

Domination

A Two Player Card Game of Territory and Control by Mendel Schmiedekamp

December 17, 2005

Preparation: Take a normal deck of playing cards, and remove all the royalty, leaving only cards valued 1 to 10. Then shuffle those cards, and deal each player a hand of three cards. Have one player choose horizontal and the other will take vertical, and then randomly decide who will go first. Once you've played a game already you can let the loser of the previous game go first in the next one. Then deal four in a square, the two closest to the horizontal player are horizontal, the other two vertical. These are the initial territories controlled by the respective players.

Playing: Players alternate taking turns. During each turn, the player must choose to either explore or conquer.

- **Exploration** - place a card matching your orientation touching another card already played on one of its sides. This produces a grid pattern, leaving room for cards to be turned between horizontal and vertical.
- **Conquest** - discard a card which matches the value of a card you control. You may then rotate any one card touching the matching card to your orientation. Each time you make a conquest you may immediately make another conquest from that newly acquired card, by discarding a matching card from your hand. This is called a Blitz. You may never conquer your opponent's last card.

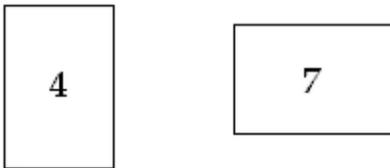
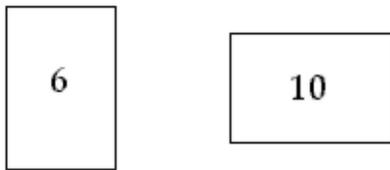
At the end of your turn you draw cards from the deck until you once more have three cards in your hand. When the deck runs out, you continue playing until a player runs out of cards.

Winning: You win the game by controlling a connected region of cards which contain every value from 1 to 10. If the game ends due to a player running out of cards, the winner is the player with the most unique values within a single controlled region.

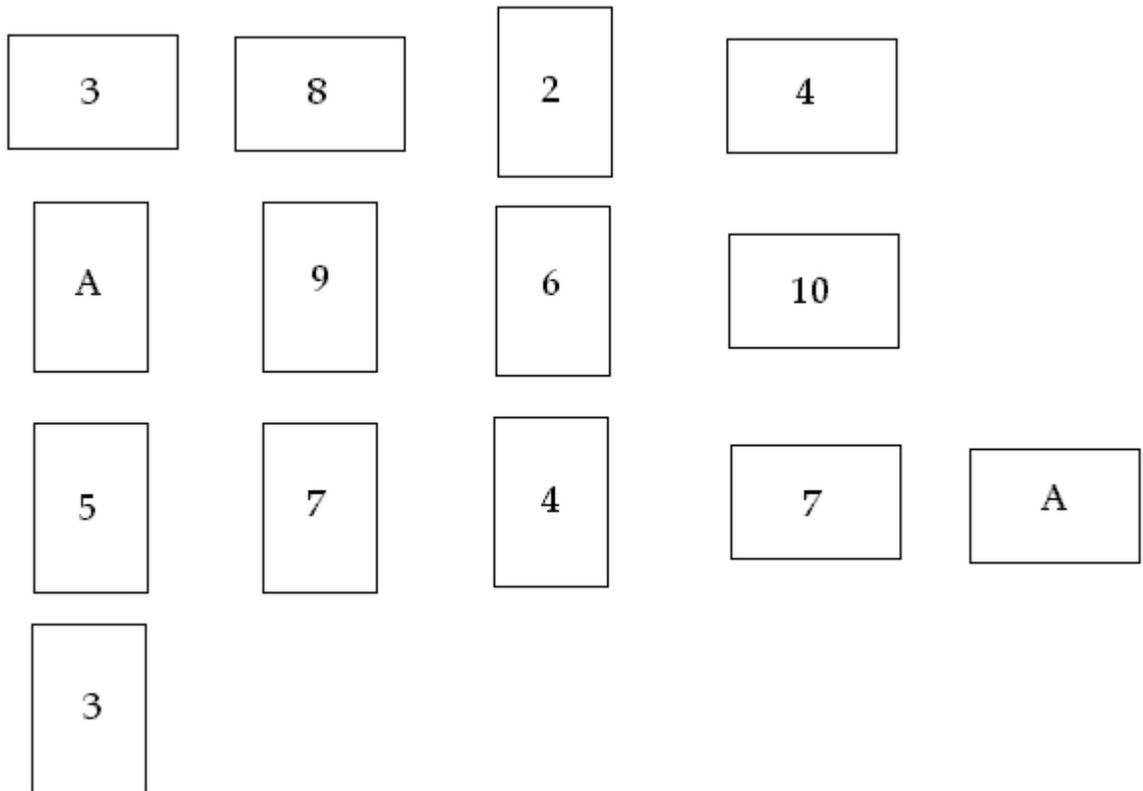
Variants: There are a variety of ways to modify Domination.

