

Dominance

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Inventory

- 1 Rules Document
- 1 Game Board
- 20 Game Pieces (10 of each color)

Setup

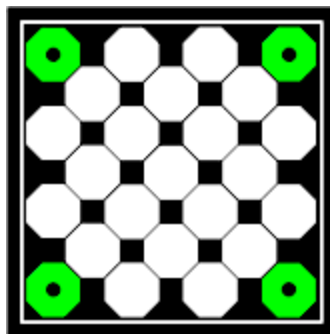
Place the game board between the players. Each player takes one of the sets of 10 colored pieces and places them on their side of the table just off the game board. This forms each player's pool of starting pieces. Decide who will be red and who will be black using any agreed upon random method and then you are ready to begin.

Gameplay

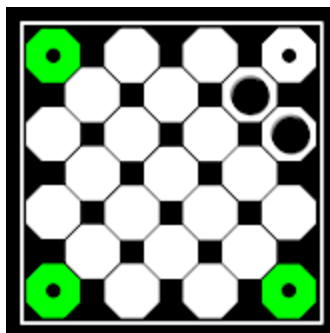
Starting with the Red player, each player will take only one action per turn, either a Spawn action, a Move action, or an Attack action. When spawning or moving, the player can create a state of dominance over a space on the board, this happens only when 2 of their pieces are in the right positions (see How to gain Dominance). When this newly dominated space contains an opponent's piece the player's action is considered an Attack and the opponent's Dominated piece is removed from play. Play continues with each player taking turns Spawning, Moving, and Attacking until one of the players can no longer create any dominance because they only have 1 remaining piece or they only have 1 in-play piece and their opponent has dominated all of the spawn spaces, preventing them from bringing their remaining pieces into play (see Winning the Game).

Spawn

The spawn action brings a new piece onto the game board, that piece is then considered in-play. Pickup 1 of the pieces in your pool and place it onto any non-dominated spawning space. Spawning can also be considered an attack if the newly spawned piece creates dominance (see Attacking into Dominance). These highlighted spaces (also marked with dots) are the spawning spaces:

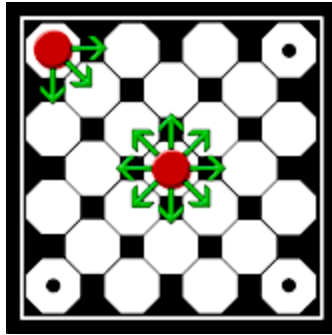


This is an example of using dominance to guard a spawn space. In this case you could only spawn on the 3 highlighted spawning spaces.



Move

You may move only 1 of your in-play pieces, to any unoccupied adjacent space any direction. However, you may not move into a space that is already dominated by your opponent's pieces unless your movement is considered an attack (See Attacking into Dominance).

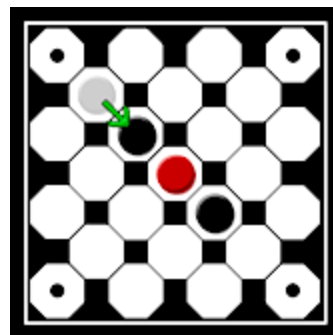
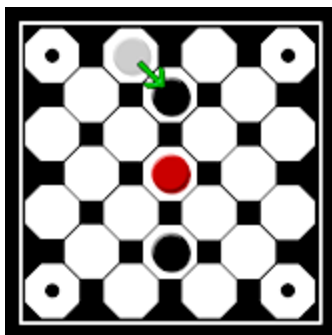


How to gain Dominance

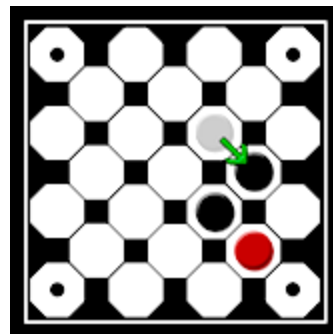
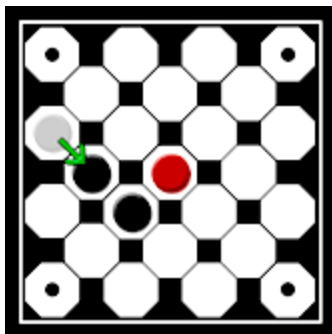
Dominance is gained from the specific placement of 2 of your in-play pieces adjacent to 1 of your opponent's pieces. Dominated pieces are permanently removed from play and are set aside for the remainder of the game. The following graphics will show the only two ways you can gain dominance over an opponent's piece.

Note: Gaining dominance by moving or spawning is known as making an Attack.

