

# Domino Avatars, v0.2

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## **Abstract**

Domino Avatars is a fast-paced fighting game for two to six players. It is designed as an alternative to the numerous battle-focused, collectable card games on the market today. Instead of special cards, it uses components from games that you may already have in your bookshelf: a set of dominos for the Avatars, a deck of cards to introduce randomness into the game, and pencil and paper to tally up points at the end of the game. The player with the highest score at the end of the game wins.

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# Contents

<b>1 Introduction</b>	<b>4</b>
<b>2 Terminology</b>	<b>4</b>
<b>3 Setup</b>	<b>5</b>
<b>4 Game Play</b>	<b>6</b>
4.1 Attack and Defend . . . . .	6
4.2 Counter-Attack . . . . .	7
4.2.1 Optional Rule: Restricted Counter-Attack . . . . .	8
4.3 Aiding Others . . . . .	8
4.4 Turns and Rounds . . . . .	8
<b>A This Document</b>	<b>9</b>
A.1 Acknowledgements . . . . .	9
A.2 Changes . . . . .	9
<b>B License</b>	<b>10</b>

# 1 Introduction

Domino Avatars is a fast-paced fighting game for two to six players. It is designed as an alternative to the numerous battle-focused, collectable card games on the market today. Instead of special cards, it uses components from games that you may already have in your bookshelf: a set of dominos for the Avatars, a couple decks of cards (Jokers removed) to introduce randomness into the game, and pencil and paper to tally up points at the end of the game.

A domino is a natural fit for an attack and defend style game. There are two sets of pips on each domino, one signifies the Attack Score, and the other signifies the Defend Score. Cards are used to classify the attack or defense as Red or Black, corresponding to the color of the card's suit, and increase the strength of the Avatar's attack or defense scores.

The game is played until either the dominos are exhausted, or a pre-determined score is reached by one of the players.

# 2 Terminology

Every new game comes with new terminology to learn, and this one is no exception. The following list describes the most important terms to know for this game. For the sake of examples throughout this article, four players will be used: Alice, Bob, Charlie, and Dianne.

**Avatar** : a domino placed face-up in front of a player.

**Avatar Score** : the sum of all all pips on the Avatar domino

**Attack Score** : the sum of the pips on the half of the Avatar furthest away from the player.

**Counter-Attack** : after successfully defending against an attack, the defending Avatar may counter-attack its antagonist.

**Defend Score** : the sum of the pips on the half of the Avatar closest to the player.

**Pip** : a the dot on a domino.

**Player Score** : the sum of Avatar Scores that the player has defeated.

**Round** : the period in which all players have taken a turn.

**Total Attack Score** : the sum of an Avatar's Attack Score and the point total of like-colored cards played for that Avatar. Denoted as CNN, where C is the color and NN is the sum. i.e. R20.

**Total Defend Score** : the sum of an Avatar's Defend Score and the point total of like-colored cards played for that Avatar. Denoted as CNN, where C is the color and NN is the sum. i.e. B10.

**X//Y** : Nomenclature for an Avatar's Attack Score and Defend Score. i.e. 6/4.

### 3 Setup

First order of business is to decide upon the winning conditions of the game. If time is unlimited, then the game is won by the player with the highest score when the dominos have been exhausted. (See "Turns and Rounds".) If time is limited, set the duration of the game, the winner of the game being the player with the highest score at the end of that time period. Alternatively, set a point value for which the first player to reach is determined the winner. When the dominos have been exhausted, reshuffle them and continue play until the winning condition has been reached.

Setup for the game is relatively simple. Randomly sort, shake, and conceal the dominos from the players, who randomly draw two and place them face-up in front of them. The pips furthest away from the player signify the Avatar's

Attack Score, the closest signify its Defend Score. Once place on the table, the Avatar cannot be moved unless it is defeated.

The player who owns the Avatar with the highest Avatar Score will attack first. The player just to the right will deal ten cards to each player. For each successive round, the responsibility as dealer and first attacker advances clockwise.

