



DOMINARE

SEIZE TOTAL CONTROL OF THE CITY-STATE OF TEMPEST

The City-State of Tempest is a lively metropolis, some say the largest in the world. The canals that tie the city together bustle with the commerce and daily trade of over a million souls who call the city their home. Ruled by a king, administered by a senate, and policed by a corrupt city watch, the average person has no concept that the true powers in the city are invisible and unnamed.

Age-old cabals vie for power, fighting one another for dominance in a society rife with political and economic turmoil, and shaken by recent upheavals. Led by shadowy figures who command a small cadre of loyal followers, these secret societies work quietly and invisibly to seize the wealth and power of the fabled City-State of Tempest.

Maria sat in the confessional, twisting her hat in her hands. She drew a deep breath, using it as a canal lock against the tears, and continued her recitation. "But there's more to it than the queen, father," she said. "Things I've seen on the docks, the way the merchants are... well, warring... the Senate scandals... well, everything almost seems like it's falling apart. It's enough to shake one's faith."

"I understand, my child," said a voice, soft and feminine. Maria thought it was probably Bishop Esa. "The faith of many is shaken in these dark days, hence they do not act. But when we fail to live out our faith, the world decays beneath our feet. Do you understand?"

"Yes, father," she said, using the traditional form of address, which disregarded a clergy member's sex.

"Are you willing to be the hands of the divine?" asked the confessor.

"Yes, father. Of course I am."

"I know you are. We have had our eyes on you. You are a person of righteous heart. Your doubts are normal to those of faith when the world collapses about them. Spend an hour in prayer at the docks starting at noon today for your penance. And be mindful of the needy. Do you understand? Very mindful of the needy."

"Yes, father."

"Go in peace, Miss Ubbriaco, my child."

Maria glanced up, startled by the use of her name in the anonymous confessional. She caught a glimmer of dark eyes regarding her before the confessor rose and left the confessional.

Lost in prayer, Maria felt a peace buoying her up. It made sense. Be the divine hand in the world, and work to improve things. She—

"Farthing for the needy, ma'am." The voice sounded more demanding than petitioning.

Maria opened her eyes and found a scruffy young lad looking at her expectantly. "Farthing for the needy."

Surely, this is more than chance, Maria thought. The confessor said to be mindful, and here a poor child happens upon me as I pray. I can be the divine hand of generosity.

She smiled, reached into the little bag she wore over her shoulder, and pulled out a copper for the lad.

As he held out his hand, Maria saw a slip of folded paper tucked between his index and middle finger. She looked at the lad, but he stood there with his hand extended and an expectant look.

Maria gave the boy the copper, palming the small note as she did so. "Bless you, ma'am," he said before he moved on to the next person to beggar.

She waited until the child had walked further away, then reached into her bag and pulled out her small notebook. Glancing around, she fumbled open her notebook, then unfolded the paper behind its pages.

The paper slipped from her trembling fingers, but she caught it before the wind blew it away. She glanced around again. No one seemed to notice.

She read: "The divine hand must close lock number seven at the second bell for one half hour." It was signed with a sketch of the eight-pointed star of the church.

Her eyebrows furrowed. Why should the divine hand—why should she close lock seven? What good would it do?

She thought of her confessor, and of the piercing look cast at her before the confessor left. The confessor knew who she was. The confessor would know if she failed... and there wasn't much time to deliberate. She tucked the note into the sweatband of her hat and rose, heading for lock seven.

"And just why do you need to be closing this lock?" asked the gatesman.

Maria blanched. She'd been so nervous, she hadn't thought of a reason. She covered her discomfiture with a scowl. "I design these locks," she growled.

"And I operate 'em," he growled back.. "And I say when they open or close, no matter what sissified gal done designed 'em."

Maria matched eyes with the watchman to buy time. He was twenty years her elder, and every manner said he eschewed education, scorned women, and loathed

both together. Maria's brain sought an answer—

"No problem," she said brightly. "I'll just tell Madame the Gatekeeper that you personally guarantee that this lock will not spring a leak as the others have. I just hope my design flaw... well, nevermind."

The gatesman blinked a few times. "Flaw, you say?"

"Yes. It's so embarrassing. But we have your word that—"

"We'd best test it, then," said the gatesman, as if it had been his idea. "Precautions, they call 'em."

Just then the second bell rang. Maria ran back up to the gatesman's seat to see what would happen. Slowly, laboriously, lock seven closed, sealing the canal with a grinding of chains and gears. Noise rose from the waters like the groanings of a great sea beast... as if an invisible divine hand were squeezing the life out of the waters.

The lock closed.

Maria waited. Nothing happened.

A pair of gondoliers came up to the lock. One, with cargo in his boat, waited patiently. The other pulled up to the water's edge, got out, and carried his gondola to the other side of the lock. He continued on his way.

Then a larger ship came up the waterway, flying the pennant of the Atheneum. At once, one of the boatmen ran to the bow of the ship, yelling and gesticulating at the closed lock.

Maria cupped her hands and yelled back, saying, "Guild maintenance test. I'll have it open within a half hour."

The ship steered to the water's edge. "But Dean Kussmaul must make it to the Senate Plaza!" shouted the boatman.

"He will be on his way in a half hour," she called back.

"But that will be too late!" shouted the boatman.

Maria tossed out her hands as if she could do nothing to help. She looked around; there was a curious lack of gondoliers; only the one with a load of cargo. She waved farewell to the boatman, hurried over to the gondolier, and hired him to take her to the Senate Plaza before Dean Kussmaul got the idea of using less prestigious transportation.

The Dean—one of the more vocal detractors of the church—was stranded.

* * *

On her way home that night, Maria reflected on the events. She had arrived at the Plaza in time to hear the closing of Selectman Margraves' oration, a harangue on the Atheneum and their opposition building a charitable hospital in Corte Scalzo, staffed by the church and supplied with medicinal herbs by House Piero, one of the lesser merchant houses.

Margraves had offered his makeshift podium to anyone from the Atheneum who thought to defend



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their position that the clinic should be built on their campus, but no one had stepped forward, and Margaves had mocked their cowardice and arrogant posturing.

In her reverie, Maria's misgivings yielded to a warm glow. She had been the divine hand that stopped the Dean and helped the poor. A small action—closing lock seven—had a great impact on Tempest, steering it in a better direction.

The sun had set long ago, but the moon was bright, casting geometric shadows in the narrow streets. Just as she turned the corner to her block, she heard a whistle. She turned, and, a block away, she saw a small, cloaked figure give a little wave and then dash away. She paused, wondering what it meant, but when she turned back, she found herself face to face with two unsavory varlets.

One looked at her and nodded. "And here she is," he said. "It seems to me that we need to do a little maintenance of our own. Shall we begin, Ernesto?"

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OBJECT

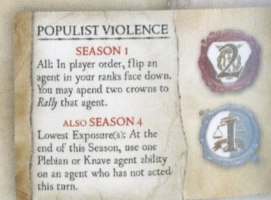
In DOMINARE, you are the puppet master of a conspiracy seeking to control Tempest. Use your agents to spread your influence through the city, building a network of hidden power to control the most valuable districts and blocks. Use them well, and influence and power will be yours. Use them poorly, and... well, you wouldn't be the first would-be ruler to vanish into the inky waters of the city canals....



Map



Coin Tokens



Event



COMPONENTS

Your game of DOMINARE should include the following. If it does not, contact customerservice@alderac.com for assistance.

