

Two Domains™







A medieval dice game for two players

Introduction

In this game, you control a medieval *domain*. Your goal is to wipe out your opponent. Build a strong domain with *kingly authority*, *military vigilance*, and *cultural consensus*. Avoid *civil war*, *political turmoil*, and *cultural dissonance*. In short, crown a *king*, raise *armies*, found a *capital*, and initiate *battles*.

Setup

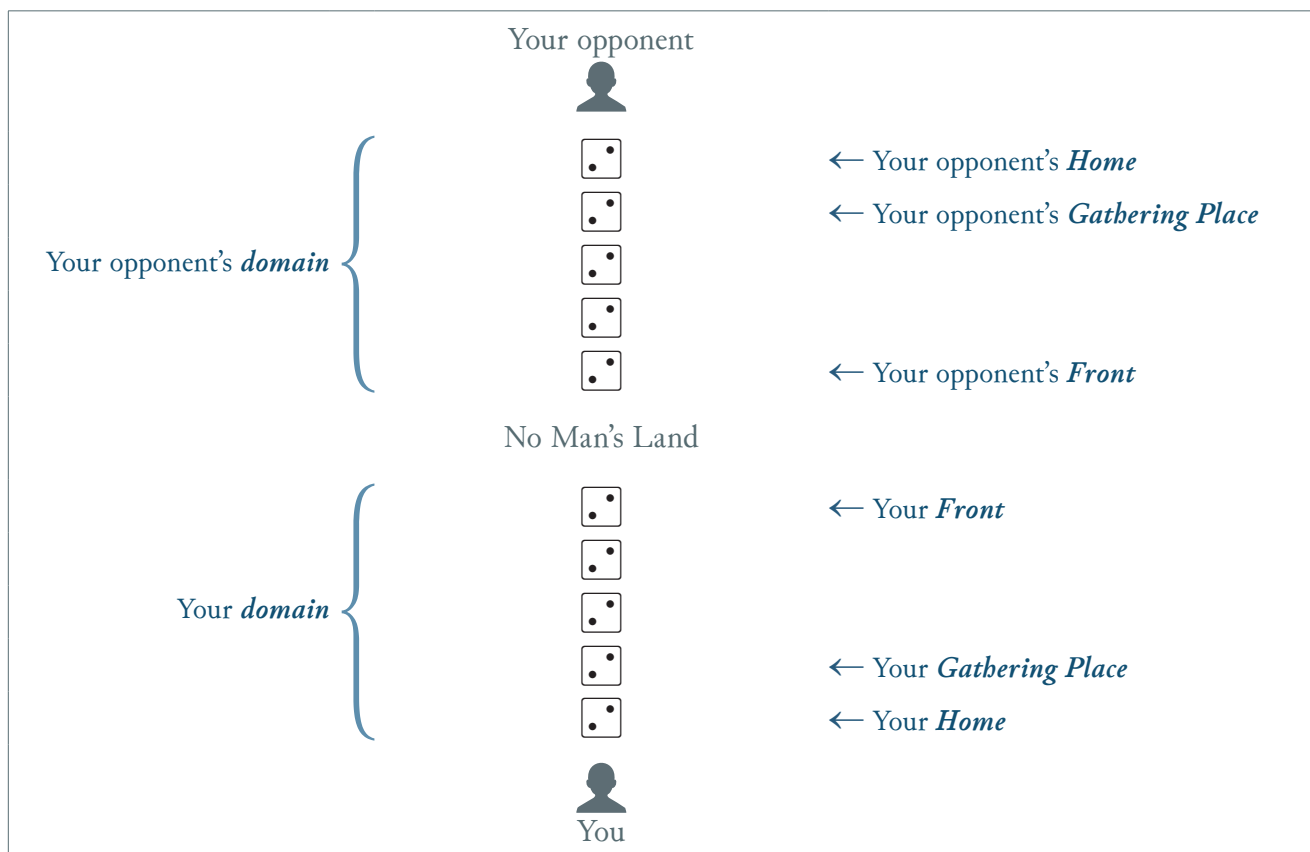
You need ten standard dice to play, that's all. The faces of the dice have special names and meanings:

-  A *king*.
-  Two citizens (a *village*).
-  Three citizens (a *town*).
-  Four citizens (a *city*).
-  Five citizens (a *capital*).
-  An *army*.

