



# The Mirror Scrolls of Dominovia<sup>v2</sup>



**The Tale:** The twin Wizards: Leonus & Deagus of Dominovia, risked their lives, crafting 28 new Spell Scrolls. Each Scroll holds 2 Spells. The first 7 Scrolls they needed, had to have the same spell on each half and are called **Mirror Scrolls**. Once the Mirror Scrolls were made safe, 21 copies were used to make Scrolls with a different spell on each half, called **Duo Scrolls**. You all volunteered to test the Scrolls in a *Chain-Fire Scroll* contest (*Yikes!*). The winner, shall be hailed by all to be the "Arch Mage of Mirrors, Protector of Dominovia".

The Mirror Scrolls of Dominovia, is a Domino style game for 2-4 Mages (**players**) age 7 & up, lasting about 4-7 min per Mage. You will link (**match**) 1/2 of a previously played Scroll, with 1/2 of a Scroll held in your hand to cast a powerful spell. Set number of rounds to win. Linking your last Scroll wins a round. No need to count points!!! Contains: 28 Scroll cards, 4 Round Count cards, 4 Spell Ring (**standees**), and this rules set.

**1) Set Up:** Each Mage gets a Ring & its' *matching* Round card. Set all round cards so "0 points away" from its' owner, meaning, no one has won a round (**Zero Rounds Won**).

**2) Mix Scrolls into a deck.** Four Mages, draw 5 Scrolls, three Mages draw 6 and two Mages 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 did not cast a spell and **you do not have an Active spell**.

**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 set their offering: **at the same time**, all offerings are flipped over to show their values (**at center of Scroll (0 to 27)**). Lowest valued offering is the Donation. All other offerings are returned to their Mages' hands. Peekabo I See You!

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

**Rounds:** Mages take turns linking (**adding**) Scrolls to either of a Scroll's two unmatched ends. To link: touch two Scrolls with the same picture together. The halves you link also casts (**activates**) a spell. A round continues until a Mage has no Scrolls in hand **or** there is no deck **and** none of the Mages can link a Scroll. In the last case all mages must have passed, in a row, before the round ends.

**On your Turn:** If you can link (**match**), you must. *Active Freeze & Crown spells interfere with linking.* If you cannot link a spell and the Scroll Deck has cards, you must draw & add the Scroll to your hand, otherwise pass. After a draw, all Scrolls you hold are playable (**ignore active Freeze and/or Crown spells**). If you can link you must. If you cannot link and the Scroll Deck has cards, you must draw and add it to your hand, otherwise pass. If you can link you must, otherwise pass. To pass, set aside Spell Ring. Mage on your left plays next.

**Spells:** To cast, match a Scroll's picture, in hand, with an unmatched side of an already linked Scroll (**in the play area**). Place so the pictures touch. Set your ring on either matching picture and follow the spells Instructions.

**First Rounds' Turn:** Because 1 Scroll is available (**a chain of one**), a Mage playing first can only match either half of the donated Scroll (**Mirrors like Duos have 2 linkable halves**). This remains true until, the donation *is linked*. Once linked, only link the unmatched Scroll half, at either end of the spell chain.

**End Round:** A Mage **wins a round if they** empty their hand by *linking* their last Scroll. **Also:** If there is no Scroll Deck and no Mage can link: Whoever holds the least amount of cards, **wins round**. If least cards is tied: among those who tied, The Mage with the highest value Scroll (**1-27**), wins the round. **Turn:** Winner of a round turns "0" their round card, to next highest number (**EX: Zero to one**). **Big Win:** Get the agreed amount of rounds to win: The Mirror Scrolls Dominovia. Nice! **Note:** Star & Bomb spells never end a round.

## 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 Scroll. When all have done so, everyone puts given Scroll (**don't show it**) into hand.



\* **Freeze:** On your next Turn, do not link a Scroll with Freeze on it, unless you've drawn 1 or 2 Scrolls this turn. Meaning: After drawing, you can link to an in play Freeze with a Scroll held in hand.



\* **Fly:** If you cannot link a spell, you **may** pass without drawing from the Scroll Deck. Also: Set your ring aside to show you have no active spell.

\*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 any another Mage.

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



**Colt:** You **may, if you can**, link another Scroll. This is not another turn. The new link is your spell. As long as your **active** link is a Colt Spell"; you **may, if you can**, continue to link another Scroll.



**Crown:** Other Mages can not link to an in play Mirror or Duo Scroll, **at either end of "spell chain"**, having a Crown as one or both its' spells, unless you've drawn 1 or 2 Scrolls this turn. Meaning: After drawing, they can link to an in play Crown, with a Scroll held in their hand.

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. EX: A Freeze/ Star = 4.... A Freeze/Crown= 7..... A Star/Crown = 9  
Options: You may change the Dragon spell to one below to change the game slightly.

- 1) Lazy Dragon: This spell does nothing (**set ring aside**), unless it is a Mirror spell which ends the round.
- 2) Hungry Dragon: Mix Scroll at opposite end of spell chain into deck. If the Deck is empty restart deck with the discarded Scroll. If a ring is on either half of a linked Scroll mixed that is mixed into the deck, set it aside (**that spell is no longer active**).
- 3) Dizzy Dragon: Caster places their ring on the unmatched half of Scroll they just linked and casts that spell. If the linked scroll is a Mirror Scroll: set your ring aside.
- 4) Angry Dragon: Set all rings aside (**no spell is active**).

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