



Contains Small Pieces.
Keep away from small children!

4 Round Counters

28
Scroll
(Faces)

28 Scroll
(Backs)


4 Spell
Rings

A 3x3 grid with a central green circle. The numbers are arranged as follows: 0 (top center), 1 (middle right), 2 (bottom center), 3 (middle left). The grid is surrounded by yellow and green squares.



Set Up & Basics

On Your Turn

Support

4) Donation: The owner of the Donation puts their offering in the middle of playing area face up (***a chain of one***) and keeps their Spell Ring aside because: No spell was linked/cast. The Mage to the Donors' left, now gets the first turn of the round.

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TMS00 by FFBG



7.

to Adult

Be a Z Mage!
Cast a Spell!

Release your inner Power!

Optional Dragon affects: Pick one below.

1) Dragon Fly: No one can use "Bam" on you.

2) Fire Dragon: Mix Scroll at opposite end of spell chain into deck, add to an empty deck.

3) Double Dragon : Caster places their ring on the unmatched scroll half just linked & casts that spell. If a Mirror Dragon: set ring aside.

the Mage going 1st may match either half of a Donated scroll, which is true when only 1 scroll is in play area. When 2 or more are in play area, only link an unmatched scroll half, at either end of the spell chain (*Note: Mirrors have 2 linkable halves*).

End Round If: **a)** Mage empties their hand by *linking* last scroll, *winning the round*. **b)** Mage must draw and there's no Scroll deck. If so: Whoever holds the least amount of cards, *wins round*. If tie: *among those who tied*, The Mage holding highest value Scroll (1-27), *wins round*.


Note: Star & Bam spells never end a round.


Spin: Winner of a round spins “U” their round card, to next highest number. EX: Zero to one.


Big Winner: Get the agreed amount of rounds to win: The Mirror Scrolls Dominovia. Nice!




The Spells


 **Dragon:** With 4 Mages, caster picks direction all scrolls will be passed (*left, right, across*). With 3 Mages, caster picks direction all scrolls will be passed (*left, right*). Two Mages must pass scrolls *across*. All chose, then pass a face down scroll. Once everyone has passed, all put the scroll they recived into their hand.

 * **Freeze:** On your next Turn, do not link a Scroll with Freeze on it, unless you drawn 1 or 2 scrolls. Meaning after drawing, it is ok to link a Freeze that is held in your hand.


 * **Fly:** If you cannot link a spell, you *may* skip your turn without drawing from the Scroll Deck then set your Spell Ring aside.


*These spells are active until the Mage, on their turn, casts another spell or sets aside spell ring .

 @ **Star:** Only if you have two or more Scrolls in hand: you may discard a Scroll by mixing it into Scroll Deck. if the Deck is empty restart it with the discarded Scroll.

 @ **Bam:** Only if you have two or more Scrolls in hand: you *may* discard a Scroll by giving it to another Mage.

@ These spells do not do allow you to discard when you have one card in hand.

 **Colt:** You *may* link another Scroll, *if you can*. The new link is now your spell. As long as your newest link is a “Colt Spell”; you *may* continue to link another Scroll, *if you can*.

 **Crown:** Other Mages can not link to an in play Mirror or Duo Scroll, at either end of the “spell chain”, having a *Crown* as one or both its’ spells, until they draw 1 or 2 scrolls this turn. Meaning after drawing, they can link to an in play Crown with a scroll held in hand.

On your Turn:

If you can link (*match*), you must do so. Freeze and Crown spells can interfere with linking. If & only if you cannot link a spell: you must draw a scroll and add it to your hand. At that point all scrolls you hold are playable (*ignore any active Freeze and/or Crown spells*). If you can match you must do so. If & only if you cannot link you must draw a 2nd scroll & add it to your hand. If possible, you must link. If no link is possible: *Set aside* your Spell Ring. Play passes to your left.

Spells: Link a Scroll in hand, by matching its’ picture with an unlinked side of an already linked scroll, *in the play area*. Touch the pictures togeather and set your Ring on either matching picture. Lastly, cast its’ spell (*shown right→*).

First Rounds' Turn: Because only 1 scroll is available (*a chain of one*),

C a n n o t d r a w t h e r o u n d w i t h t h e l e a s t v a l u e s c r o l l i n p l a y a r e a

© 2007 & 2025 ~ Designer & Artist: Michael Selvaggio. Play Testers: “Diego & Leo Selvaggio”, “Brian & Wendy Lee,” “Sandy, Al, David & Diana Reyes”, Jimmy O’Brien, Willie Cole, Ted Davis, Robin Kessler, Christopher Grobowski. The Mirror Scrolls Of Ddominovia ™ is the soul property of : Friendly Fire Board Games.

Examples of Play

At Start: Place A Donation



1st link is Blacks and a Freeze Spell



2nd: Yellow casts Bam (*gives card to red*).



3rd: Red casts Fly



Green drew 2 & cannot link to Fly. They must pass and keep Ring set aside.