

# Dominate

Version 1.0

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## Summary

In Dominate, you pair cards with your hand with cards from the table, called the grid, to create the greatest possible difference between the two. At the end of a round, all a player's paired cards are counted for their difference, and whoever has the greatest point total wins the hand.

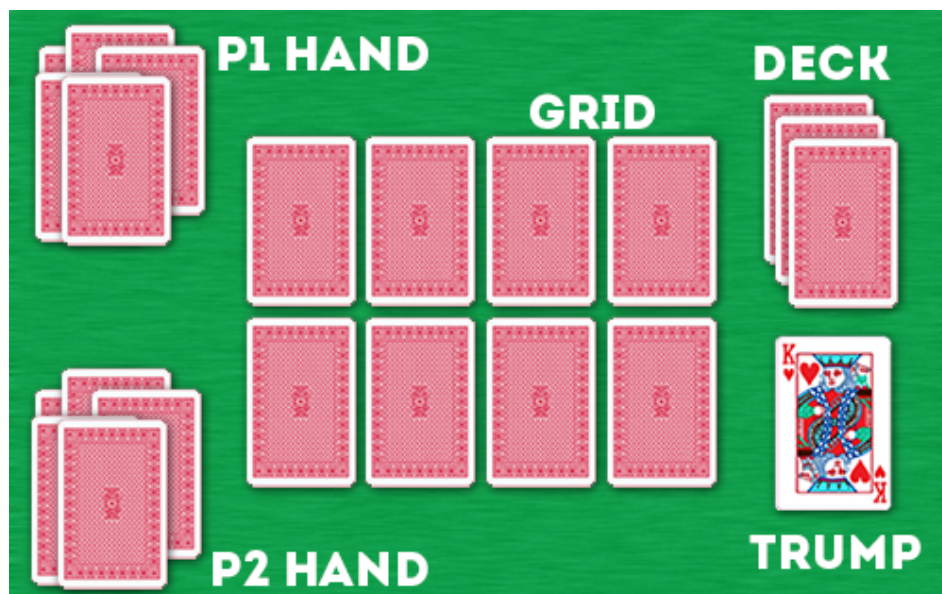
## Requirements

- 1 52-card deck
- 2 - 6 players

## Gameplay

### Setup

Setting up the game is done by a chosen player, the Dealer. The title of Dealer moves clockwise after each hand.