- 1 double-sided game board
- 95 agent cards (note that three agents appear three times each)
- 30 event cards
- 8 district ability cards
- 6 reference cards
- 50+ influence tokens each in 6 player colors
- 8 victory point markers (unpainted)
- 74 coins in various denominations
- these rules



Victory Point Markers



Influence Tokens



Agent



District Ability



SETUP

Place the game board in the center of the table, in easy reach of all players. The game board has two sides: one side (the “large” side) is designed for 5–6 players, but can be played for a less confrontational game with 2–4 players. The other side (the “small” side) is designed for 2–4 players, but can be played for a highly combative game with 5–6 players.

Each player chooses a color and takes all the matching influence tokens, plus one reference card. Players place one influence token of their color on the zero space of the exposure track located along the top edge of the game board, and one in the player order track (you’ll sort out the actual player order later).

Place a pile of crowns nearby, forming a bank. Give each player five crowns from the bank.

Place a victory point marker on each district’s victory point value track, on the starting values indicated by the circular spaces.

The youngest player starts the game as the scapegoat. This will not affect game play except as a tiebreaker on the first turn.

Shuffle the agent deck as well as the event deck, and place them each face-down near the board. Deal each player eight agents. Each player selects three of these agents to keep. Shuffle the rest of the agents back into the deck. A player’s agents remain secret until played.



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JUST LEARNING?

If this is your first time playing, you may wish to remove the Culture, Nobility, and Shadowmen factions from the agent deck (see page 17 for their seals). They have slightly more complicated rules, and can be set aside when first learning the game.

In addition, you might find it easiest to start with these conspiracies:

- Watson Riley, Adriano the Foul, Dmitrie Petrescu
- Darius Totolos, Rosetta Kristenssen, Gillie
- Greta Ebersold, Dante Straziami, Rosa Esposito
- Paolo Portales, Rousseau Baudin, Mia Avelles
- Iakov Gregori, Michael Elmen, Ilkay Fahir
- Drago Markovic, Mario Iabelleo, Mother Anna

Each of these conspiracies networks together, and reaches a variety of districts.

KEY CONCEPTS

DOMINARE is played over seven turns, called Seasons. During each Season, you use your agents' unique abilities to gain control of city blocks and districts. There is also a draft before Season 4; during this draft you recruit additional agents for your conspiracy.

OVERVIEW OF PLAY

Each player controls a selection of agents (selected at the game's start or in the draft that takes place during the game) and a cash reserve of crowns, the currency of the City-State of Tempest. Each Season, players reveal one member of their conspiracies, collect more crowns, expand their influence throughout the city, and take special actions to further their goals.

At the end of the seventh Season, players score victory points (VP) for control of city districts and blocks, and lose points for exposure. The player with the most VP controls Tempest and wins the game.

THE FIRST RULE

Sometimes an agent or event may seem to break the rules of the game. Whenever a card's text explicitly conflicts with a game rule, the card takes precedence.

AGENTS

Agents are the main resource in DOMINARE. Agents form the conspiracies that each player leads. Agents do four things for a player:

- Generate income each Season in the form of crowns.
- Place influence each Season to help control blocks and districts.
- Provide special abilities to use each Season.
- Create exposure when first revealed. Exposure represents a conspiracy's visibility. In general, famous or notorious agents create more exposure.

Agents always begin face up, but various actions can cause them to be flipped face down. A face-down agent does not count as an agent; it is just a placeholder until it is flipped face up again. Face-down agents cannot use abilities, provide income or influence, or network.

ANATOMY OF AN AGENT

Each agent has six key features used during play.

Shown is Chancellor Pilare Elmen, one of the agent cards in DOMINARE. Each Season, Pilare provides 2 crowns to her conspiracy's treasury. She also places 3 influence tokens in any single block that is part of the Senate district.

As the senate's new chancellor, Pilare is famous, thus she has a high exposure value. The player who adds her to a conspiracy must add six to his or her exposure total during the Conspiracy Phase. This effect only occurs once.

Pilare is a member of the senate faction as shown by the wax seal in the top left. Like most (but not all)



members of the senate faction, she has the Senator trait. Since she is married to Michael Elmen, she also has the Merchant trait, so she is more useful when she is placed in a rank that is next to another Merchant or Senator agent.

When Pilare is first played, she has a "when revealed" power. The player who plays the card gets to recruit a new agent. This effect occurs only once.

Pilare also offers two abilities.

The first represents an influx of capital from her husband's merchant house, as well as from powerful political donors.

The second represents her abusing her considerable political power to tie up the senate for a lengthy session.

DISCARDING AGENTS

When you discard an agent from your hand, set it aside face down (perhaps near the agent deck, but at an angle to it). This way the other players cannot see the agents you discard, and will not get any information from them. In the event that the agent deck runs out of cards, shuffle the agent discard pile to make a new deck.

THE GAME MAP

The game board is divided into several sections.

The reference area holds the VP (victory point) values of each district, plus a reminder of their abilities. A turn record track and the player order track are found below the map. The exposure track is at the top.

The map itself shows the locations that players can influence in the city. The city is divided into eight districts, each of which is denoted with the frosted boxes and the district's seal. Each district contains anywhere from 3 to 15 blocks, which are the heavy-bordered squares within each district. Many blocks have a bonus VP value printed in them.

Two blocks are adjacent if they share a side. Blocks that only touch diagonally are not adjacent.

THE CANALS

The Canals weave through every corner of the city and every facet of daily life. This gives the guildsmen of the Canals access to nearly every part of the city through waterways, wharfs, canals, keys, and flow control gates.

As a visual reminder of their unusual nature, Canal blocks are noted by circles instead of squares.

The Canals are adjacent to all other districts, but each block of the Canals is only adjacent to the specific districts that the Canal block touches. Likewise, all other districts are adjacent to the Canals, but each is only adjacent to specific Canal blocks. The other districts are never adjacent to each other.

Within a given land district, a block is considered to be adjacent to a Canal block if you can trace a path from one side of that block to the given Canal block's circle without crossing any block lines.



The Merchant Quarter block marked with an A is adjacent to the Canal blocks marked C and D.

The Merchant Quarter block marked B is adjacent to Canal block D, but not to Canal block C.



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THE SWAMP

These are the poorest areas of the city, split up and isolated from the wealthier and more politically-connected areas. The Swamp is home to the common folk, and a hideout for the mysterious Shadowmen.

The Swamp is divided into three separate districts: The Estate, The Warrens, and Corte Scalzo. Each Swamp district has its own unique ability, its own VP value, and control of each district is determined separately. An inspection of the map will show that the outer edge of the Commoner faction seal changes color with each Swamp district.

However, the districts of The Swamp are considered a single district for canvassing and for the use of agent abilities (see page 12 and page 14).

Any agent that can play into the Swamp can play influence markers in any of these districts during the Canvassing Phase. Similarly, any action that targets the Swamp can target any of the three Swamp districts. Despite the differing symbols, both the Commoner and Shadowmen factions call all three districts of the Swamp home (see page 17).

INFLUENCE: THE STRUGGLE FOR CONTROL

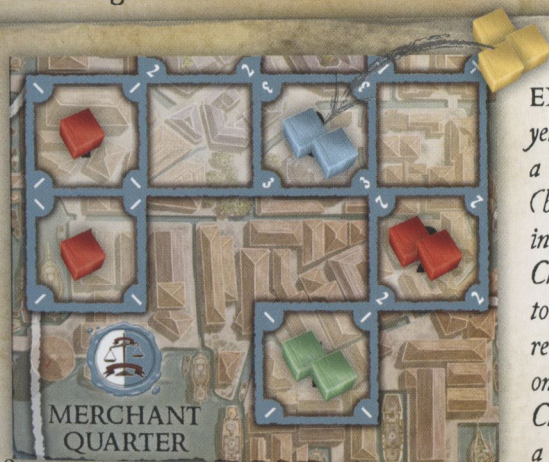
Each player's influence is represented by colored tokens. The goal of placing influence tokens is to control the various blocks of the city, and through them, the different districts.

