EMINENT DOMAIN

S E T H   J A F F E E

M : I : C : R : O : C : O : S : M

2 players. 10 minutes. The entire cosmos.

Setup

- Shuffle the 18 Domain cards and deal 3 face up to the center of the table to create the supply.
- Mix the Planet cards face down, separated by cost. To save space, use piles, but note that all cards in each pile are accessible at all times.
- Place the 5 Technology cards in the center of the play area, face up (with symbols showing).
- Randomly determine a start player.

DOMAIN CARD SUPPLY

RESEARCH

DOMAIN CARD DECK

PLANET CARDS

TECHNOLOGY CARDS

Game Play

Beginning with the start player, take turns adding cards to your hand and playing actions to colonize and attack planets and research technologies to increase your Influence. On your turn, you do the following:

1) Draw a card from the supply. Then, if cards remain in the deck, re-fill the supply from the deck. If you don't like what's in the supply, you may draw the top card from the deck instead.

DOMAIN CARD SUPPLY

DISCARD PILE

PLAYER HAND

2a) Play a card from your hand and resolve the action printed on it (read each card for a description of its action), then place it into your discard pile. Some actions require you to reveal icons (from your hand, Colonies, or Tech cards) in order to get a better effect. Once revealed, Colonies remain face-up, cards in hand return to your hand. You may "reveal" the icon on the card you are resolving, as well as Colonies (face up or face down), but never cards in your Spoils.

OR

2b) Return any number of cards from your discard pile to your hand.

DISCARD PILE

PLAYER HAND

DISCARD PILE

PLAYER HAND

Game End

When the deck is exhausted, continue play without refilling the supply when cards are drawn. After the last card is drawn from the supply, the active player finishes their turn and the game ends. Players collect all cards from their hands and discard piles and determine their Influence (score) as follows:

COLONIZE

RESEARCH

Each card has a scoring condition at the top, indicating its Influence value:

- 1 ⭐ per Colony
- 1 ⭐ per Spoils
- 1 ⭐ per 🏛 on Domain cards
- 1 ⭐ per Tech owned
- 1 ⭐ for each Domain card, Colony and Spoils of a particular color

The player with the most ⭐ wins! In case of a tie, the player who played second wins.

Example:

SPOILS

PLAYER HAND

			TOTAL = 27
3 ⭐	per Colony		
2 ⭐	per Spoils		
1 ⭐	per 🏛		
1 ⭐	per 📘 card		
1 ⭐	per 🟣 card		
1 ⭐	per 🔴 card		
4 ⭐	on the Colonies and Spoils		

COLONIES

2 Colonies	6 ⭐
1 Spoils	2 ⭐
5	5 ⭐
2 cards	2 ⭐
4 cards	4 ⭐
4 cards	4 ⭐
4	4 ⭐

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DOMAIN CARDS

"Colonies" are planets that have been taken with a Colonize action and placed in front of a player.

When colonizing, you may choose any planet in a pile (not just the top one).

Face up planets require no ✪ to colonize.

0-cost planets require no ✪ to colonize (not just the top one).

Face up planets (due to unsuccessful Warfare attempts) may be colonized as normal.

"Spoils" are planets or colonies that have been taken with a Warfare action and placed in front of a player —face up ad sideways.

If you don't have enough ✪, leave the planet or colony where it is, face up.

When attacking a planet, you may choose any planet in a pile (not just the top one).

Spoils may not be "revealed" to use their icons during the game, but Influence and Capital icons do count for scoring at game end.

CARD ANATOMY

Card color/planet type for game and scoring of certain cards.

Scoring Condition: the value of this card at the end of the game.

Icon that may be "revealed" when resolving an action.

Action Title

Cool Illustration

Game Text describing how to resolve this card's action.

While this card is in your opponent's hand and choose a card. They may peek at the top card of the deck before drawing.

ACTION
Look at opponent's hand and choose a card. They may discard that card.

POLITICAL INTRIGUE
PER TECH

RESEARCH
PER COLONY

ACTION
Take 1 tech card from the center OR your opponent discards 1 tech card to the center.

Reveal 3 🔬 to repeat this process.

The Research action can be repeated only once, no matter how many 🔬 you reveal.

WARFARE
PER SPOILS

ACTION
Choose a planet or colony and reveal it.

Reveal ✪ icons equal to the Defense value to 🔴 to put it into your spoils.

Spoils are placed face up and sideways. They may not be revealed.

COLONIZE
PER TECH

ACTION
Reveal ✪ icons to take a planet with that cost as a colony.

You may look at your colonies, but keep them face down in front of you. You may reveal a colony at any time to gain its benefit (leave it face up).

SURVEY SWEEP
PER

ACTION
Peek at a facedown planet or colony.

Play another action.

You do not have to show your opponent the cards you peek at.

This card is still in play as it resolves, so if you use the additional action to pick up a Survey Sweep, do not pick up this card into an opponent's discard pile.

POLITICAL PARTY
PER COLONY

ACTION
Pick up and immediately play 1 card from your discard pile.

While this card is in your discard pile, opponent may not draw off the top of the deck.

The 🟠 on Political Party may not be used if you choose a Colonize action to pick up and play.

POLITICAL POWER
PER

ACTION
Move any number of cards from the supply to the bottom of the deck and replace them.

Play another action this turn (other drawing).

You may play this card before drawing.

While this card is in your discard pile.

SURVEY MISSION
PER

ACTION
Peek at a facedown planet or colony.

You may place this card into an opponent's discard pile. If you do, take a card from that discard pile into your hand.

POLITICAL INTRIGUE
PER TECH

ACTION
Look at opponent's hand and choose a card. They discard that card.

While this card is in your discard pile, you may peek at the top card of the deck before drawing.

POLITICAL SCIENCE
PER SPOILS

ACTION
If there is a tech card in the center, take one. Return 1 card from your discard pile to your hand.

While this card is in your discard pile, opponent may not peek at your colonies with Survey cards.

TECH CARDS

The 🔴+1 indicates that ALL your colonies have 1 higher defense value.

CAPITAL
IMPROVED COLONIZE
IMPROVED RESEARCH
IMPROVED WARFARE
MOBILIZATION

PLANET CARDS

The 🔴 indicates a planet's defense value.

COST			
2 / 4	0 / 2	1 / 3	1 / 3
2 / 3	2 / 3	3 / 3	1 / 2
3 /	4 / 5	4 / 5	

WHEN COLONIZED