Dominoe War

Michaud Toys
Handcrafted in Canada
Est. 1984
www.michaudtoys.org

Object: Dominate the game board by surrounding & claiming 5 territories

Players: 2 to 4 Players are divided into two teams (two against two or one against one). They sit and play alternately from each other. Each player is seated between an opponent.

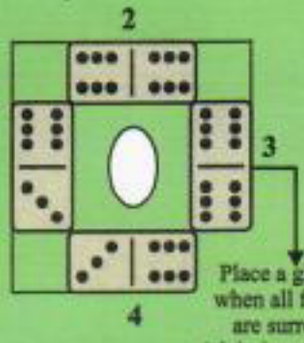
Set-Up: - Place all of the dominoes face down, off to the side of the game board & shuffle them around
- Everybody takes 7 dominoes and places them in their holder in front of them on the game (the slot cut into the frame of the game)



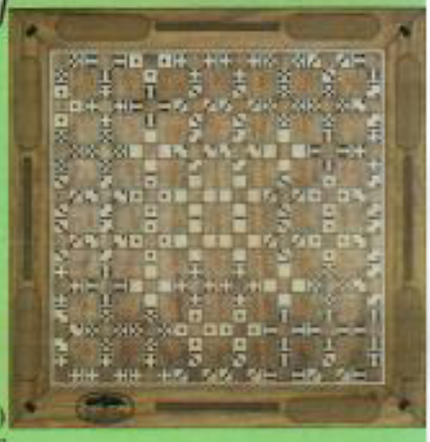
Dominoe piece match square on both sides

Play: - Everybody takes a turn. On your turn, pick from your holder that has the 7 dominoes and place one of the dominoe pieces on the game board. It must be placed between two squares where the number of dots on both ends of the dominoe match the number of dots on the square that it touches.

- At the end of your turn, take one dominoe from the side to replenish your holder back to seven pieces
- As the game progresses and if you play a dominoe that seals off a territory, place one of your glass gems in that territory to claim it, thus ending your turn.
- Sometimes the placement of a single dominoe captures two territories simultaneously. When this happens, you may claim both territories by placing a glass gem in each of them.
- You must play one (and only one) Dominoe on each turn. You may not pass your turn. You may not play an extra dominoe piece after claiming a territory.



Place a glass gem when all four sides are surrounded (claiming a territory)



Winning: The game is over when the first person or team claims 5 territories. Alternative game play, to make the game last longer you may continue to play. You can change it the first person or team to claim 10, 15 territories etc...

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