BLOCK CONTROL

A block may only have influence tokens of one color at any time.

When a player places influence tokens on a vacant block, that player controls that block. All influence tokens that were placed remain there.

When a player places influence tokens in a block controlled by another player, the rival tokens destroy each other. Place all tokens in the contested block, and then remove them in mixed pairs until one color remains. The owner of the remaining tokens now controls that block.



EXAMPLE: Chris (playing yellow) places three influence in a Merchant Quarter block. Alex (blue) already has two influence in the block that yellow wants. Chris places all three influence tokens on the board. Both players remove two influence, leaving only one yellow token remaining. Chris now controls the block with a single influence token.



DISTRICT CONTROL

Each district has an inherent special ability that can be used by the controlling player. In addition, each district a player controls at the end of the game awards VP to that player.

A player controls a district by controlling more blocks within it than any other player. The point value of those blocks makes no difference, nor does the amount of influence any player has in each block or in the district as a whole. If two or more players tie for the most blocks controlled, no one controls that district.

Control of a district does not affect control of blocks within that district, and does not limit any other player from taking actions or adding influence in that district.



EXAMPLE: The Atheneum contains nine blocks. Britt (playing red) controls three blocks. Alex (blue) and Diane (green) each control two, and Chris (yellow) player controls one. There is one vacant block. Since Britt controls more blocks than any other player, she controls the Atheneum.

During the Canvassing Phase, Diane places two green influence tokens in the uncontrolled block, bringing her total to three blocks controlled. Diane is now tied with Britt, so no one controls the Atheneum. During the Action Phase, Britt uses an agent ability to replace the influence in Chris's only block with her own. She now controls four blocks, regaining control of the Atheneum.

TURN ORDER

The game is divided into seven Seasons. Each Season is divided into four phases. There is also a draft session between Season 3 and Season 4, which is described on page 17.

SEASON PHASES

Each Season, players complete the following phases in order:

- **CONSPIRACY PHASE:** Players add an agent to their ranks, and a new scapegoat is chosen.
- **EVENT PHASE:** Something noteworthy happens in the City-State of Tempest.
- **CANVASSING PHASE:** Players collect income and place influence tokens in blocks.
- **ACTION PHASE:** Players use agent abilities, district abilities, and basic abilities.

All players complete each phase before moving on to the next one.

Within each phase, the scapegoat acts first, with play passing in player order to the player with the next highest exposure (see page 10).

PLAY TIP: *If this is your first game, you might find it easiest just to have play pass to the left from the scapegoat around the table until you are used to the rules.*

CONSPIRACY PHASE

Each player controls a conspiracy. Each conspiracy is divided into seven ranks. Each rank is filled by an agent.

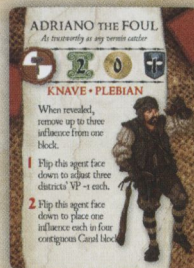
The conspiracy is laid out in a row in front of the player, with rank 1 on the left, and higher ranks in order running to the right. In the first Season, only one agent appears in front of each player. In the seventh Season, all seven ranks are filled.

During the Conspiracy Phase, each player reveals one new conspiracy member. The agent always goes in the rank equal to the current Season, so in the Season 4, the fourth rank gets filled. All players select an agent to fill the next rank in their conspiracy, then reveal those agents simultaneously.

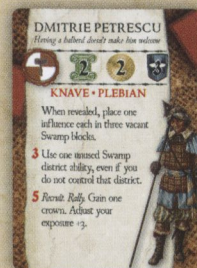
If a player has no agents in hand, that player draws the top card from the agent deck and places that agent into the next available rank of his or her conspiracy. If the agent cannot be placed into that rank (due to traits or abilities, for instance), discard the new agent and draw a replacement until a suitable agent is drawn.



Rank 1



Rank 2



Rank 3



Rank 4

In the fourth season, a new agent enters rank four.



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Note that a few agents appear multiple times in the agent deck; in **DOMINARE**, these represent common sorts of people: beggars, street urchins, and the ever-present city watch. It is legal to have multiple copies of these agents in your ranks.

Agents that share a common trait (such as Scholar or Templar) receive a bonus when played adjacent to each other in your conspiracy. Try to play agents with matching traits together (see Networking, page 13).

All agents have special abilities that can be used during the Action Phase. To use an ability, that agent must be played in certain ranks (see Agent Ability on page 14).

REVEAL EFFECTS & EXPOSURE

Some agents (usually Artisans, Knaves, and Plebians) have special abilities that activate when the agent is revealed for the first time. The player must resolve these abilities immediately. If play order matters, resolve these special reveal effects starting with the scapegoat and proceeding in turn order.



EXAMPLE: Alex places Pavel in the first rank of his conspiracy. Pavel has a “when revealed” ability, which Alex uses immediately: He takes two crowns from the bank and adds them to his treasury.

Every agent has an exposure value, indicated by the mask symbol at the top right of the card. Add each agent’s exposure value to that player’s exposure by moving the player’s influence token up on the exposure track to indicate this new total.

PLAY TIP: In general, try to keep your exposure low. Events tend to target the player with the highest exposure. Also note that you lose more VP if your exposure total is high. Often, you are better off saving agents with a high exposure until later in the game.

DETERMINE PLAYER ORDER

After all players have added a new agent to their conspiracies and adjusted their exposure, players determine the player order. This player order remains in place through the rest of the Season and into the Conspiracy Phase of the next Season, regardless of any changes in exposure during the rest of the Season.

The player with the highest total exposure becomes the scapegoat and places his or her marker in the scapegoat slot of the player order track.

If there is a tie for the highest exposure, then the tied player with the highest single exposure value in his or her ranks becomes the new scapegoat. If that is still tied, the player closest to the left of the current scapegoat becomes the new scapegoat.

The player with the next highest exposure places a token in the second player slot, and so on. If two players are tied for exposure, the player with highest single exposure value (seated to the left of the new scapegoat if still tied) goes next.

Once all players have placed tokens in the player order track, move to the Event Phase.

EXAMPLE: Alex (blue), Diane (green), Britt (red), and Chris (yellow) are seated around the table in that order. Alex is the current scapegoat. After revealing their new agents in the Conspiracy Phase, the players’ exposure totals are:

Alex (blue): 17

Diane (green): 19

Britt (red): 14

Chris (yellow): 17



Diane, with the highest exposure, places a token in the first (scapegoat) player slot. Alex and Chris are tied for total exposure and also for the agent with the highest exposure value, so since Chris is the person closest to the left of Diane, the new scapegoat, Chris loses the tie and places a token in the second player slot. Alex places a token in the third player slot. Britt places a token in the fourth player slot.

For the rest of the Season, the turn order will be: Diane (green), Chris (yellow), Alex (blue), then Britt (red).



EVENT PHASE

Each Season, reveal the top event card and resolve it. Each event card lists one or more effects. The effects of the event are always resolved in order, starting at the top of the card and working your way down. Read the entire card before resolving any of it.

Each section of text is preceded by a Season number; only resolve a section of text if its number is less than or equal to the current Season. In addition, look for the word “also” or “instead” in front of the Season numbers. The word “also” indicates that you resolve the effects in addition to the one(s) above; the word “instead” indicates that the effect replaces the one above.

All event effects expire at the end of each Season.

