



The Mirror Scrolls of Dominovia^{v2}



The Tale: The twin Wizards: Leonus & Deagus of Dominovia, risked their lives, crafting 28 new Spell Scrolls. Each scroll hold 2 Spells. The first 7 Scrolls they needed to create, have the same spell on both halves and are called Mirror Scrolls. Once 7 Mirror Scrolls were safe to cast, 21 Mirrors were 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, the "Arch Mage of Mirrors and Protector of Dominovia".

The Mirror Scrolls of Dominovia, is a Domino style game for 2-4 Mages (players) age 13 & 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!!!

1) Set Up: Each Mage gets a Cube & its' matching Round card. Set all round cards so "0 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 Cube aside, you have not cast no spell. No spell is Active.

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 - 27 in center of scroll). Lowest valued offering is the Donation. All other offerings are returned to their Mages' hands.

4) Donation: 3) The owner of the Donation puts their offering in the middle of playing area face up (a chain of one) and keeps their Spell Cube aside because: No spell was linked/cast. The Mage to the Donors' left, now gets the first turn of the round.

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

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 Cube. 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 together and set your Cube on either matching picture. Lastly, cast its' spell.

First Rounds' Turn: Because only 1 scroll is available (a chain of one), the 1st Mage to play may match either half of a Donated scroll, only 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: 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 a tie: The Mage holding highest value Scroll (1-27), wins round. The winner turns "U" their round card, to next highest number.

Big Win: Get the agreed amount of rounds to win and become the Arcmage. Nice!

Note: Star & Bam spells can not end a round by discarding their last card from hand.

List Of Spells



Dragon: With 4 Mages, caster pick direction all scrolls will be passed (left, right, across). If 3 Mages, caster picks direction all scrolls will be passed (left, right). If 2 Mages pass scrolls across. All chose, then pass a face down scroll. Once all have passed, put scroll received into hand.



* **Freeze:** On your next Turn, do not link a Scroll with Freeze on it, unless you have drawn 1 or 2 scrolls meaning; you then can link a scroll with Freeze, that's in your hand.



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

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



@ **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 newest link is now your spell. As long as your newest link is a "Colt Spell"; if you can; may continue to link other Scrolls.



Crown: Other Mages on their Turn, do not link a Scroll with Crown on it, unless they have drawn 1 or 2 scrolls or cast Colt. Meaning; either case above lets them link a scroll with a Crown, that's in their hand.

If using optional Dragons, you may each round, change which Dragon to use. Earlier TMSOD version had spell rings: replaced by spell cubes.

Dragon Options: Change the Dragon spell to a 1, 2, 3, or 4.

1) Lazy Dragon: This spell does nothing (set cube aside). If a Dragon Mirror Scroll is matched, end the round.

2) Hungry Dragon: Remove & Mix Scroll at opposite end of spell chain, into deck. If Deck is empty, restart deck with removed card. If a cube is on removed Scroll, set cube aside, that spell is broken (**no longer active**).

3) Dizzy Dragon: Mage places their cube on unmatched half of Scroll, they just linked & casts the unlinked spell. If linked Dragon scroll is a Mirror: Set your ring aside.

4) Angry Dragon: Set all rings aside (no spell is active).

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