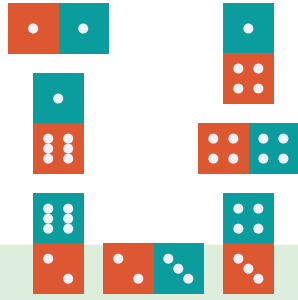




DOMINO GAMES



More games can be found at...

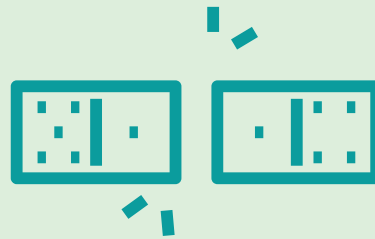


DOMINOES

- Put the dominoes face down on the table and mix them up.
- Each player takes 6 dominoes; for a game with more than 3 players, each player should draw 3 dominoes.
- The remaining dominoes are left on the table (these are the 'sleeping' dominoes). Stand your dominoes up facing you and don't let the other players see your dominoes.
- The youngest player goes first (or you can go in alphabetical or reverse alphabetical order).

Playing

- The first player places one of their dominoes (right-side up) on the table.
- The second player has to put a domino on the table that matches one side of the domino there e.g. if the domino has 6 spots and 3 spots, the next player must place a domino that has either 6 or 3 spots matching up the spots.
- If a player cannot go because they don't have a domino with the matching amount of spots, they take a domino from the ones face down on the table and play moves to the next player.



- The chain of the played dominoes develops randomly, and can look a lot like a snake.
- Continue taking turns putting dominoes on the board (or picking one from the table if you cannot go) until someone has no dominoes left.

Winning

- The winner is the first person to get rid of all of their dominoes. But if no one can get rid of all of their dominoes, then the person with the fewest spots on their remaining dominoes is the winner.





MORE DOMINO GAMES

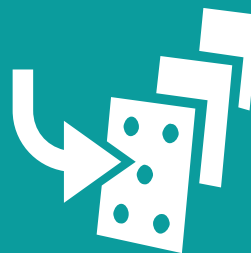
TOWER BUILDING

See who can make the highest tower, experimenting with different structures.



CHAIN REACTION

Line the dominoes up with spaces in between so that when you push the first one it knocks all of the others over in order. This teaches children spatial recognition and cause and effect without being labelled 'educational'. Add levels and curves for an added challenge.



STACK 'EM UP

- Begin by making a platform of 3 or 4 dominoes.
- Players take turns adding dominoes to the platform with the goal of making a tower stable enough to survive their turn but precarious enough to fall for the next player.
- If the tower falls on your turn you lose and the game starts over.