EVENT EFFECTS

Each effect indicates which player(s) suffer the penalty or receive the benefits. Some events affect all players, while others affect only one or a few. The keywords preceding each effect determine which players are affected:

- If the effect starts with “All,” each player must pay the costs or receive the benefit.
- If the effect says “Scapegoat,” the scapegoat alone pays the costs or receives the benefit.
- If the effect refers to “Lowest Exposure,” the player with the lowest exposure must pay the costs or receive the benefit. If there is a tie for lowest exposure, all tied players qualify.

- If the effect lists one or more city districts, the player who controls each listed district must pay the costs or receive the benefit for each listed district that the player controls. If no one controls a given district, no one is affected.

When an event lists more than one effect, it is possible for the same player to be affected by more than one (or even all) of them.

If a player cannot pay the full penalty of an event, that player must pay as much as possible.

In cases where the effects of an event may overlap or interfere with each other (for example, if all players are placing influence), players perform their tasks in player order starting, as usual, with the scapegoat.

ADJUSTMENTS

Each event card contains two district seals. After all effects of the event have been resolved, the scapegoat increases the VP value of one district (scapegoat’s choice) by the number shown within that district’s seal. Then the scapegoat decreases the VP value of the other district by the number listed in its seal. This adjustment does not move a district’s value beyond the highest or lowest numbers on the VP track.

PLAY TIP: Because events are random, it is difficult to develop a strategy to minimize the damage. Generally, the lower your exposure, the better off you will be. Also, keep some crowns on hand to take advantage of opportunities that appear.



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SCANDAL

SEASON 1

Remove one influence from each Canal and Merchant block.

ALSO SEASON 3

All: You may spend five crowns. If you do not, increase your exposure by the highest exposure value in your ranks.



EXAMPLE: It's the Event Phase of Season 5, and Scandal is drawn. The effect headlined Season 1 takes place. It removes one influence token from each block in the Canals and Merchant Quarter districts. All Canals and Merchant Quarter blocks with influence are affected equally.

Since it is Season 3 or later, the event's second effect also takes place. Each player must choose either to spend five crowns (not less) or to suffer an increase in exposure. Since one player's choice might impact another's decision, the players make this choice in turn order.

Finally, Chris, the scapegoat, adjusts the VP of the Merchant Quarter and the Canals by 2 each, one up and one down. He decides to drop the Merchant Quarter from 2 to 1, and increase the Canals from 4 to 6. The event is then discarded.

CANVASSING PHASE

Players use the agents in their conspiracies to collect income and apply influence. While gold always helps, influence is the lifeblood of control in DOMINARE.

Each agent has three values near the top side of the card. The leftmost (the pillar) indicates the agent's influence. The second symbol (the coin) indicates the agent's income. When canvassing, a player first collects the agent's income, then places that agent's influence.

Agents in lower ranks always act before higher ranked agents. In player order, all players canvass using their rank 1 agent. Then, all players canvass with their rank 2 agents, then rank 3, and so forth. All of this is explained in greater detail in the next few pages.

COLLECT INCOME

The player gains crowns equal to the agent's income, and adds them to his or her conspiracy's treasury. Crowns can be spent anywhere, regardless of which agent contributed them.

PLAY TIP: *Unless you are very tight on finances and plan to spread influence, you can usually grab all your crowns at once.*

PLACE INFLUENCE

The player takes a number of influence tokens equal to the agent's influence, chooses a single block in that agent's faction district (indicated by the wax seal in the upper left corner of the card), and places all the influence tokens on that block. The Swamp is a special case: any agent that can canvass the Swamp can place influence into any of the three Swamp Districts.



EXAMPLE: *Paulo Portales lacks the Senator trait (a recent scandal has him censured), but he still has the Senate seal at the top left corner. He gains one crown while canvassing and places one influence in any Senate block.*

An agent's influence can be increased by networking (see page 13). Influence cannot be saved for later use; it must all be placed immediately.

An agent can play influence in more than one block by spending crowns. This is called spreading influence (see next column).

Note that many agents have abilities that allow them to place influence during the Action Phase. These abilities have no effect during the Canvassing Phase, and vice versa.

PLAY TIP: *Have all players place the proper number of crowns and influence tokens on each of their agents when the Canvassing Phase begins. Then, when it's time for an agent to canvass, you can just scoop the crowns into your treasury and place the agent's influence without delay.*

SPREADING INFLUENCE

Sometimes, a player may want to add influence tokens to more than one block. After placing the first influence token, a player can place some of the acting agent's influence tokens in different blocks by spending one crown per extra block affected.

An agent can spread influence into any number of adjacent blocks, but only into one adjacent district. The other blocks must be adjacent to the first block (whether is the same district or a different one). An agent can never spread influence in such a way that influence gets placed in a block that was not adjacent to the first block into which that agent canvassed.

EXAMPLE: *Chris (yellow) player places three influence from Hamish Lothian into the Merchant Quarter. He decides to spread the influence. He spends one crown to place one of the three influence tokens into the adjacent Canal block. Then he spends a second crown to place another influence into the adjacent Merchant Quarter block.*



PLAY TIP: *Since the Canals are adjacent to every other district, Guildsmen agents can be very powerful... as long as the money to spread influence doesn't run out.*

NETWORKING

Conspiracies are built of individuals, but these individuals are stronger working together. Every agent card has one or more traits listed in red below the agent's name. Players receive bonuses when they place agents with one or more matching traits next to one another in the ranks of their conspiracy.

The networking bonus is +1 influence for each agent. It doesn't matter if an agent shares traits with one adjacent agent or two, nor does it matter if two adjacent agents share multiple traits: an agent only gets +1 influence for matching on either side.

JANIS VELOX
Queen Marlanna's favorite minister

KNAVE • SENATOR


- Gain three crowns. Adjust your exposure +1.
- Gain crowns equal to your exposure (maximum 20). Remove one influence from each block you do not control in one district. Adjust your exposure +3.



IVAN SOBOL
Works too hard to enjoy his ill-gotten gains

GUILDSMAN • KNAVE

- Flip this agent face down. Steal five crowns from one player and pay them to another player (including you) with at least one Knaave in his or her ranks.
- Place one influence each in one block in each district.



EXAMPLE: Janis Velox and Ivan Sobol both share the trait Knaave. If they are adjacent in a conspiracy, they network with each other. It doesn't matter that they are from different factions.

PLAY TIP: Together with the Action Phase, the Caravassing Phase forms the heart of your strategy. Clever and timely play of influence tokens has more impact on which districts and blocks you control than anything else. Since most VP comes from control, you must decide early which blocks and districts are worth fighting for, and which areas you can afford to let go.

FRANCO QUADRELLI
The town crier

PLEBIAN

When revealed, adjust one player's exposure +1.

- Rally. Use one non-Noble, non-Senator agent ability.
- Adjust one player's exposure +2 or -2.
- For the remainder of the Season, double all exposure gains.




SEVERIN ASPISTES
Formerly commander of the Queen's Oath

CLERGY • TEMPLAR

This agent cannot be flipped face down.

- Remove up to five influence from one non-Church block. Adjust one Swamp VP +1.
- Flip one Plebian in your ranks face down to choose up to four Plebians and/or Knaves and flip them face down.



EXAMPLE: As a member of the Commoner faction, Franco Quadrelli places influence into the Swamp when caravassing. He has the Plebian trait. Severin Aspistes is also a member of the Commoner faction and caravasses into the Swamp, but his traits are Clergy and Templar. They do not share a trait, and therefore do not network with each other, even though they share the Commoner faction seal.



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VINIZIO URSINI
His excellency the bishop

CLERGY • PLEBIAN

When revealed, *Reruit*. If the agent is not a Clergy or Plebian, discard it.