Place your dice in a straight line in front of you, as shown below. This line of dice is your *domain*. At the beginning of the game, your domain consists of five *villages*.

Leave some empty space (*No Man's Land*) between the two domains.

Three positions in each domain have special meanings. The position closest to you is called *Home*, followed by the *Gathering Place*, and the position farthest from *Home* is called the *Front*.



Starting position with two *domains* (five dice lined up) separated by *No Man's Land* (an empty gap).

Actions

After setting up the domains and deciding who goes first, you and your opponent take alternating turns.

In each turn, you must choose one of the actions *Growth*, *Gathering*, *Mobilisation*, or *Battle*. There are some prerequisites for each action, and often only a few of them are available.

The chosen action is performed on your own dice. Only the *Battle* action can have a direct impact on your opponent's domain.

Growth

Use *Growth* to increase the number of citizens in your domain or raise an *army*.

The *Growth* action is available when you have at least one *growable* dice in your domain.

1● can grow into 2● (from *village* to *town*).

2● can grow into 3● (from *town* to *city*).

3● can grow into 4● (from *city* to *capital*) *if* there are *no capitals* in your domain.

4● can grow into 5● (from *capital* to *army*) *if* your domain has *Kingly Authority* (exactly one *king*).

How to perform the *Growth* action

Turn one of your *growable* dice to increase its value by *one*.

Gathering

Use a *Gathering* to attempt to crown (or overthrow) a *king*, raise an *army*, or found a *capital*. This action might also be the *only possible choice* in certain situations.

The *Gathering* is available when you have a *Gathering Place* (at least *two* dice) in your domain.

How to perform the *Gathering* action

Roll the die at your *Gathering Place* to change its value randomly.

Mobilisation

Use *Mobilisation* to realign your dice and move an *army* to your *Front* or a *king* to your *Home*.

The *Mobilisation* action is available when your dice are unsorted.

How to perform the *Mobilisation* action

Sort your dice in ascending order, with the lowest value at your *Home* (closest to you) and the highest value at your *Front* (farthest from you).

After a *Mobilisation* (a few examples)

- If you have *one king*, it will be located at your *Home*.
- If you have *two kings*, one will be located at your *Home*, another at your *Gathering Place*.
- If you have *armies*, one of them will be located at your *Front*.
- If you have a *capital* but no *army*, the *capital* will be located at your *Front*.

Battle

Use a *Battle* to weaken your opponent or remove one of your opponent's dice from the game.



The *Battle* action is available when

- you have *Military Vigilance* (an *army* at your *Front*),
- you have *Kingly Authority* (exactly one *king* in your domain), and
- there is **not** *Cultural Dissonance* (more than one *capital*) in your domain.

There are two normal ways to perform a *Battle*. Which one to use depends on whether you have *Cultural Consensus* (exactly one *capital*) in your domain or not. Near the end of the game, when the scenario *Kingly Endurance* comes into play, a third form of *Battle* becomes possible.

In all situations, your *target* is the die located at your opponent's *Front*.


How to perform the *Battle* action if you have *Cultural Consensus*


- If the target is an *army*, it is converted to a *village*. Change your opponent's  to a .
- If the target is *not* an *army*, it is eliminated. Remove it from the game.







After the battle, your *army* is converted to *city*. Change the  at your own *Front* to a .

How to perform the *Battle* action if you *don't* have *Cultural Consensus*

Roll the die at your *Front* to change its value randomly.

If you roll , the *Battle* is over and the target remains unharmed.




