted
3 player extended *	2 stacks depleted
4 player standard	2 stacks depleted

* See VARIANTS for Extended 3-player game variant.

Determining the Winner

Add the Influence from your Influence tokens, Technology cards and face up Planet cards to determine your score. The player with the highest score wins. In case of a tie, the tied player with the most Resource and Fighter tokens in their Empire is the winner. In case of a further tie, play another game to determine the victor!

VARIANTS

Learning Game

It can be overwhelming to take in all of the Technology cards while trying to learn the game. Some players may prefer to play with this Learning Game variant to make it easier to understand how to play. Remove the Technology cards from the game, as well as the 3 Advanced planets with Research symbols. Turn the Research role Stack face down; it will not be used. The Learning Game is played exactly the same as the regular game, but without the Research role.

To further ease into the game, you may choose to add only the Level 1 Technologies in your second game, leaving the Level 2 and Level 3 Technologies for after you see how the Research role works.

Extended 3-Player Game

For those who prefer a longer 3-player game, this variant will increase the game length. Remove 2 of each Role card (only 1 Warfare) from the Stacks during Setup. Play until the Influence supply or ANY TWO Role Stacks are exhausted.

PLANET CARDS



PLANET CARD BACK



PLANET CARD FRONT

- Each symbol on a face up planet in your Empire counts when resolving a role effect matching that symbol.
- Resource slots store resources during the game. The slot indicates the type of resource it stores.



Some planets have +1 in their Game Effect area. This indicates that your Hand Limit is increased by 1.

ROLE CARDS
POLITICS

Action:

- Remove the Politics card from the game. Choose 1 Role card from the Stacks and add it to your hand
- Politics cards are never used to Boost or Follow any Roles




SURVEY

Action:

- Draw 2 cards from your deck to your hand.

Role:

- Look at one fewer Planet cards than the number of  played. Examine the front and back of those card(s), and choose 1 to add (face down) to your **Empire**. Place the Planet cards that were not chosen in a face up planet discard pile.
- If the Planet deck is empty, shuffle the planet discards to create a new planet deck.

Leader Bonus:

- Look at 1 additional Planet card.



WARFARE

Action (Choose only 1):

- Collect 1 Fighter token (it doesn't matter which one) and place it in your **Empire**.
- **Attack** 1 Planet: Return X Fighter tokens from your **Empire** to the supply (it doesn't matter which ones) and flip over 1 planet in your **Empire**. "X" is shown as the Warfare cost on the Planet card.

Role:

- Collect 1 Fighter token for each Warfare symbol played.

Leader Bonus:

- **Attack** 1 Planet instead of collecting fighters: Return X Fighter tokens to the supply and flip over 1 planet in your **Empire**. "X" is shown as the Warfare cost on the Planet card.



Important Notes:


- Face up planets show some number of **Influence** points – this is the **Influence** value of the planet for end game scoring. **DO NOT** take **Influence** tokens from the supply when flipping a planet face up!
- Players may only **Attack** face down planets in their own **Empire**.
- Players may not **Attack** when **Following** a Warfare Role.
- When **Attacking** a planet, place any Colonies on that planet into your discard pile.

COLONIZE

Action (Choose only 1):

- **+1 Colony**: Tuck the Colonize card underneath the planet with Colonize symbols showing so all players can see the number of Colonies on the planet.
- **Settle** 1 Planet: If a planet has sufficient Colonies, flip it over. The number of Colonies required is indicated on the Planet card. Place all Colonies from that planet into your discard pile.

Role:

- **+1 Colony per** : Tuck all cards played under any number of face down planets in your **Empire**. Colonize symbols on those cards count as Colonies on that planet.

Leader Bonus:

- **Settle** 1 planet instead of adding Colonies: If a planet has sufficient Colonies, flip it over. The number of Colonies required is indicated on the Planet card. Place all Colonies from that planet into your discard pile.

