

High Quality Color Dot Dominoes

Ages 6 to adult

Contents: Set of High Quality Color Dot Dominoes and Mexican Train Starter Piece.

SET UP

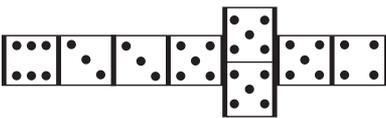
Place all the dominoes face down on the table and mix them.

- For Double Six Dominoes: 2 to 4 players. Each player takes 5 dominoes.
- For Double Nine Dominoes: 2 to 6 players. Each player takes 7 dominoes.
- For Double 12 Dominoes: 2 to 7 players. Each player takes 9 dominoes.

Stand the pieces up with the dots facing you. Do not let the other players see your dominoes. The remaining dominoes become the draw pile.

Each domino is divided into two parts or ends, each containing a set of dots. A double domino contains matching ends (9-9, 8-8, etc). The player who draws the highest double domino places it in the center of the table to begin the game. Play then proceeds to the left. (If no double was drawn, all dominoes are returned to the draw pile, remixed and redrawn).

The second player then tries to match one of his dominoes to either end or side of the double. For example, if the first domino played is a double four, the second player may add any of his dominoes containing four dots on one end. The next player may play to the remaining double four or he may try to match other blanks. Only one domino may be played at each turn. Dominoes are placed lengthwise rather than at right angles, except in the case of a double as shown.



Players match ends of the dominoes but may play to either end or to either side of a double, thereby giving two directions in which to place dominoes.

If a player cannot match the dots at any open end of a row, he must pick from the draw pile until he is able to play a domino. If he draws the last domino and still can not play, he passes and then tries again on his next turn. A player must play a domino if he is able to do so.

Play continues until one player has used all of his dominoes or until no one can play. If no further plays can be made and all dominoes have been drawn, the player with no dominoes or with the least number of points (dots on his remaining dominoes), wins the round. He subtracts the total of his points from the balance of each of his opponents' points and adds the balance of points

for his score. For example: Player A had the least amount of dots left in his hand (5). Player B had 19 dots and Player C had 12 dots. Player A subtracts his dots from both Player B and Player C: $19 - 5 = 14$, $12 - 5 = 7$. Player A's score would be 21 ($14 + 7 = 21$).

Rounds continue until one player has scored at least 100 points and wins the game. To begin a new round turn all the dominoes face down, mix them up and each player draws new dominoes (see **SET UP** for the amount to take). Every round is played the same way as the first, beginning with the player who has the highest double domino.

OTHER GAMES TO PLAY WITH DOUBLE NINE AND DOUBLE 12 DOMINOES.

MATADOR (3 to 8 players)

Place the dominoes face down on the table and mix them. If there are 3 to 6 players, each draws 7 dominoes. If there are 6 to 8 players, each draws 5 dominoes. The player with the highest double domino or if no one has a double, the player with the domino that has the most points, goes first. Play proceeds to the left. The remaining dominoes form the draw pile.

Instead of playing a matching domino the object is to place any domino that when added to an open end will total 10. For example the opening domino is a double 9. In Matador, double dominoes count for only half their full value. A double 9 would only be worth 9 points instead of 18. The next player must place a domino with only 1 dot at the end of the double 9 to equal 10 points.

Since no domino can be added to a blank to equal 10, there are 6 Matador dominoes that can be played in this case. They are: 9-1, 8-2, 7-3, 6-4, 5-5 and double blank. These 6 Matadors are the only dominoes that can be played on a blank; however, they can also be played anywhere and at any time.

When a player cannot make the required 10, he must pick from the draw pile. If he is unable to pick a playable domino and there are no dominoes left in the pile, he must pass.

If a player has one or more Matador tiles, he has the option to play the Matador, or draw from the pile. If he chooses to draw and is unable to pick a playable domino, he must play his Matador.

The first player to place his last domino scores the total number of points in each player's hand. A double left in a player's hand counts as its full value.

If no player is able to place his last domino, the game is blocked. The player who has the lowest number of points in his hand scores the difference between his hand and the total of each opponent. The first player to score 100 or more points wins the game.

TIDDLE-A-WINK (6 to 10 players)

Place all the dominoes face down on the table and mix them. Each player draws 5 dominoes. The player with the highest double domino goes

first and play proceeds to the left. When a double domino is played, either when starting or during the game, that player takes another turn. When a player is unable to match, he says “G” and passes. The first player to place his last domino calls “Tiddle-A-Wink” and receives the total number of points left in the other players hand. If the game is blocked and no player is able to call “Tiddle-A-Wink” the player holding the least amount of points in his hand receives the total number of points from the other players’ hands minus his own points.

The first player to score 200 points is the winner.

MEXICAN TRAIN

SET UP:

For traditional play use Double Twelve Dominoes and Starter Piece. Double Six and Double Nine Dominoes can be used for shorter games. Double Twelve instructions follow:

Each player need a small unique token—like a button or a coin—to use as a marker. Place the dominoes face down and mix.

If 2 to 4 are playing, each player takes 15 dominoes.

If 5 to 6, each player takes 11 dominoes.

If 7 or 8, each player takes 8 dominoes.

PLAYING: The player who has the highest double domino starts by placing it in the center of the starter piece. If they are able, they can also begin their train by placing a domino that matches the center double domino on one side. Place this domino in one of the empty stations that’s off the center. For the rest of the game, the player will only place their dominoes on their train. The player to the left now takes their turn.

Subsequent players need to build their train, too. If you can’t, take one domino from the draw pile. Play it now if you can, otherwise keep it and play moves to the left. Continue like this, playing a tile – or taking a tile—when it’s your turn.

DOUBLES: During the game players can place only one domino—except when a double is played. When playing a double, place it perpendicular to the domino just before it. Players who play a double should then place a domino off of that double. If they can’t they must take a domino from the draw pile. If you can play it, do so. If you can’t play it, place your token on your train and alert the other players that you “Pass”.

The next player must try to play off of the double and, if they can’t, must take a domino from the draw pile. They should play that domino if they can and, if they can’t, they place their token on their OWN train. The game continues in this “doubles” phase until the double is completed. The regular play resumes with the player to the left of the player who played off the double.

WINNING AND ENDING THE GAME:

When a player has just one domino left they must alert the other players. If a player is caught with one domino and he or she hasn’t alerted the other players, that player must take a domino from the draw pile.

When a player has played their last domino, they win. If the game is at a stalemate—there are no moves to be made—players add up the number of pips on the tiles that they haven’t played. The player with the lowest score wins.

Your token is on your train, other players may play off of it but you cannot. You can place dominoes off of other player’s trains and off of the double that’s in the hub while your token is on your train. When you are able to play off of your train again, remove the token to alert other players that they cannot play off of your train.

A player may place a domino off the center hub on their turn. During the game any player can play off of these trains. To remind you, place tokens of the same color—say black—to remind you that you can play off of these on any turn.

We appreciate your comments on High Quality Color Dot Dominoes. Please send your correspondence to:

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Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 EST to 4:00 PM EST at 1 800 800-0298.

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