If you do *not* roll , the *target* is damaged:


- If the target is an *army*, it is converted to a *city*. Change the  to a .
- If the target is a *capital*, it loses **2** citizens and shrinks to a *town*. Change the  to a .
- If the target is a *city*, it loses **2** citizens and shrinks to a *village*. Change the  to a .
- If the target is a *town*, *village*, or *king*, it is eliminated. Remove it from the game.

After the battle, the die at your *Front* keeps the new value that was rolled.

Near the end: A *Battle* against an opponent with *Kingly Endurance*

If your target is also your opponent's *last die*, roll the die at your *Front* to change its value randomly (in this case, it doesn't matter whether you have *Cultural Consensus* or not).

If you roll , your *army* pledges allegiance your opponent. Change the newly rolled  back to a  and move it to your opponent's *Gathering Place*.

If you do *not* roll , the *target* is killed (and the game is over).

Small domains

For every die that you lose during the game, your *Front* moves one step closer to your *Home*. When you have only *two* dice left, your *Front* and your *Gathering Place* share the same location. When your domain consists of a *single* die, your *Front* is the same as your *Home*. In that situation, you no longer have a *Gathering Place* in your domain.

Winning the game

You win the game when your opponent's domain is *empty*.

You also win if the *Civil War* scenario occurs in your opponent's domain.

Scenarios

As your domain changes during the game, seven *scenarios* can arise. Some of these can help you win, while others should be avoided. Multiple scenarios can be at play simultaneously.

Kingly Authority

This scenario is active when you have *exactly one king* in your domain.

In domain:

Not in domain:

You need *Kingly Authority* to:

- Use the *Battle* action.
- Use the *Growth* action on a *capital* to raise an *army*.

Military Vigilance

This scenario is active when you have an *army* at your *Front*.

At Front:

You need *Military Vigilance* to:

- Use the *Battle* action.

Cultural Consensus

This scenario is active when you have *exactly one capital* in your domain.

In domain:

Not in domain:

You need *Cultural Consensus* to:

- Increase the impact when performing a *Battle* against a *city*, a *capital* or an *army*.
- Avoid the use of dice rolling when performing a *Battle*.

When *Cultural Consensus* is active, you **cannot**:

- Use the *Growth* action on a *city* to found an additional *capital*.

Cultural Dissonance

This scenario is active when you have *more than one capital* in your domain.

In domain:

When *Cultural Dissonance* is active, you **cannot**:

- Use the *Battle* action.
- Use the *Growth* action on a *city* to found an additional *capital*.

Political Turmoil

This scenario is active when you have *more than one king* in your domain.

In domain:

When *Political Turmoil* is active, you **cannot**:

- Use the *Battle* action.
- Use the *Growth* action on a *capital* to raise an *army*.

Civil War

This scenario occurs when you have *two kings* **and** *two armies* in your domain.

In domain:

When a *Civil War* arises in your domain, you immediately lose the game.

Kingly Endurance

This scenario starts, when you have only *one die* in you domain.

In domain: **A single die**

When *Kingly Endurance* happens, your last die becomes a *king* (if it wasn't one already).

You cannot choose an action in this situation. When your opponent starts a *Battle* against you, the game is over, *unless* your opponent rolls a (see the *Battle* action).

Afterword

Two Domains[™] was invented by Simon K. Jensen in 2023 (see www.simonjensen.com), and it fits well with his ongoing mission to get people to turn off their smartphones and *interact* with each other while enjoying an ancient activity. Humans have been playing dice games for more than 5000 years, and we should continue doing so. It is a *healthy* activity — for both mind and heart.

Ten dice, that's all you need to play the game, and this minimalistic setup is practical. Just keep a handful of dice in your pockets. Thus, whenever you meet a like-minded, you are ready to play.

The game is best played in a tent or a cabin, in candlelight or moonlight, in a bar, at a picnic, on a summer day, on a boat, outside, or at least somewhere far away from internet and the forged, artificial and algorithm-controlled pseudo-world the social media corporations have built for us.

Despite this, below is a link to a *website* where you can learn the game and develop your strategic skills.

Online version

www.simonjensen.com/TwoDomains

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