

# 2672-4\_dominoes\_IM

## Instruction Manual for Double-Six Dominoes™

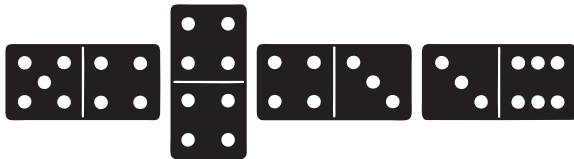
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### How to Play

1. Turn all dominoes face down and mix them around on the board.
2. Each player draws 5 dominoes and stands them on edge in front of them. Place the dominoes so that you and not your opponent can view.
3. The remaining dominoes become the draw pile. Move this pile to the side.
4. Each domino is divided into two parts, each containing a set of dots:
  - a. A double contains matching ends (6-6, 5-5, etc.)
5. The player who draws the highest double places it in the center to start the game.
  - a. If no doubles are drawn, all dominoes are returned to the draw pile, reshuffled, and redrawn.
6. After the highest double is placed in the center, the 2nd player will try to match one of their dominoes to one end of the double. For example, if the first double played is a four, then the 2nd player may add any one of their dominoes that contains four dots.
7. The 3rd player then may match the other end of the double four or the other end of the second domino.
8. Traditionally, double tiles are placed perpendicular to the other tiles on the board. (See image)



9. If a player is unable to match any open dots, then they must draw additional dominoes from the pile until they are able to do so.
  - a. If they draw the last domino and are still unable to play, then they forfeit their turn and try again on the next.
10. Play continues until one player has used up all their dominoes and is declared the winner OR
  - a. If no further plays can be made, then the player with the least number of tiles left wins the round. In case of a tie, the winner has the lowest amount of dots left.
11. Scoring:
  - a. If the player wins by using all the dominoes, then their score is the number of dots that were played on the table.
  - b. If the player wins by having the least amount of dominoes left, then their score is the difference between their number of dots left and the player who has the greatest number of dots left.
12. Continue playing rounds until one player reaches a score of at least 100.