The Maker-Breaker domination game [1] is played on a graph $G$ by Dominator and Staller. The players alternatively select a vertex of $G$ that was not yet chosen in the course of the game. Dominator wins if at some point the vertices he has chosen form a dominating set. Staller wins if Dominator cannot form a dominating set. The Maker-Breaker domination number $\gamma_{MB}(G)$ of $G$ is the minimum number of moves of Dominator to win the game provided that he has a winning strategy and is the first to play. If Staller plays first, then the corresponding invariant is denoted $\gamma'_{MB}(G)$. It will be demonstrated that these invariants behave much differently than the related game domination numbers. Using the Erdős-Selfridge Criterion a large class of graphs $G$ will be presented for which $\gamma_{MB}(G) > \gamma(G)$ holds. Residual graphs will be introduced and used to bound/determine $\gamma_{MB}(G)$ and $\gamma'_{MB}(G)$. Using residual graphs, $\gamma_{MB}(T)$ and $\gamma'_{MB}(T)$ will be determined for an arbitrary tree.

**Keywords:** Maker-Breaker domination game, Maker-Breaker domination number, domination game.

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**References**
