



SPACE DOMINOES®

A new DIMENSION in
Domino Play
BY DAVID GALT

For 2 to 5 players

OBJECT OF THE GAME

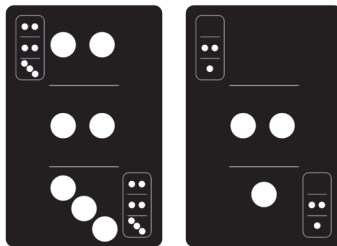
To be the first player to play all of your Space Dominoes cards in the hand. Lowest score at end of game wins.

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ABOUT SPACE DOMINOES

Each *Space Dominoes* pack has 40 different cards. Each Space Domino card has 3 parts, or sections. Each section has 0, 1, 2 or 3 dots.

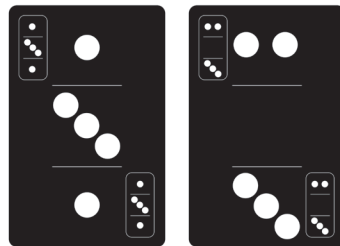
Space Dominoes are identified by number.



2-2-3 or 3-2-2

0-2-1 or 1-2-0

-2-



1-3-1

2-0-3 or 3-0-2

-3-

The small corner dots simply repeat the bigger dots. This lets you easily identify, compare and arrange your hand of Space Dominoes cards. Just fan the cards slightly apart (as you would with regular playing cards) to see all corners at a glance.

TO BEGIN:

Decide how many hands will be played in the game. Cut for high card to see who deals. For 2 or 3 players, deal each player 7 cards, face down. For 4 or 5 players, deal each player 6 cards, face down. Turn the next card up as the STARTER. Players look at their cards and arrange them in their hands.

The rest of the cards are left face down, to be used as the STOCKPILE.

RULES FOR PLAYING A CARD:

1. Each play is a link of one card to another card by matching the

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number of dots. The player to the dealer's left starts the chain by linking a card at either end of the starter Space Domino. The player places his/her Space Domino over the matching section of the starter card. All subsequent plays are links made at either end of this expanding chain of cards. See *diagrams*.

2. Each play is a single-link or double-link.

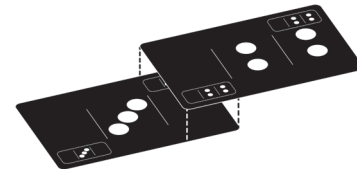
SINGLE-LINK

Create a single-link by placing one of your cards over the matching section of a card in play. Whenever you match only one section of a card — a *single-link* — your turn

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is over. Pick a new card from the stockpile. The player to the left goes next.

SINGLE-LINK: one blank section covers another blank section.



Link sections by covering.

DOUBLE-LINK

Adding a card at either end by completely matching two sections

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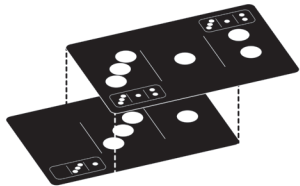
is a *double-link*. Place your card over both matching sections. When a double-link is played, your turn continues. You may play another matching card. For each double-link played, you may play another card from your hand. As soon as you make only a single-link, or have no play to make after a double-link, your turn ends.

Remember to take a new card from the stockpile.

Should you go out after one or more double-links, the hand ends and you win!

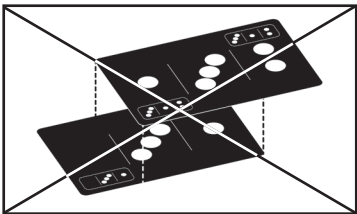
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DOUBLE-LINK: The 3-1 sequence covers another 3-1 sequence.



Link sections by covering.

Note: a 1-3 sequence is not a double-link to a 3-1 sequence.



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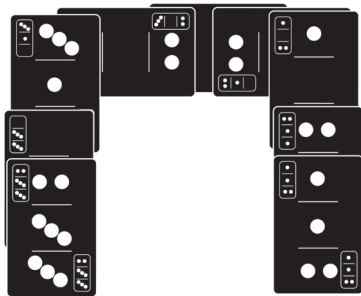
3. If it is your turn and you have no card that can be played as a single-link or double-link, draw one card at a time from the stockpile until you can play. After that, proceed as usual, with the right to keep playing after a double-link.

Ten cards is the most you may hold in your hand. If you have ten Space Dominoes and still can't play, you must pass. (This happens very rarely.)

If the stockpile is empty and you have no card that can be played, you must pass your turn.

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When playing area is limited, connect cards at an angle, as shown.



WINNING AND SCORING POINTS

The first one out of cards wins the hand. When you win the hand by

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going out, you score zero. The other players count up the dots on their remaining cards and add them to their scores. (Count the large dots only.)

Very rarely, a player goes out on the first turn. Any player who has not yet had a chance gets one turn to play cards off, before the dot-count score is taken.

Occasionally, a “frozen game” occurs — no one can play or go out, and the stockpile is empty. Whoever has the lowest dot-count is the winner of that hand. All players' dot-counts are added up and scored. The winner of a

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hand shuffles the cards and deals the next hand. At the end of the pre-decided number of hands, the player with the lowest score wins.

For tournament play only:

You may begin any turn by picking from the stockpile, even when you have a playable Space Domino. As usual, you take a card when your turn ends, and the ten-card limit applies.

Space Dominoes for 4 players, two against two.

Space Dominoes for 4 players is usually played as a partnership game.

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Play as above except: Partners sit across from each other. First to deal is decided by cutting for high card. Deal 6 cards to each player and turn up a starter card. Play begins at dealer's left. When one player goes out, the others continue until both players on one side go out. The dot-count total is tallied for the team with remaining cards. The winning pair deals the next hand.

For more fun ways to enjoy Space Dominoes please visit www.usgamesinc.com/Space-Dominoes

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