The Mirror Scrolls of Dominovia, is a Domino style game for 2-4 Mages (players) age 7 & up, lasting about 7 min, per Mage. During a game, Mages link (match)-1/2 of a Scroll in playing area, with 1/2 of a of a Scroll held in a Mages' hand & cast powerful spells. Linking your last Scroll wins a round/ maybe the game. Set the number of rounds to win. No need to count points. Yippee!!!

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keep away trom small children! Contains Small Pieces,

♣ Start Here 
♣

28 Scroll

(Faces)

(Backs)

4 Spell

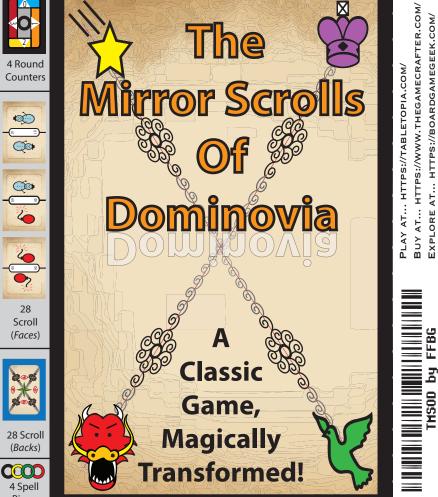
Rings

Rounds: Mages take turns linking (adding) Scrolls to a side of another Scrolls' unmatched ends. *To Link*: touch two Scrolls with the same picture together. The halves you linked also casts (activates) a spell. Rounds continue until a Mage has no Scrolls or someone must draw a Scroll & the Scroll Deck is empty.

1) **Set Up:** Each Mage gets a Ring & its' matching Round card. Set all round cards so "O points away" from each Mage, for no one has won a round.

2) Mix Scrolls into a deck. Four Mages, draw 5 Scrolls, three draw 6 and two draw 7. The remaining "Scroll Deck" is set face down in reach. At the start of a round & when ending a turn you did not link: set your Ring aside to show you have not cast no spell,

no spell is Active.



2-4 players 



**The Tale:** The twin Wizards: Leous & Deagus of Dominovia, risked their lives, crafting 28 new Spell Scrolls. Each of these scrolls hold 2 Spells. The first 7 Scrolls they needed to create, have the same spell on both halves and are called "Mirror Scrolls". Once all Mirror Scrolls where safe to cast, 21 Mirrors where made to create Scrolls with different spells on each half, called "Duo Scrolls". You all have agreed to link these scrolls in a Chain-Fire Scroll Test (Yikes!). The winner, shall be hailed by all, to be the "Arch Mage of Mirrors and Protector of Dominovia".

Be a Z Mage! Cast a Spell!

Release your inner Power!

You can use scrolls for classic dominoes. Point values are: Dragon = 0, Freeze = 1, Fly = 2, Star = 3, Bam = 4, Colt = 5 and Crown = 6.

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.

Rules in three main groups by color:

Set Up On Your Support & Basics Turn

3) Offering: Next all Mages chose from their hand one Scroll to set, face down, in front of them. These are each Mages' offering, for the Chain-Fire Test. Once everyone has chosen and sets their offering: at the same time, all offerings are flipped over to show their values (0 to 27 center of scroll). Lowest valued offering is the Donation. All other offerings are returned to their Mages' hands.

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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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 haves).

the Mage going 1st may match either half of a

**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 "♥" 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:

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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 $\rightarrow$ ).

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

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