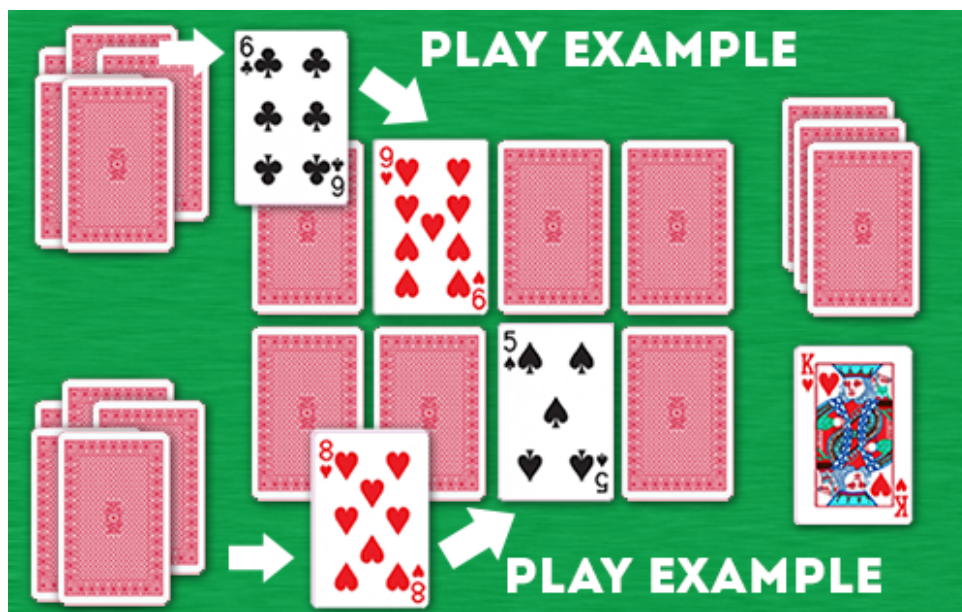


First, the grid is set up. As a general rule, put down four times as many players are participating in the hand. This number can be increased or reduced to alter play time. Then, player gets a hand of five cards. Players can look at their hand at any time, but no one else's hand. Lastly, place a card from the top of the deck into the Trump pile, face up. This card is the Trump.

Play starts with the player left of the dealer and rotates so that the dealer is the last in the circle.

### Turn Actions

On a player's turn, that player chooses and reveals a card from the grid, then matches that card with a card from their hand. If a black card is revealed, the card from the hand must be a greater value than the card in the grid. If a red card is revealed, the hand card must be lower. The color of cards in the hand is not relevant. Jacks are 11, Queens are 12, Kings are 13, and Aces are player's choice of 1 or 14.



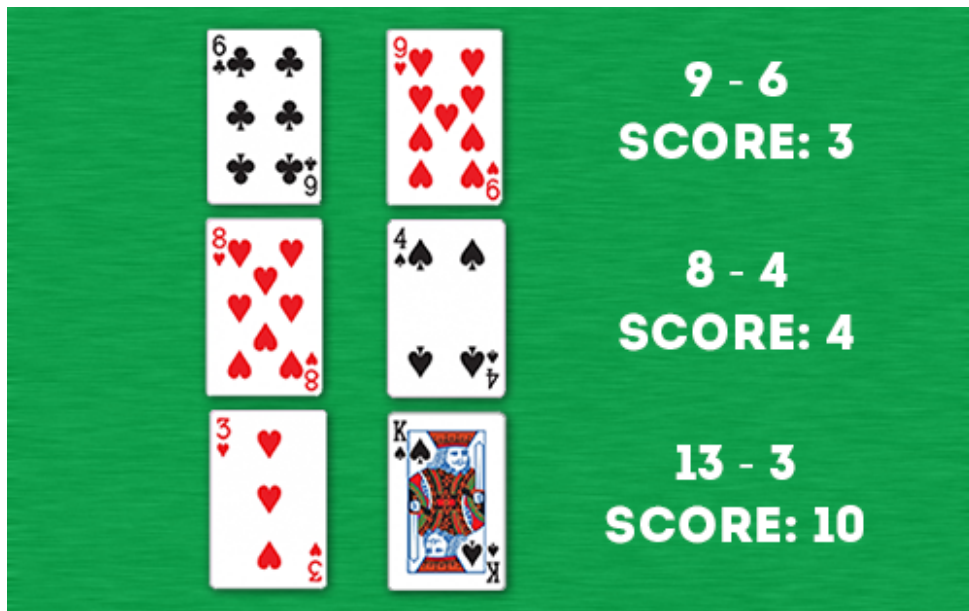
If a player cannot match a card or chooses not to, play passes to the next player in the circle, who does not reveal a card and instead tries to match with the previously revealed card. If all players choose not to act on that card, that card becomes the top of the Trump pile.

## Trump Card

The Trump card is the top card of the discard pile. Its suit is the Trump. If the suit of the Trump card matches the suit of a card in a player's hand, that player can exchange the two cards in order to make a play.

## Game End and Victory

When all cards on the grid are paired with a card from a player's hand, the hand ends, and the differences are counted for each pair. Differences are calculated by subtracting the smaller value card from the larger value card.



Final scores are compared against each other, and the player with the highest score wins the hand. The Dealer changes, and the game is set up again. Play officially ends when all players have been the Dealer. Whoever has won the most hands is the overall winner of the game.

## Credits

Pat Roughan is the sole creator and designer of Dominate.

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