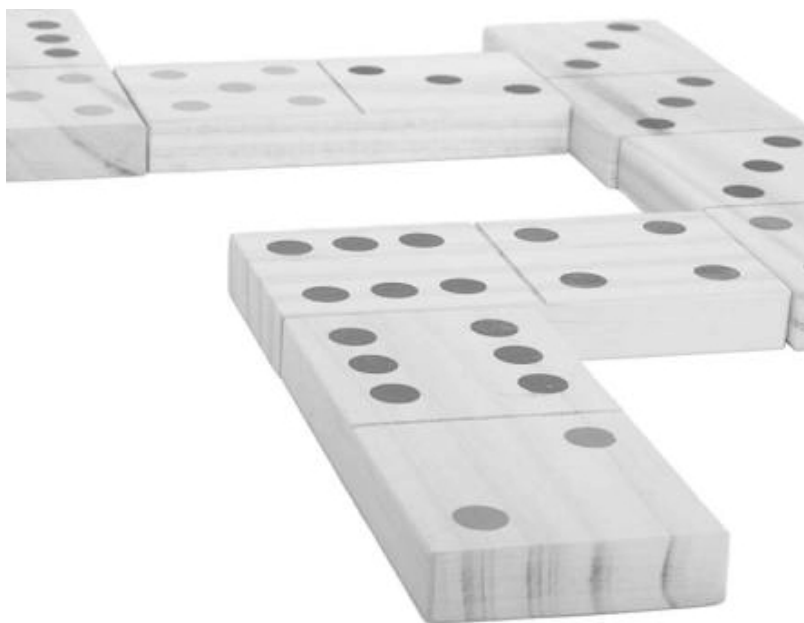




LAWN DOMINO SET

INSTRUCTION MANUAL



PLEASE KEEP THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE

If you have any concerns with your product please visit our website www.escaladesports.com for fastest service. Please have a copy of your receipt of purchase. For any technical support or warranty issues please contact Escalade Sports at 1-800-467-1421 or e-mail us at customerservice@escaladesports.com

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All Escalade Sports games have a limited 90-day from date of purchase warranty. This warrants the retail purchaser for any Escalade Sports game purchased to be free from any defect in materials and construction for 90 days from the date of purchase. The only exceptions to the warranty include main frames, tabletops, playing surfaces, batteries or tools. Damaged main frames, tabletops, playing surfaces need to be returned to the store as we are unable to replace these parts. Normal play wear and usage is not covered under the warranty, nor is wear or damage due to improper use of the Escalade Sports game. This will void any and all Escalade Sports warranties.

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IMPORTANT NOTICE! Please contact us before returning the product to the store.

Warnings



Recommended for ages 8 and over.
Not for use by children without adult supervision.

This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully. Proper use of this set can prevent damage and injury.

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BILLIARDS



DARTS



GAME TABLES



CASINO





OUTDOOR GAMES



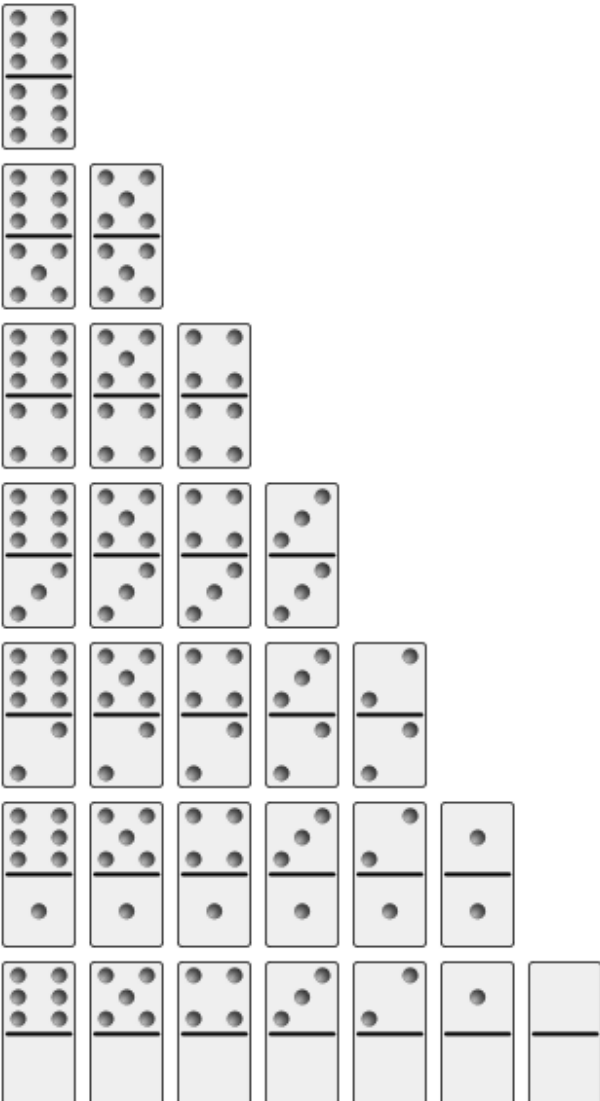
DARTBOARDS

Escalade Sports
817 Maxwell Avenue
Evansville, IN 47711
1-800-467-1421
www.escaladesports.com