Important Notes:

- Face up planets show some number of **Influence** points – this is the **Influence** value of the planet for end game scoring. **DO NOT** take **Influence** tokens from the supply when flipping a planet face up!
- It is legal to add more Colonies to a planet than the number required to **Settle** it.
- Planets cannot be **Settled** when **Following** a Colonize role.



Each Colonize symbol in your Empire reduces the number of Colonies needed to **Settle** a Planet by 1. You can think of these symbols as virtual Colonies on each planet in your Empire when you are trying to **Settle**.



Seth has a face down planet in his Empire that has 3 Colonies on it. It has a **Colonize cost of 4**.



He also has a face up planet in his Empire with a **Colonize symbol**.



When Seth plays a Colonize Action, he may choose to **Settle** that planet.

PRODUCE


Action:

- Add 1 Resource token to an empty resource slot in your **Empire**.


Role:

- Add 1 Resource token per Production symbol played to an empty resource slot in your **Empire**.

Leader Bonus:

- No **Leader Bonus** until **Stack** is depleted.
- After **Stack** is depleted, +  as shown on Central Card Display.

Important Notes:

- The type of resource (Silicon, Water, Food, or Iron) is determined by and indicated on the resource slot. Resource type matters for some of the Technology cards.
- Produce may only be **Boosted** or **Followed** by the Produce symbol: .
- Resources are not piece limited. If you run out of tokens of one color, use another color token as a proxy.



TRADE


Action:

- Return 1 Resource token from your **Empire** to the supply. If you do, take 1 **Influence** token.


Role:

- Return 1 Resource token from your **Empire** to the supply for each Trade symbol you played. Take 1 **Influence** token per Resource returned.

Leader Bonus:

- No **Leader Bonus** until **Stack** is depleted.
- After **Stack** is depleted, +  as shown on Central Card Display.

Important Notes:

- You cannot Trade more resources than you have in your **Empire**.
- You only collect **Influence** for resources returned to the supply, even if you played additional trade symbols.
- Trade may only be **Boosted** or **Followed** by the Trade symbol: .

RESEARCH

Action:

- Remove up to 2 cards in your hand from the game. This may include the Research card you are playing. Put removed cards back in the box; they will not be used for the remainder of the game.

Role:


- There are 3 types of Technology cards corresponding to the three types of planets: Fertile, Advanced, and Metallic.
- Take any one Technology card from the Technology piles and add it to your hand. Each Technology card has a research cost and a prerequisite number of face up planets of the appropriate type:

Technology Level	Prerequisite *	Cost *
Level 1	1 Planet	3 Research symbols
Level 2	2 Planets	5 Research symbols
Level 3	3 Planets	7 Research symbols

*These costs and prerequisites are printed on the cards.

- To satisfy the Research cost, play that number of Research symbols before resolving the role.

Leader Bonus:

- No **Leader Bonus** until **Stack** is depleted.
- After **Stack** is depleted, +  as shown on display.

Important Notes:

- 6 of the Technology cards are not added to your hand but instead stay in play for the remainder of the game. These Technology cards are double sided, and when you purchase one you choose which side comes into play. The other side is ignored for the remainder of the game.
- Level 2 and Level 3 Technology cards have **Influence** points printed on them. This is the **Influence** value of the card for end game scoring. **DO NOT** take **Influence** tokens from the supply when purchasing a Technology card!
- You **MAY** choose the Research role and then not take a Technology card, just to get a Research card in your deck.



GLOSSARY

Attack - Flip a planet over by spending Fighter tokens as indicated by the Planet card. Spent Fighters are returned to the supply.

Boost - Play symbols that match the Role you've chosen.

Colony - A Colonize symbol on a card tucked under a planet is called a Colony.

Dissent - Choose to draw 1 card rather than Follow an opponent's Role.

Empire - Your play area is called your Empire.

Follow - Participate in the role chosen by an opponent.

Influence - The player with the most Influence at the end of the game wins.

Leader - The player choosing a role in the Role phase.