- Adjust the Church VP -2. Rally all your Clergy and Plebians.
- Remove up to four influence from one Church block. Place four influence in an adjacent Church block.



MOTHER ANNA
A paragon of virtue, generosity, and service

CLERGY • PLEBIAN

When revealed, gain one crown.

- Place three influence in one Swamp block. Gain one crown.
- Place three influence each in two adjacent Swamp blocks. Adjust your exposure -1. Gain two crowns.



EXAMPLE: Both Vinizio Ursini and Mother Anna are Clergy and Plebians. If they are adjacent, they can network, but each gains only +1 influence, despite sharing two traits.

ACTION PHASE

The last phase of each Season is the Action Phase. During this phase, each player takes a variety of actions to further the goals of the conspiracy. In Seasons 1–6, each player receives two actions. In Season 7, each player gets three actions.

Starting with the scapegoat, each player in turn takes one action. After all players have taken their first action, each player takes a second action, again in player order. This process repeats until all players have taken all the actions they are entitled to.

PLAY TIP: *While you do a lot of canvassing, actions are at a premium. You only take 13 actions over the course of the game, so agents that grant extra actions can be very valuable.*

When it is your turn to take an action, you can use one of the following abilities:

- 1) **AGENT ABILITY:** Use one ability on one agent in your ranks.
- 2) **DISTRICT ABILITY:** Use the ability for one district you control.
- 3) **GAIN ONE CROWN:** Sometimes your day job has to finance your conspiracy.
- 4) **INSPIRE:** Purchase influence with crowns.
- 5) **RALLY:** Flip all face-down agents in your ranks face up.
- 6) **RECRUIT:** Add an agent to your hand.
- 7) **REPLACE:** Discard an agent from your ranks and replace it with a card from your hand.
- 8) **WHITEWASH:** Spend crowns to reduce your exposure.

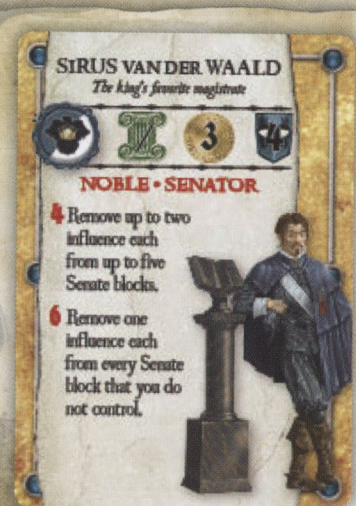
AGENT ABILITY

To use an agent ability, the player chooses one ability listed on one face-up agent in his or her conspiracy and follows all instructions for that ability.

Each agent ability can be used only once per Season, and each agent can only use one ability per Season.

Each agent ability has a number. You can only use an agent's ability if the number of that ability is less than or equal to the rank of the agent. Thus an agent in rank 3 can only use abilities numbered 1, 2, or 3.

Agent abilities that place influence do so in a manner exactly identical to that of canvassing, except that you cannot spread that influence. Thus, an ability that targets the Swamp can target any of the three Swamp districts, etc.



EXAMPLE: *For her action, Diane decides to have Sirus van der Waald use an agent ability. Since he occupies the sixth rank of her conspiracy, Diane can use either of his two abilities.*

At the moment, there are only seven Senate blocks controlled by other players, so she chooses

his first ability. She removes two influence tokens each from five blocks controlled by her opponents.

EXTRA ABILITIES: Some agent abilities grant you extra actions (any of the eight choices listed on the reference placard), extra agent abilities (only text that appears on agent cards), and other such benefits. When you get extra actions or abilities, you perform them immediately. These count as only a single action in a Season, since they are part of an agent's ability.

Any abilities or actions must, of course, be legal. When you use an agent ability by virtue of an extra action, that agent is still used for the Season and cannot act again. Likewise, when you use an agent's ability to gain extra actions, that agent cannot act again, either.

Some abilities have text in italics; these indicate that the player should use the basic abilities indicated. Sometimes these basic abilities are modified by additional text (e.g., "Rally one agent"); in these cases modify the basic ability as noted.

PLAY TIP: *To help keep track of which agents have been used, you may wish to shift your agent cards downward after using an ability, or else place an influence token on the card.*

AGENT ABILITY TYPES: Every agent has at least one trait. Some agent cards allow a player to use extra abilities of a specific type. An agent's ability type corresponds to that agent's trait(s). Thus actions on a Scholar agent are Scholar actions.

If an agent has more than one trait, that agent may take any kind of agent ability listed. Thus an agent who is both a Guildsman and a Senator has both Guildsman agent abilities and Senator agent abilities.

DISTRICT ABILITY

This action allows a player who controls a district (see page 8) to use that district's unique ability. Using a district ability is much the same as using an agent ability: simply follow the instructions on that district's ability card.

Each district ability can be used only once per Season, even if control of the district changes hands during the Season. A player can mark its use (temporarily) by flipping the district ability marker over.

EXAMPLE: *Britt controls five Senate blocks. This is more than any other player, so she controls the Senate. On her turn, she uses the Senate district action to raise the VP value of the Church district from 5 to 7. Later, Alex gains control of the Senate. However, Alex cannot also use the Senate district action this Season, because Britt has already used it.*

PLAY TIP: *It is easy to get control of a district early in the game, when there are fewer influence tokens on the board. This is a great time to use District abilities, as you have fewer agent abilities to make use of as well. Later in the game, controlling a district becomes more difficult as more agents vie for control. Be cautious about allowing an opponent to hold a district uncontested.*

GAIN ONE CROWN

This basic ability allows a player to take one crown from the bank. This is usually an choice of last resort, and is most often taken early in the game when few options are available. You can do this multiple times a Season, and it does not require an acting agent.

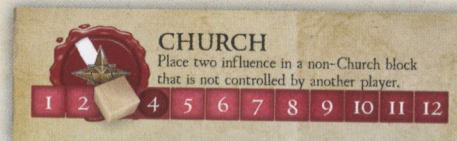
INSPIRE

This basic ability allows a player to spend crowns to buy influence in any block, in any district. Each influence token purchased costs a number of crowns equal to the current VP value of the district. For example, if a player wants to purchase three influence in a Senate block, and the Senate is currently worth six VP, the player must spend 18 crowns. The only limit to the amount of influence that can be purchased in this way is the crowns spent.

A player cannot spread influence purchased with Inspire. It must all go into one block. A player can Inspire multiple times in a Season, and it does not require an acting agent.



EXAMPLE: *Diane (green) needs one block to take control of the Church district. The current VP value for the Church is three. She can take a block away from Chris (yellow) by placing two influence tokens in the block with one yellow influence token. She spends 6 crowns to place two tokens in that block. One green token and the lone yellow token are both removed. Now Diane controls the block.*



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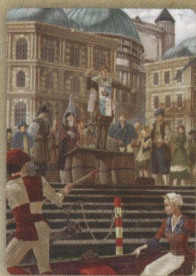
SEIZE TOTAL CONTROL OF THE CITY-STATE OF TEMPEST

PLAY TIP: *Don't wait until your very last action to spend gold for influence. Since you can only influence one block each time you take this action, if you wait until the last turn, the best you can hope for is to take over one valuable block, which probably won't sway control of a district. Gold has no value at the end of the game, so you might as well spend it.*

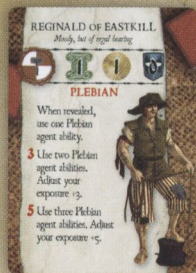
RALLY

This basic ability allows a player to restore face-down agents so they can be used again. The player flips all of his or her face-down agents face up. Using *Rally* on an agent does not cause “when revealed” effects to take place a second time. You can *Rally* multiple times in a Season, and it does not require an acting agent.