- **Hand Size** - By playing with a hand size of four or five, the game speeds up dramatically, with more chances for Blitzing. On the other hand, a hand size of two makes for a slower, less unpredictable game.
- **Extended Deck** - You may add royals, or even play with the minor arcana of a tarot deck. By adding new values the games will take longer, and victory will tend to occur only after the deck had been used up. In this variant it is suggested you play with a hand of four, to counter the difficulties in getting a Blitzing capable hand.
- **Royal Domination** - Add the royals, but they cannot be played via Exploration. Instead royals are used to make attacks, and can be played as any value, for the initial attack only, but cannot be used for Blitzing. In addition royals can be used for a new option:
Fortification - Place a royal card face up on any unfortified card you control. This card does not count for winning the game as long as the royal remains on top of it. This card may only be conquered by a royal of the matching value. If it is conquered in this way, discard both royals.

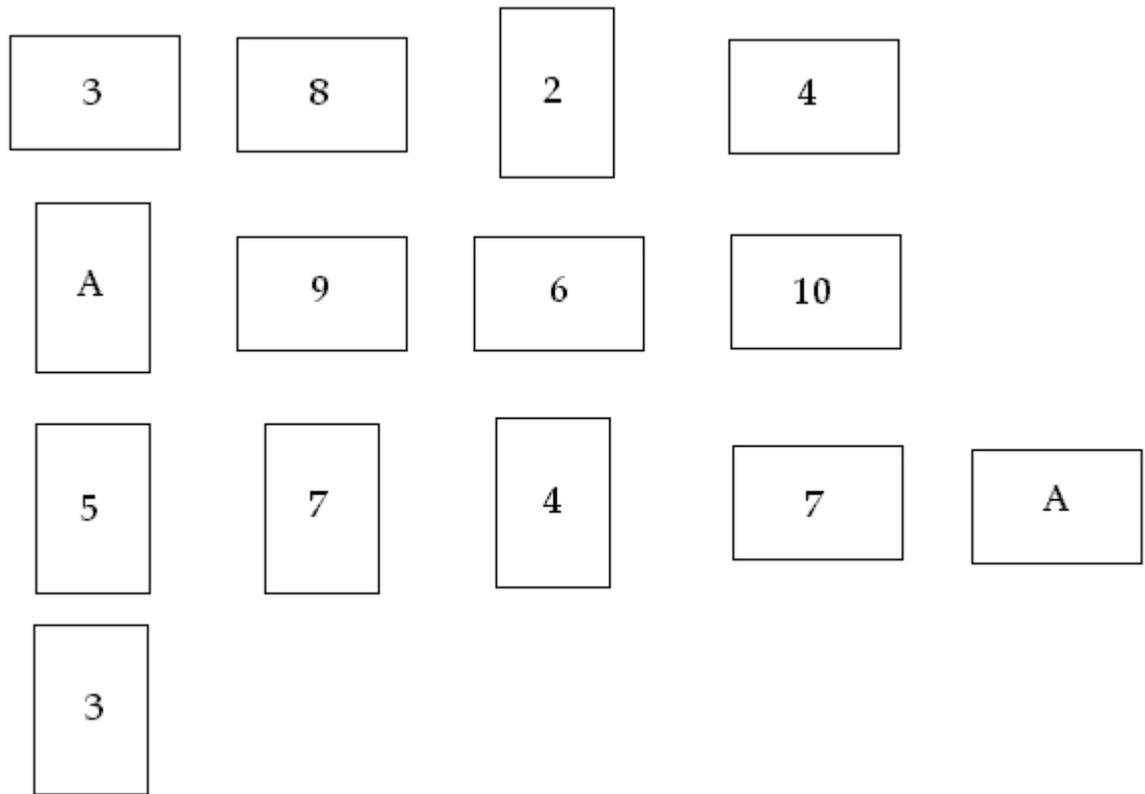
Examples



Initial set-up



Horizontal player with two divided regions (3-8 and 4-10-7-A)



After horizontal player blitzed with 8 and then 9
 Horizontal player needs only 5 and 2 to win