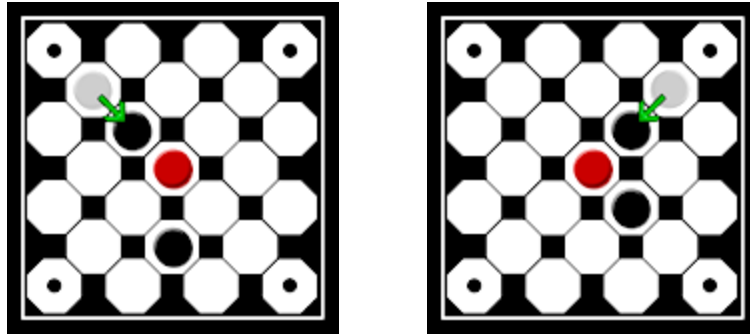
The first way is to have your 2 pieces on either side of an opponent's piece. In these cases the red piece is removed and the turn ends.



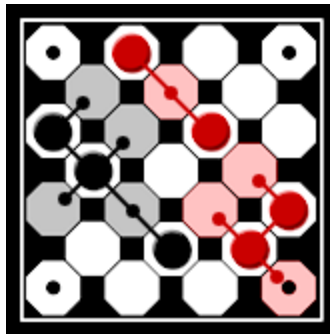
The second is to have your 2 pieces directly next to each other and also next to 1 your opponent's pieces. In these cases the red piece is removed and the turn ends.



Here are two moves that do not cause any dominance for comparison. In these cases no pieces are removed and the turn ends.



Here is an example of spaces that are dominated on the board by the current placement of the in-play pieces.



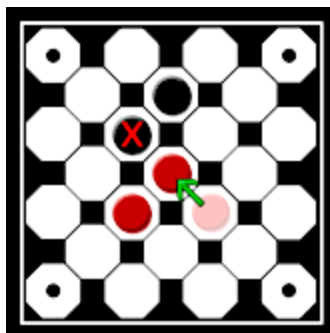
Attacking Into Dominance

Attacking is when you spawn or move completes the required positioning to gain dominance over an opponent's piece. Dominated pieces are removed from play starting with the piece being attacked.

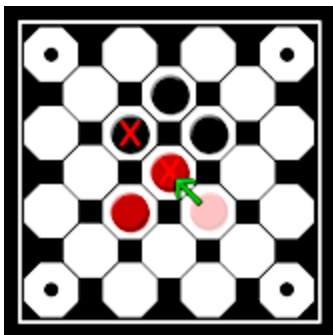
You may attack into dominance. This is when you move or spawn into a space that is already dominated by your opponent and at the same time also complete the requirements to dominate 1 of their pieces first. The attacker first removes the piece they gained dominance over before any other dominance is evaluated. Then if the attacking piece is still being dominated by 2 of the opponent's pieces it will also be removed. In this way the attacker always has first removal advantage.

After a dominated piece is removed, always reevaluate for any remaining dominance and remove any pieces that are still being dominated. At the end of a turn no piece should remain in a dominated space. The following are two examples to help explain how attacking into dominance works.

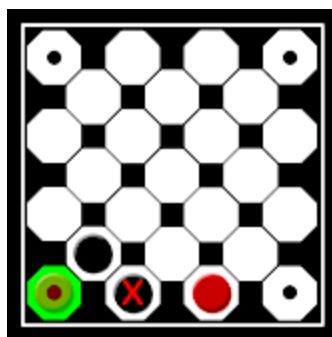
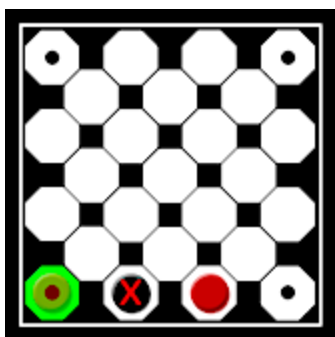
Here the attacker removes the dominated piece and then the attacking piece becomes safe from being removed by the now canceled dominance of the opponent's pieces.



Here the attacker removes the dominated piece and then is also removed because there are still other pieces dominating that space on the board.



Here are examples of spawning as an attack. Spawning onto the highlighted space will cause dominance. You may spawn onto a dominated spawn point only when attacking.

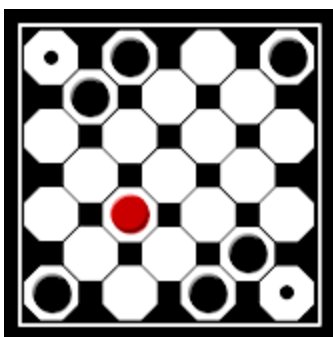


Winning the Game

There are three ways to win the game of dominance.

- Dominate 9 of your opponent's 10 pieces.
- Dominate all but 1 of your opponent's in-play pieces and stop your opponent from being able to spawn.
- Either player may win if the other player concedes.

In order to prevent the other player from being able to spawn in new pieces you must have dominance or control of over all 4 spawn spaces and the other player must not be able to spawn on their turn with only one or less pieces in-play.



Dedication & Credits

This game is dedicated to my wife and two daughters who bring joy to my life and make designing and playing games fun. I also, could not have created this game without my friends from my time in the U.S. military who helped to playtest the game. - Game Design & Artwork by C. M. Perry