PLAY TIP: *This is often your only option to recover agents that have been flipped face down. Usually it is best to saved until your last action of a Season, so your opponents won't have a chance to flip your agents down again. You might want to use a specific agent ability, but often having all agents ready to canvass is as effective.*



The player flips all of his or her face-down agents face up using Rally.



RECRUIT

This basic ability allows a player to draw the top two cards of the agent deck, add one to his or her hand, and discard the other. There is no hand limit for agent cards. A player can *Recruit* multiple times in a Season, and this action does not require an acting agent.

PLAY TIP: *Having more agent cards in your hand gives you more choices during the Conspiracy Phase. This is valuable to match traits to gain networking bonuses, as well as to adapt your strategy to the ever-evolving situation.*

REPLACE

This basic ability allows a player to swap an agent in his or her conspiracy for an agent from his or her hand. Remove the unwanted agent from the game (not discarded, but gone for good), and place the new agent into the former agent's rank. Adjust the player's exposure total by +1, regardless of the exposure value of the new agent. Resolve any “when revealed” ability of the new agent immediately.

IMPORTANT NOTE: A Rank 7 agent can never be replaced! That agent is you, and you'd never cede power!

The new agent enters play face up, regardless of the condition of the discarded agent. An agent can be exchanged for another copy of himself, and an agent's ability can cause that same agent to be discarded. You can *Replace* multiple times in a Season, and doing so does not require an acting agent.



Remove a replaced agent from the game.

EXAMPLE: *Britt decides that she needs more Senators in her conspiracy. She replaces Emaldus Bennett from her fourth rank with Lorenzo Osorio from her hand. Emaldus Bennett is removed from the game, and Lorenzo Osorio now fills Britt's fourth rank.*

WHITEWASH

This basic ability adjusts your exposure. You can adjust it either up or down. Each point of exposure adjustment costs an amount of crowns equal to the current Season plus two, and players can adjust their influence by as much as they can pay for. A player can *Whitewash* multiple times in a Season, and it does not require an acting agent.

PLAY TIP: *While the player with the least exposure always gets the last action each Season, the scapegoat gets to act before anyone can prevent it. Adjusting your exposure so that you are just ahead of the player with Orazio Nesca can keep your most powerful agent alive next turn.*

New agents enter play face up. Resolve any “when revealed” ability immediately.

SCORING

The game ends after all players completed all their actions in the seventh Season.

All players total their Victory Points. For each player, add:

- the victory point value of each district controlled,
- the victory point value of each block controlled (as marked on the board), and
- bonus victory points for controlling specific agents.

Then subtract victory points for that player's exposure total as follows:

The player with the lowest exposure total loses no VP. If there is a tie, neither player loses VP. The player(s) with the most exposure loses one victory points for each three full points of exposure. Each other player loses one victory point for each five full points of exposure.

EXAMPLE: *At the end of the game, Diane has 12 exposure, Alex and Britt both have 14 points, and Chris has 15. Since Diane has the least, he loses zero Victory Points. Alex and Britt both lose 2 VP. Chris loses 5 VP, since he has the highest total.*

The player with the most Victory Points wins. If there is a tie, then among those tied, the player with the most crowns barely claims a victory. If crowns are also tied, then the two players share a win as their conspiracies reach an understanding, form an alliance, and crush the others.

OTHER RULES

There are a few special items that need noting, and which did not fit neatly elsewhere in the rules.

DRAFTING AGENTS

During the drafting session between Season 3 and Season 4, take the agent deck and deal eight agent cards to each player.

All players add one of these agent cards to their hands, and pass the remaining cards to the left (clockwise). Each player then drafts a second card, and passes the remainder again. Repeat this process until each player has chosen and kept five new agents. Discard the agents that were not chosen.

Players keep their agent cards hidden until played.

PLAY TIP: *During the draft you have some inkling of what the other players' strategies are. This is an ideal time to adapt your strategy, or to defensively draft the agents the other players need.*



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SPECIAL FACTIONS

Due the politics and culture of the city-state, some factions have unique advantages and disadvantages. Three factions have special rules that apply to all agents who are members (i.e., have that faction's seal and card background).

CULTURE



Artisans—all of whom have the Culture faction seal—move freely about Tempest without drawing suspicion, thus when a Culture faction agent canvasses, that agent can place influence tokens in any district. However, their Bohemian lifestyle forces them to rely on wealthy patrons for a living. Thus, all artisans have a base income of zero crowns.

NOBILITY

Since King Arnaud IV conceded much of his power to the Senate, the former rulers of Tempest have little direct influence over city affairs. An agent who is part of the Nobility faction has no influence value and can



never gain influence by networking. To reflect this, Nobility agents have a slash for their influence value. With no influence, these agents never canvass in any district. However, they do contribute crowns to a player's treasury and have solid abilities. In addition, if adjacent to another agent that shares a keyword, that other agent (if not also a member of the Nobility faction) can gain one influence from networking as normal.

SHADOWMEN



Traditionally, the Shadowmen (who all have the Knave trait) stick to the Swamp where their criminal network is strongest. However, they do branch out into other districts. When spreading influence, a Shadowmen agent can spread influence into any block, ignoring the rules of adjacency (see page 12). You must still spend crowns to do this. In addition, for the cost of one crown, A Shadowmen agent is not required to place his or her first influence token in a Swamp district.

EXAMPLE: Alex has Moira Callighan (a Shadowmen agent with 3 influence) in rank 1 of his conspiracy. He chooses to pay three crowns to place one of Moira Callighan's influence tokens in the Church district, one in the Senate district, and one in the Merchant Quarter.



APPENDICES

THE CITY-STATE OF TEMPEST

A center of power, learning, and commerce, Tempest is home to over 200,000 people. Most go about their day-to-day affairs with little concern for the secretive struggles for dominance behind the scenes.

The city proper is divided into eight districts of various sizes. Each district is associated with a city faction.

- **THE ATHENEUM:** A gathering place for the learned.
- **THE CANALS:** The arteries of communication and transportation.
- **THE CHURCH:** The city's ecclesiastic center.
- **THE MERCHANT QUARTER:** The throbbing economic heart of international trade.
- **THE SENATE:** The political focal point of the new city government.
- **THE SWAMP:** Three neighborhoods, home to the common folk of the city proper: Corte Scalzo, The Estate, and The Warrens.

For the most part, the Templars remain in their abbey in the hills.

THE SWAMP DISTRICTS

CORTE SCALZO: Literally "Barefoot Court," the Corte Scalzo is more of a shantytown than a neighborhood. Filled with the poorest citizens with little left to offer the Tempest citizenry, this neighborhood is nothing more than tents and clapboard buildings built upon mud and mire.

THE ESTATE: While not nearly as large as the Warrens, the Estate contains guild halls, workshops, and many of the under-appreciated aspects of the growing, jaded City-State of Tempest. Most smaller guilds call the Estate home, choosing to self-police rather than rely on Tempest's corrupted city guard.

THE WARRENS: Home to the many of the criminal aspects of the city, the Warrens was once a prominent, respected area. But as Tempest's needs grew, so did its appetite for vice. The construction of the Senate seat, far removed from the Swamp, transplanted the center of power, leaving the working class to fend for itself.

VARIANTS

ANYTHING GOES

In this variant, players can trade crowns, cards in hand, and promises of future actions. They cannot trade agents in their ranks, change each other's exposure, or give influence to each other.

All trades consummated immediately are binding, however promises of future actions are not. Beware!

CELLS

Play proceeds normally through Seasons 1, 2, and 3. At the start of Season 4, flip each player's rank 1 agent face down. It can never be flipped face up or replaced. Repeat this each Season, so that only the top three agents are used to canvass or take actions.

