

AGES 4+



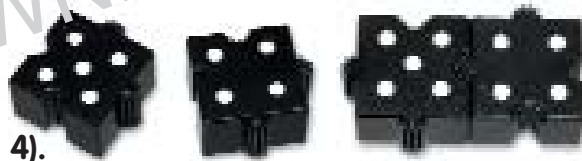
THE GAME THAT MAKES DOMINOES SEEM FLAT

Domiphun Rules

The game is based on the traditional Dominoes game, but allows the players to make their own dominoes from separate numbered squares. The traditional game can be played, but further rules explained in this set allow new versions in two dimensions and exciting three dimensional play. The new rules add new tactics. The joining pieces hold strongly together so the game can even be moved to another table.

Traditional Dominoes

Match each number with another number or blank so that there is one set of double numbers (eg 6 with 6) and two sets of all other combinations e.g 4 with 2 and 2 with 4).



You now have a traditional Dominoes set of 28 pieces ready to play.

Standard Domiphun game

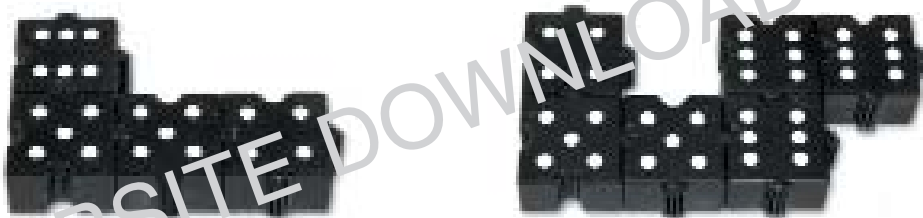
A game for 2 to 4 players or teams. Place all the square pieces face down on the table and mix them up.

To choose the first player to play the first round each player takes one piece and turns it face up. The highest number wins and the play will start with the winner and move clockwise. If a draw the drawn winners draw again.

In a normal match each player gets to start the game once or twice, which is agreed in advance.

There are 56 squares. Each player takes eleven squares. The other squares stay face down in the pool. The players keep their pieces hidden from other players.

The first player chooses two of his/her squares, joins them into a Domino, and plays it face up. Each following player chooses two squares from their own pieces and plays. The two squares must be joined, single squares can not be played. A player can only play at either end of the growing Domino path.



When a player has only one square left or can not play a Domino the player must take additional squares one at a time from the pool until they can make and play a Domino. After 4 squares have been taken the player may continue to take squares or may stop and miss a turn.

The winner is the one who places all their squares first. Any player may turn the game round to face them when playing their turn.

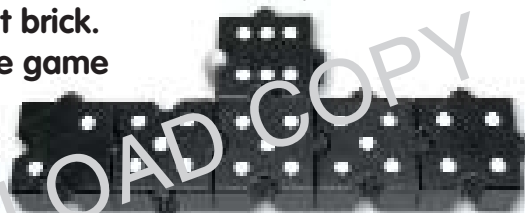
Advanced Domiphun game

The rules are the same as the Standard game but with the use of one or both additional shapes of joiner pieces. Each player is issued two X shaped joiners with his pieces and/or one white Starjoiner.

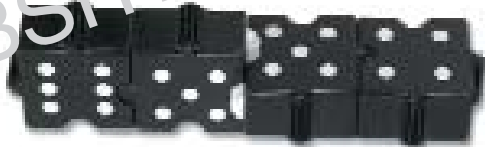


To win a game the player must use all his/her squares and the two X pieces and may use the Starjoiner.

The Starjoiner can be used at any time before a player plays except the last winning play of the game. A player can place the Starjoiner at either the end of the Domino path as a block showing that the game can not continue from that brick. A player may then join a Domino anywhere on the game being played but only to another square of a matching number. One Domino path then restarts from this new point.



The play always starts with four Domino plays without use of Starjoiners or X pieces. After that each player may use their X pieces and Starjoiners when they choose.



Players may not play a piece that results in the game leaning or falling over such that the first Domino piece played is no longer fully flat on the table. For this reason a carefully placed piece can sometimes reduce the game to only one useable path.



In any situation where neither player can play, the winner is the one with the least squares left. It is a draw if they have the same number.

Optional Rules

To avoid draws, scores are kept of the total face value of the pieces left to each player after each game and the series winner is the one with the least points after the series is played.

Any younger players under 12 years may be allocated one or more extra Starjoiners when playing against adults.



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