Settle - Flip a planet over. There must be sufficient Colonies tucked under it as indicated by the Planet card.

Stack - Common pool of Role cards - there is 1 stack for each basic Role card.

CREDITS

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Tucson, AZ
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SINCEREST GRATITUDE

I would like to thank the following people, without whom Eminent Domain would not exist:

For early and constant playtesting: Tyler Morgan, John Heder and Steve Carleson.

For Print & Play testing and evangelism above and beyond the call of duty: Carlos Robledo, Tom Gurganus, Kenny Ven Osdel, David Etherton, Scott Anderson, Adam Kunsemiller, Hank Panethiere, and everyone else who printed a copy or played a copy of the game, wrote a review or session report, or otherwise spread the word about Eminent Domain.

For contributing to rules edits: Jim Cote, Brad Perry, Heidrun Spohr, Lars Rose, Adam Kunsemiller, Shea Parkes, David Etherton, Kenny VenOsdel, Doug Orleans, Minty Hunter, and everybody else who emailed or posted comments online.

And for making Eminent Domain a reality (and a gorgeous reality at that): Michael Mindes, Gavan Brown, Eric Carter, Ryan Johnson, James Wolf, Patrick McEvoy and Jeremy Deveraturda.

Special thanks to the Tasty Minstrel Street Team for helping get the word out about Eminent Domain: David Fristrom, Dan Foster, Wytan Benbow, Adam J O'Brien, Esq., Fung Chun Ping, Tom Gurganus, Christian Spear, Jon Hall, Dan Skogstad, Bob Menzel, Frank Hamrick, Allen Sam, Elindo Castro, Richard Walter, Marc Specter, Levi Applegate, Todd Derscheid, Kevin O'Brien, Uriah Otting, Michael B. Cook, Kristian Jansen Jaech, Louis Seelbach VI, Doug Orleans, Cathy Griffin, Mike Logan, Hank Panethiere, Michael Satre, David Hoffman, Darth, Daniel Grant, Mike Betzel, David Etherton, Matt Baughman