EPIC

Players take an action with each agent each Season (starting with all Rank 1 agents, then moving to rank 2, etc.) On an agent's turn, the player can use an agent action from that agent, a district ability (if unused, of course), or basic ability.

SEMI-BLIND DRAW

Shuffle each faction of agents separately, and place them face-down on their respective districts. Shuffle Culture and Nobility together; shuffle the Shadowmen and Commoner factions separately. Starting with the scapegoat and proceeding clockwise, each player draws two cards from separate decks. Continue until each player has 10 agent cards. Each player then discards two agents to form an opening hand of 8 agent cards. Shuffle all unused agents into a single agent deck. Skip the drafting session in this variant.

SOLE AUTHORITY

Deal out 15 agent cards to each player. Each player selects 8 agent cards to form an opening hand. Shuffle all unused agents back into the agent deck. Skip the drafting session in this variant.

GLOSSARY

DOMINARE uses a number of special terms to refer to various elements of the game:

ABILITY: What an agent has or a district has; something a player uses when taking an action. There are three types of abilities: agent, basic, and district.

ACTION: What a player does; a turn a player takes to use an ability.

Adjacent: Two blocks are adjacent to each other if they share a common side, vertically or horizontally, but not diagonally. Districts are adjacent only if they share a border. By this, the Canal district is adjacent to all other districts, and all other districts are only adjacent to the Canals.

AGENT: A member of a conspiracy. Agents are represented by cards and have a variety of abilities.

BANK: The supply of crowns not currently owned by any player.

BLOCK: Any square area on the map within a city district. The Church is a district for instance. The high-value block in the Church district represents The Great Basilica.

CANAL BLOCK: Canal blocks are not square, but obey all the rules of blocks nonetheless. Special Canal Block rules can be found on page 17.

CONSPIRACY: Each player controls a conspiracy of agents. Each conspiracy is composed of seven ranks, and each agent played occupies one of these ranks.



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CONTIGUOUS: A chain of adjacent blocks. Each block must be part of a single group, but they can be arranged in whatever pattern the player likes (e.g., four contiguous blocks could form a square or a line).

CONTROL: A player controls a block when that player is the only player who has influence tokens there. It does not matter how many influence tokens are present; one is as effective as twenty. A player controls a district by controlling more blocks than each of the other players in that district. Only the number of blocks controlled is counted, not the amount of influence in those blocks. If two or more players tie for the most blocks, then no one controls the district.

DISCARD: Discarded agents are set aside, face down. If the agent deck runs out, shuffle the discards to create a new deck. Discarded events are removed from play.

DISTRICT: Any combination of blocks that belong to the same map region, demarked with a faded box, a name, and the faction seal. The Senate is a district for instance. The blocks within each district are color coded to match their faction.

EXPOSURE: A measure of how exposed and vulnerable a conspiracy is. Every agent adds exposure to a player's total, which determines the scapegoat every Season.

FACE DOWN: Agents can be flipped face down by various actions. Face-down agents provide no benefits; their income and influence are zero, and they are considered to have no traits or abilities.

FACE UP: The normal status for agents; they are always added to a conspiracy face up. Face-up agents have all their normal abilities.

FACTION: The group that an agent belongs to, indicated by the symbol in the top left corner. Most Factions are associated with one specific districts of the city. Those that are not are the Culture, Commoner, Nobility, and Shadowmen factions.

FLIP: To turn an agent card over. A face-up agent becomes face down. A face-down agent becomes face up. The action or event indicates which way the agent is turned. An agent can flip himself.

GAIN: When a player gains crowns, they are taken from the bank and placed in that player's treasury.

HOME DISTRICT: Most agents have a home district, indicated by the faction seal and the color of the agent card, which corresponds to one of the districts on the board, or the Swamp as a whole. During the Canvassing Phase, an agent must place the influence gained in his home district.

MOVE: To take influence from one block and place it in another. You can move any player's influence.

OCCUPIED: A block with an influence token on it.

PAY: When a player is forced to lose money. If you have less than the total required, you pay all you have. Unless otherwise specified, return crowns paid to the bank.

PLACE: When a player places influence (through an action or canvassing) it must be placed on a block in the correct district immediately. Influence can never be stored.

RANKS: Each conspiracy has seven ranks, whether they are currently filled with an agent card or not. Ranks form a row, in order, in front of the player with the lowest (rank 1) to the left and the highest (rank 7) to the right. As agents are added to the conspiracy, they occupy higher and higher ranks in the player's conspiracy.

RECRUIT: When a player draws two or more agent cards, and adds one of those agents to his or her hand. See page 16.

REMOVE: When influence tokens are removed, return them to their owner's supply. Unless specified in the ability text, a player can remove anyone's influence.

REMOVE FROM PLAY: When an agent gets replaced, it is removed from the game entirely, never to return. In the City-State of Tempest, the strong tides make it easy to dispose of a body...

REPLACE: Replacing an agent first removes that agent from play. Then a new agent is placed into the conspiracy in the same rank from the controlling player's hand (or the top of the agent deck if there are

no cards in hand). The new agent enters play face-up, regardless of the condition of the replaced agent. An agent can replace himself.

REVEAL: An effect that takes place the moment an agent is first added to a player's ranks, whether through replacing or during the Conspiracy Phase. See page 9.

SCAPEGOAT: The player who goes first, and who is often targeted by events. See page 10.

SPEND: To exercise an option to use crowns for a specific goal. If you spend crowns you must spend the full amount. Spent crowns return to the bank.

TRAIT: The positions and/or titles the agent maintains, listed below that agent's name. Traits are used to network during the Canvassing Phase, to determine which agents are affected by some abilities and events, and to determine whether or not such an agent is eligible to use an extra ability.

TREASURY: Each player has his own treasury of crowns.

VACANT: Any block without influence tokens.

VP/VICTORY POINTS: What players need to win the game. Some blocks award positive or negative victory points to whoever controls them. Districts are worth their current victory point value. Some agents can also award victory points.

WHITEWASH: To adjust your exposure by paying crowns. See page 16.



SAMPLE TURN

Alex, Britt, Chris, and Diane are playing DOMINARE. Season 1 has just ended. In player order, here is the situation on the board.

Alex, playing blue (currently the Scapegoat at 5 exposure), is going for a Shadowmen/Guild strategy. His plan is to be able to spread his influence wherever desired. Alex has one influence each on the 3 and 2 blocks of the senate. He spread his influence when canvassing to get one of the markers in the senate, and he used the Canals ability to move the other from the Canal block into the Senate.

Chris, playing yellow (4 exposure), has a strong hand with several Merchants. He started out in the Senate, and looks to pump up the VP value of the Merchant Quarter early. With a heavy Merchant approach, he can spread influence into the adjacent Canals, and inspire where needed. Chris has one influence on the 3- and 2-value blocks of the senate, specifically those blocks that are away from the Canals. Chris spread his influence during canvassing to get control of the Senate.

Diane, playing green (2 exposure), chose to start with Atheneum agents. Her plans are not to stay focused on the Atheneum, but to use them to expand her options. Having recruited twice (once with Rousseau Baudin and once with the Atheneum ability), each from the top four cards of the deck, she has a weak position now but a strong hand to build on. Diane has one influence on the 2-value block of the Atheneum.

Britt, playing red (0 exposure), is going for a Church/Shadowmen conspiracy, looking to use both factions' omnipresence to control key blocks. She plans to bring the district values down to nothing and boost everyone's exposure. Britt has two influence on the Great Basilica (the 4-value Church block) and four influence in the sole valuable block in Corte Scalzo.