## 4 Game Play

The flow of the game is designed to be fast paced. The first player declares both the attacking Avatar and the defending Avatar of an opposing player. The cards that were drawn are used to determine the type of attack, Red or Black, and to increase the Score of the attack. *Any player may play any number of cards from her hand at any time, but they all must be of the same suit for both attack and defense.*

### 4.1 Attack and Defend

To attack with an Avatar, choose one or more cards of the same color to add to the Avatar's Attack Score. Place these cards face-up in front of you. The sum of the Attack Score and point value of the cards is called the Total Attack Score. Aces have a point value of one; Jacks, eleven; Queens, twelve; and Kings, thirteen.

To defend against an attack, choose one or more cards of the same color as the attacking Avatar that, when combined with the defending Avatar's Defend score, match or exceed the Total Attack Score. This is called the Total Defend Score.

If the attack succeeds, the attacking player "captures" the defending Avatar and adds its Avatar Score to her Player Score. If the attack fails, the defending Avatar may choose to counter-attack (See Counter-Attack).

*For example, Alice has a 9/2 Avatar. She challenges Bob's 7/4 Avatar. Alice lays down a five of hearts (5♥), which makes the Avatar's total red Attack Score of 14 (R14). Since all ties go to the defender, Bob must build a Total Defense Score of R14 or greater to defeat the Red attack. Additionally, he must use either hearts (♥) or diamonds (◇) to do so. Bob lays down a 7◇ + 3♥ for a Defend Score of R14.*

*Alice's attack has failed. If Bob had failed to defend the attack, Alice would "capture" the fallen Avatar and add its Avatar Score to her Player Score.*

Discard any cards played during this phase.

## 4.2 Counter-Attack

A defending Avatar that has successfully repelled an attack may be used to counter-attack that same Avatar. The same procedure is used as in the "Attack and Defend" section. If the counter-attack succeeds, the defeated Avatar's Score is added to the Player Score of the counter-attacker. A counter-attack can be waived, if the player chooses.

*For example, now that Bob has successfully defended the attack, he has the option to counter-attack, which he can waive if he so chooses. He declares counter-attack, and lays down a K♠, giving him a black Attack Score of 20 (B20). Alice has four cards left, but only two black suits: a 5♠ and a 10♠. She opts not to defend, knowing that she'll need those cards to either attack with her other Avatar or defend against attacks from other players' Avatars. Bob "captures" the fallen Avatar and adds its Avatar Score to his Player Score.*

A counter-attack does not forfeit a player's possible attacks during his or her turn.

Discard any cards played during this phase.

#### 4.2.1 Optional Rule: Restricted Counter-Attack

As with counter-attack, the successful defending Avatar may counter-attack its antagonist, but only doing so with the same color cards.

### 4.3 Aiding Others

As mentioned in the Setup section, aid can be given to any attacking or defending Avatar by any player. A player does not need permission of an Attacking or Defending player to give aid. No player is obligated to fulfill any promises made during the game in exchange for aid, nor should they be expected to. To give aid to an Avatar, simply declare “Aid Attack!” or “Aid Defense!”, and place the card or cards face-up upon the defender or attacker’s pile of cards. The card’s score will be added to the Avatar’s Attack or Defend Score as you designated.

### 4.4 Turns and Rounds

A player may attack with each of her avatars once per round. She may waive an attack from one or both of the avatars at her choice. When the turn has ended, the player to the left is now allowed to attack. When each player has completed his or her turn, the round has ended.

*For example, Alice has now lost her first Avatar. Alice may decide to attack with her remaining Avatar or pass control to the next player to her left. She decides not to attack with her second avatar, a 1/6, and passes control to Bob.*

At the beginning of the next round, the cards are reshuffled and redealt. Each player replaces any lost Avatars by selecting them randomly from the unused dominos. If there isn’t enough dominos for each player to have two Avatars each at the beginning of the round, they are said to be exhausted. If this is the pre-determined, game-ending condition, the player with the highest score wins. If not, the dominos are reshuffled, and game play continues until

the ending condition is met.

## A This Document

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The latest version of this document can be found in PDF format or a tarball of the original source code at:

<http://wookimus.net/~chewie/domino-avatars/>

### A.1 Acknowledgements

A special thanks to the play-testers of this game, Christy and Brandon from work, who gave up their lunch hours to brain-storm.

### A.2 Changes

- v0.2 - Clarifications. Made attack and defend “bids” a single action, rather than allowing players to incrementally defeat their opponents.
- v0.1 - Initial version.

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