Aaron Dyke, Aaron Scholl, Adam Kunsemiller, Alexis J. Morganza, Alice Foose, Aliza Panitz, Allan Frauvne, Andreas "lumbus" Odman, Andreas Winge, Andrew Krausnick, Andrew McCulloh, Andrew Stingel, Andrew T. Myers, Andy Tinkham, Angie Parkes, Angry Duck, Anne Sauer, Arty Brozik, Austin Moothart, Aya Y. Lin, Barry Frank, Be Jai Chang, Becky Zamborsky, Ben Cox, Betty Fine, Bill Weis, Bo Link, boathouselooper, Bob Henry, Bond, Matt Bond, Brad Bettger, Brian Lewis, Brian Overmyer, Brian Thomas, Bruce Bridges, Bryan & Nora Hinch, Byron Guthrie, C M Pappathan, California Nunes, Carl Tam, Chad Brozik, Chris Boathe, Chris Brooks, Chris Dupuis, Chris Granger, Chris Larkin, Chris Nord, Christian Spear, Christopher Gregg, Christopher L.C.P. Mendes, Conroy Lee, Corey Hymes, Craig K Hallstrom, Craig Somerton, Crush Story Games, Crystal Clark, Dallas Games Marathon, Dan4th, Daniel A. Rebelsky, Daniel Ach, Daniel Gillette, Daniel Oster, Daniel Stuart, Darth, Dave Seidner, David "Davide" Orange, David Cole, David Etherton, David Kahnt, David Lund, David McGregor, David Short, Dennis "Dan" Hafström, Descendingform, Devin Hopkins, DolusDeceit, Doug Cooley, Douglas Bruch, Douglas Hoover, Drake Coker, Duane Pipe, duppy, Eddie Wuerch, Edmonton Board Gaming League - CF, Edmonton Board Gaming League - MI, Edmonton Board Gaming League - SR, Elindo Castro, Emma Cech, Eric J. Carter, Eric LaFrance, Erica Burfitt, Evan Rattner, Evelyn F., Executioner, Fabian Winkler, Fawn Dell Malbalz, Fel Barros, Finn Boulding, François Pettitclerc, Francis K. Lalumière, Freepzy Pervis, G. Scott Russell, Gabe Covert, Gaming Night Society (Montevideo, Uruguay), Gareth McSorley, Gary BOURDAT, Garyp, gdebeer, Geoffrey Stilwell, Graeme Jennings, Grayskale, Guido Hunt, Guy Srinivasan, Hallie and Boo Boo, Hallieb, Hannah Sistrom, HDboardgamers.com, Heather Tinkham, Herb Petro, Hunter Burfitt, Ian McKenzie, Ian Peters-Campbell, Ines Wittke, Inessa Ach, Isaiah Tanenbaum, J. A. Baluci, Jacek Pyszczkowski, Jaime Lawrence, Jake DiTorro, Jason Mockler, Jason Persampieri, Jay Bartlett, Jean-François Roy, Jean-Luc Simard, Jędrzej Łacynski, Jeff Glasson, Jeffrey Pitre, Jen Williams (Jendaba), Jennifer Archer, Jennifer Kelley, Jens Hoppe, Jessie L Busse, Jiki Losso, Jim Anderson, Jim McMahon, Jim Stevens, Jim Wuerch, Joe Brumfield, Joe Sinopoli, Joel Bradley, Joel, Rachel, Lucy and Judah Hansen, John Guthrie, John Kimes, John Santino, Johnna Adams, Jonathan Lind, Jonathan B. Rebelsky, Jonathan Bowker, Jonathan D. Wilson, Jonathan Waits, Jonny "TheQ" Johansson, Jordan Hopkins, Jordan Upham, Joseph Dowell, Joseph K Owens, Josh Peterson, Joshua Beale, JR Bouws, Juli Ann Lund, Justin Robben, Kadin and Melana Jury, Kai Perrot, Karen Welsh, Karl Newell, Kathryn Nunes, Kazuyoshi Shimizu, Keith Turkowski, Ken Boone, Ken Shogren, Kendra Hershey, Kenny VenOsdel, Kevin Bohlmann, Kevin Felker, Kevin G., Kevin McKenzie, Kevin "Zaph" Burfitt, Lance "MooreViking" Myxter, Laura K Price, Laurent BOURDAT, Lee-kai Wang, Len Staller, Lily Newell, Lindy Castro, Lizahagrey, LJ Seelbach, Logan5, Lara Jordan, Louis Seelbach, Luke Meade, Lylah Madosik, Maalke Fest, Macabee, Magnus Nyberg, Malachi Brown, Marcin Krugiński, Marcin Sitko, Mark Clark Jr, Mark Vermeulen, Mathian Heisel, Matthew Bown, Melissa Seelbach, Michal 'Avandrel' Choroszy, Michael Angelo, Michael R. Keller, Mick Sullivan, Mike Chapman, Mike Gisch, Mike Gheplays Red, Mike Griswold, Mikolaj Łacynski, Mitch Hopkins, Monica Kirsch, MTip Phaoibul, Murphy Scholl, NAGAMINE, Natalie McGregor, Nathan Laluzerne, Nicholas J Busse, Nick Irving, Nick Nunes, Nicolas Brassard, Nolan Lichti, Ojey Seitz, Oxford Strategy Board Gamers, PantsMacKenzie, Patrick Haggerty, Paula Baker, Paweł Ostrowski, Paweł Stefański, Peter Baker, Peter Simeon Maylott, Phil Bauer, Philip Blake Manoff, Philip Manoff, Pinnacle Games, Ray Mulford, Ray Pfeiffer, Rebecca Leung, Rebecca Sistrom, Richard Rutten, Rob Bertini, Rob Briggs, Robert & Theodore Larkin, Robert Aubé, Robert Kelley, Robert Scholl, Robin Schriebman, Rodrigo Franco, Romulo Marques, Ron Inman, Ron Totah, Ronald Roy, Roxanne Haggerty, Rusty Bouws, Ryan D Johnson, Ryan K. Sakaue, Ryan Olson, Ryszard Chojnowski, Sanny Syberfeldt, Sara Guinness, Scott Anderson, Scott Bartel, Scott