Parts List

1  Domino Set 28 pcs	2  Carrying Bag 1 pc
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This set of oversized wood dominoes contains a standard 28 rectangular tiles (double-six dominoes) marked with multi-color dots between 0 and 6 on each end of the domino face. No two dominoes in a set are the same.



Playing Instructions

BLOCK DOMINOES

There are many games that can be played with dominoes, but one of the most popular is called “block dominoes”.

How to Play:

Two to four players per game. Games are played in rounds. Several rounds are played until a pre-determined point total is reached by the winner.

Decide the order of play

Each player picks one tile from the 28 face down tiles. The player who draws the tile with the highest total value goes first. Or you could always flip a coin.

Shuffle the dominoes

Turn the tiles face down on a play surface, then shuffle them around being careful not to flip any over. Once the tiles have been randomly mixed this will be the "bone yard," from where your tiles (or “bones”) will be drawn.

Draw an opening hand

Draw seven (7) random dominoes from the bone yard and set them up so that your opponent can't see their faces. Remaining dominoes in the bone yard (if any) are not played.

Placing the first domino

It is customary for the initial domino to be a double (a tile with the same number on both ends) if possible. If this is not possible then any tile may be used. The orientation of the first domino doesn't matter.

Take turns adding dominoes

Using your hand of seven tiles, add one domino (downing) to either narrow end of the first domino. You can only add a domino to the board if it has a number that matches a number on one open end of the domino board.

For example, if the first tile is a pair of 2s, you can only play a domino that has a 2 at one end of the tile. Place the dominoes together end on end with matching numbers touching

Once both ends of a domino have been matched up with other dominoes, that domino is closed and no further dominoes can be attached to it (This rule does not apply to all domino games)

IMPORTANT: There are never more than two ends open anywhere on the play surface.

These are always the outside ends of the domino chain.

If you can't play onto either end of the board, you must pass your turn.

If you are placing a double tile, it is customary (but not necessary) to set the tile perpendicular to the tile you are playing onto. Then, only one side of the double tile (the side opposite the touching side) can be played.

End the round and score points

In Block Dominoes, the first player to place all 7 dominoes wins the round, and receives points equal to the total of all the dots on the **opponent's remaining tiles**.

If neither player is able to finish, both players reveal their hands and add up the total of tiles in each one.

Whoever has the lowest total wins the round, and receives points equal to the difference between his or her total and the opponent's total.

In the case of a tie, the victory goes to whichever player has the tile with the smallest sum total.

Whenever a set number of total points is reached by the winner (usually 100, 150 or 200), the match is over.

Playing Instructions (Continued)

DRAW DOMINOES

How to Play:

Two to four players per game. Games are played in rounds. Several rounds are played until a pre-determined point total is reached by the winner.

Decide the order of play

Each player picks one tile from the 28 face down tiles. The player who draws the tile with the highest total value goes first or you may flip a coin.

Shuffle the dominoes

Turn the tiles face down on a play surface, then shuffle them around being careful not to flip any over. Once the tiles have been randomly mixed this will be the "bone yard," from where your tiles (or "bones") will be drawn.

Draw an opening hand

After shuffling the dominoes, each player draws tiles to make up their hand. The number of tiles drawn depends on the number of players:

2 players draw 7 tiles each

3 players draw 5 tiles each

4 players draw 5 tiles each

The remainder of the tiles make up the boneyard (or "stock"), and are held in or reserve to be drawn upon at need.

Placing the first domino

The player with the highest double places the first domino. Play proceeds to the left (clockwise). Each player adds a domino to an open end of the layout, if he can. Note that the layout may flow in any direction, turning as needed.

Drawing tiles

If a player is unable to make a move, he must draw dominoes from the boneyard until he can make a move. If there are no dominoes left, then the player must pass.

End the round and score points

A game ends either when a player plays all his tiles, or when a game is blocked. A game is blocked when no player is able to add another tile to the layout.

When a hand ends, the player with the lightest hand (i.e. the fewest number of dots on their dominoes) wins the number of sum total of points in all of his opponents hands (minus the points in his own hand, if any).

A game of Draw Dominoes is typically played to a score of 100.