The Merchant Quarter is worth 4 points. The Atheneum is worth 3. Everything else is at its starting value. These are results of the event (Fearmongering) and Chris using the Senate ability.

SEASON 2

The players continue to jockey to set up a strong position from which to launch.

CONSPIRACY PHASE

Everyone selects the agent for their second rank and reveals them simultaneously.

Britt reveals *Antonia Salmeri*, going up to 1 exposure. Chris reveals *Michael Elmen*, going up to 7. Alex reveals *Ernesto Balsano*, also going up to 7. Diane reveals *Adnan Riordan*, going up to 5 exposure.

Since Alex is the current scapegoat, Chris becomes the new scapegoat. Alex goes second. Diane and Britt stay in the third and fourth slots of the player order, respectively.

Ernesto Balsano has a "when revealed" ability. Alex uses



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this to move Chris's marker from the 3-value senate block to the 2-value block next to it. Now, with two blocks to Chris's one, Alex controls the senate.

EVENTS PHASE

Chris reveals the top card of the event deck: *War of Words*. Like all events, it has a Season 1 effect. In addition, it says, "also Season 2," so that effect will also take place.

First, all players resolve the Season 1 section. Chris increases Diane's exposure by 1. So does Alex. In a bid for preferential treatment, Diane lowers Britt's exposure by 1. Britt returns the favor and doesn't increase Diane's exposure again, instead bumping Alex up by 1.

The new exposure totals are Alex at 8, Chris and Diane at 7, and Britt at zero. Although the exposure scores have changed, the player order that was set during the Conspiracy Phase does not change.

Next the players resolve the Season 2 section, top to bottom. First, Chris, as the Scapegoat, must pay three crowns. Then all players have a chance to spend

crowns to reduce their exposure. Chris does not have enough left in his treasury, thanks to the first effect. Alex opts to do reduce his exposure, as does Diane. Britt, at zero exposure, declines to pay. The new exposure totals are Chris at 8, Alex at 5, Diane at 4, and Britt at zero.

CANVASSING PHASE

Everyone is networking (note that Britt's agents are networking because the text on *Antonia Salmeri* text makes *Giovanni Trabocchi* a Knave) so each agent produces 1 extra influence when canvassing.

Chris goes first with his rank 1 agent. He places all three in the 3-value Senate block controlled by Alex. He takes control with his two remaining influence. This also gives Chris control of the Senate once more.

Alex places his in the Canals block at the lower left corner of the map. He spends two crowns to spread one influence each into 1-value blocks in the Estate and the Atheneum.

Diane places two influence in an empty 1-value block of the Atheneum.

Britt places three influence in the 2-value block of the church next to the Great Basilica.

Now that everyone has canvassed with their rank 1 agents, players move to their rank 2 agents.

Chris places the 3 influence from *Michael Elmen* into the high-value Merchant Quarter block.

Alex, running very low on crowns, drops three

influence into a 1-value block in the warrens. He needs to boost his treasury to allow him to spread influence.

Diane places three influence into the Atheneum block controlled by Alex. This knocks Alex out of the Atheneum.

Britt places two influence in the Canals that border the Great Basilica in order to prevent a Canals agent from placing there and spreading into the high-value Church blocks.

FIRST ACTION

Chris uses *Michael Elmen* to gain three crowns.

Alex uses the ability of The Warrens to steal 2 crowns from each player. Since Diane only has 1 crown left, Alex nets only 5 crowns on the deal.

Diane uses the ability on *Adnan Riordan* ability. She swaps the positions of *Adnan Riordan* and *Rousseau Baudin*, and then Diane gets to use a Scholar ability. Now that *Rousseau Baudin* is in rank 2, it is legal for Diane to use his rank 2 ability. Diane does so. She looks at the top cards of the event deck and returns them. *Rousseau Baudin* also allows Diane to use yet another scholar ability, but both of her agents have already acted this season, so no Scholar ability is still available for Diane to use.

Britt uses *Antonia Salmeri*. She gets an extra action after all else is said and done.

SECOND ACTION

Chris is tempted to whitewash himself down and avoid the Scapegoat position, but his next planned agent has a low exposure, so he thinks he will be safe. Instead, he uses the Senate ability to ratchet up the Merchant Quarter's value another 2 VP, bringing it up to 6.

Alex uses *Ernesto Balsano* to steal more gold. He'd like to steal from Diane, but Diane has no crowns in her treasury left to pay. He'd like to steal from Chris, but he suspects that Chris is building a conspiracy that will generate plenty of crowns, and would not be harmed by Ernesto's petty shakedown. So he targets Britt. Britt pays 3 crowns and has only 2 left.

Diane sees that no one is really going hard after the Senate. She uses the *Replace* basic ability. She discards *Rousseau Baudin* and puts *Dante Straziami* into the vacated rank. This increases Diane's exposure by 1 even though *Dante Straziami* has 5 exposure, and gives Diane a powerful voice in the Senate. Next turn, between canvassing and his ability, *Dante Straziami* will be able to place six influence in the Senate, take control of the district, and boost its value up by two.

Britt gets her second action. She uses the *Corte Scalzo* ability to drop every district's VP by 1.

Finally, Britt gets her bonus action from *Antonia Salmeri*. She uses the Church ability to place two influence in an empty 2-value block in the Merchant Quarter.

And so the stage is set for Season 3.



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DOMINARE

SEIZE TOTAL CONTROL OF THE CITY-STATE OF TEMPEST

DESIGNER'S NOTES

For my brother, andrew thomas pinto. Because it wouldn't matter to him that I did, that's precisely why it is.

This game is in your hands because of the hard work of too many people to mention. But I must thank Andrew Hepworth above all others. We just synced on this project and it made everything that much easier. A lot of the cool characters belong to Andy. I also want to thank Kevin, Ryan, and William. Being able to tap your brains for ideas and insight was invaluable.

Lastly, thank you for picking up my game. I never felt we were cutting corners to get it to you. I hope you enjoy it.

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Warning: Choking hazard! Keep away from small children!

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www.alderac.com/forum
Questions? Ask CustomerService@alderac.com



REFERENCE

MICHAEL ELMEN
Bringing banking to a whole new level

A **B** **C** **D**

E **F**

GUILDSMAN • NOBLE

2 Gain three crowns. Remove up to two influence from one Merchant Quarter block.

6 Gain eight crowns. Remove one influence from each Merchant Quarter block that you do not control.

- A. Faction
- B. Influence
- C. Income
- D. Exposure
- E. Trait(s)
- F. Abilities



COMMONERS

Canvasses in any of the Swamp districts.



CULTURE

Canvasses anywhere.



NOBILITY

Never has influence.



SHADOWMEN

Normally canvasses in any of the Swamp districts.

Ignores adjacency when canvassing at a cost of 1 crown per block; can place an agent's first influence anywhere at a cost of 1 crown.



EPILOGUE

In the turmoil following the fighting between the merchant houses, changes in Tempest's very way of life soon emerged. Though the new leaders of the city's political movement promised fairness for the people, whispered rumors insisted that the power scheme was far more devious. It became evident that those with wealth or connections found it easy to buy more fairness than others. Not every rich man found themselves in power, though, as oppression continued and only those who had made the proper friends found themselves untouched by the church, the state... or the shadowmen. It was not long before many of the citizens of Tempest began to look back with regret, remembering a powerful monarchy that would have never have allowed such a tumult to happen.

—*A Contemporary History of Tempest*
Declan Jahani

THE STORY ALL BEGAN IN...



COURTIER
WIELD INFLUENCE IN THE ROYAL COURT OF TEMPEST