In addition, Tasty Minstrel Games extends heartfelt thanks to our Kickstarter supporters:

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TECHNOLOGY CARD QUICK REFERENCE

IMPROVED BALANCE

ACTION

Settle 1 Planet, another Planet OR Settle 2 Colonies. Note: "Settle 1 Planet" is optional.

IMPROVED SURVEY

ACTION

Draw 2 cards.

IMPROVED PRODUCTION

ACTION

Produce 2 Resources.

IMPROVED WARFARE

ACTION

Collect 2 Fighters OR Attack 1 Planet.

IMPROVED TRADE

ACTION

Collect 1 Influence from the supply.

IMPROVED RESEARCH

ACTION

Draw 1 card. Remove up to 3 cards in hand from the game.

ADVANCED TECHNOLOGIES

DATA NETWORK

ACTION

Draw 3 cards. Remove any number of cards in hand from the game.

ADVANCED TECHNOLOGIES

DIVERSE MARKETS

ACTION

+1 Influence for each TYPE of Resource you trade this turn.

ADVANCED TECHNOLOGIES

SPECIALIZATION

ACTION

Choose 1 Resource TYPE. +1 Influence for each Resource of that TYPE you trade this turn.

ADVANCED TECHNOLOGIES

WEAPON EMPORIUM

PERMANENT

You may trade Fighters as if they were Resources. Note: "Regular" is not a Resource Type.

ADVANCED TECHNOLOGIES

STREAMLINING

PERMANENT

You may remove 1 card in hand from the game each turn.

ADVANCED TECHNOLOGIES

ADAPTABILITY

PERMANENT

You stand Research Roles card's spin oil symbol. They can be used to Boost or follow any role.

ADVANCED TECHNOLOGIES

HYPEREFFICIENCY

PERMANENT

You may remove any number of cards in hand from the game each turn.

FERTILE TECHNOLOGIES

TERRAFORMING

ACTION

Add this card to a Planet as 2 Colonies. If that fulfills the printed Colonize cost, Settle that Planet. Note: ignore 1 discount in your Empire.

FERTILE TECHNOLOGIES

ARTIFICIAL INTELLIGENCE

ACTION

Take any 2 Role cards from the deck into your hand.

FERTILE TECHNOLOGIES

GENETIC ENGINEERING

ACTION

+1 Influence for each TYPE of Resource you produce this turn.

FERTILE TECHNOLOGIES

DISSEMINATION

PERMANENT

Draw 1 additional card when Dissensing.

FERTILE TECHNOLOGIES

BUREAUCRACY

PERMANENT

You may use the Leader Bonus when following the Colonize and Warfare Roles.

METALLIC TECHNOLOGIES

SURVEY TEAM

ACTION

Take the top card of the Private deck and put it into the Empire deck.

METALLIC TECHNOLOGIES

MOBILIZATION

ACTION

Collect 2 Fighters. You may Attack a Planet or Colonize a Planet this turn.

METALLIC TECHNOLOGIES

WAR PATH

ACTION

Attack up to 2 Planets.

METALLIC TECHNOLOGIES

IMPERIALISM

PERMANENT

METALLIC TECHNOLOGIES

SPOILED EARTH POLICY

PERMANENT

-2 to your Warfare cost. When you Attack a Planet, that Planet cannot Store Resources.

METALLIC TECHNOLOGIES

LOGISTICS

PERMANENT

Play the Action card Role Phase of your turn in any order.

METALLIC TECHNOLOGIES

PRODUCTIVITY

PERMANENT

You may play an Action card during your Action phase.