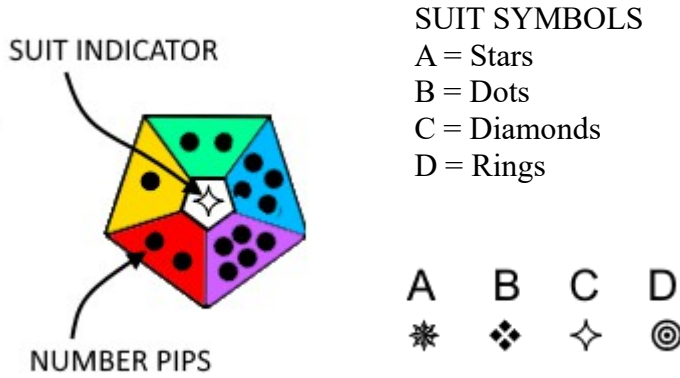


PENTAGON DOMINOS

A domino style game for 2 to 4 players. Players must match a 5-sided tile from their hand to the tiles already laid on the table, with the goal to make a maximum score.

THE TILES



The tile set consists of 36 pentagonal pieces bearing different colored segments with pips and suit markings. The complete tile set is listed in the table below :

SUIT	Red	Yellow	Green	Blue	Purple	TOTAL
*	•	••	•••	•	•••••	12
*	••	••••	•	•••	••	12
*	•••	•	••••	•••••	•	14
*	••••	•••••	••	•	•••	15
*	•••••	•••	•	•••	•••••	17
*	•••	•••••	•••	••	••	15
*	••	•••••	•	•••	••••	15
*	•	••	••••	••••	••	13
*	•••••	•••	•	•••••	•	15
♦	•	••••	•••	•••••	•	14
♦	••	•••••	•••	••	•	13
♦	•••	•	•••••	•	••	12
♦	••••	•••	•	•	•••	12
♦	•••••	•••	••	••••	••••	18
♦	•	••	•••••	•	•••••	14
♦	•••••	•••	••••	••	••	16
♦	••••	•••••	•••••	••	••	18
♦	•••	••••	•••	••••	•••••	19
◇	•	••••	••	•••	•	11
◇	••	•••••	•••••	••••	•••	19
◇	•••	••	••••	••••	•••••	18
◇	••••	•	••••	••	•••••	16
◇	•••••	••••	•••	••	••••	18
◇	••	•	••	••••	•••••	14
◇	••••	••••	•••	•••••	•	17
◇	•••	••	•	•••••	•••	14
◇	••	•••••	•••	••••	•	15
◎	•	••••	••	•••	••••	14
◎	••	••	•••••	••••	•	14
◎	••••	•	••••	••	••••	14
◎	•••••	•••	••	•	•••	14
◎	•	•	•••••	•••••	•••	15
◎	•••••	•••	•	•	••••	14
◎	••	•••••	••	•••••	••••	18
◎	••••	••	•••••	•••	•••	17

BEGINNING THE GAME

The tiles are thoroughly shuffled and placed face down in a suitable container to form the stockpile. Each player draws one tile from the stockpile and shows it face upwards. The player who drew the tile with the highest pip count begins the game. If two or more players have equally high value tiles, a countback on pip numbers is used to determine the starting player. (eg, if the two highest value tiles are 5-3-2-4-4 and 2-5-2-5-4, the tile with two fives has the higher pip numbers) The high tile is placed face upwards on the table, after which each player draws another five tiles from the stockpile and keeps them hidden in their hand, along with the first tile they drew (except for the high tile which has already been played). Play then proceeds in a clockwise direction around the table.

PLAYING THE TILES

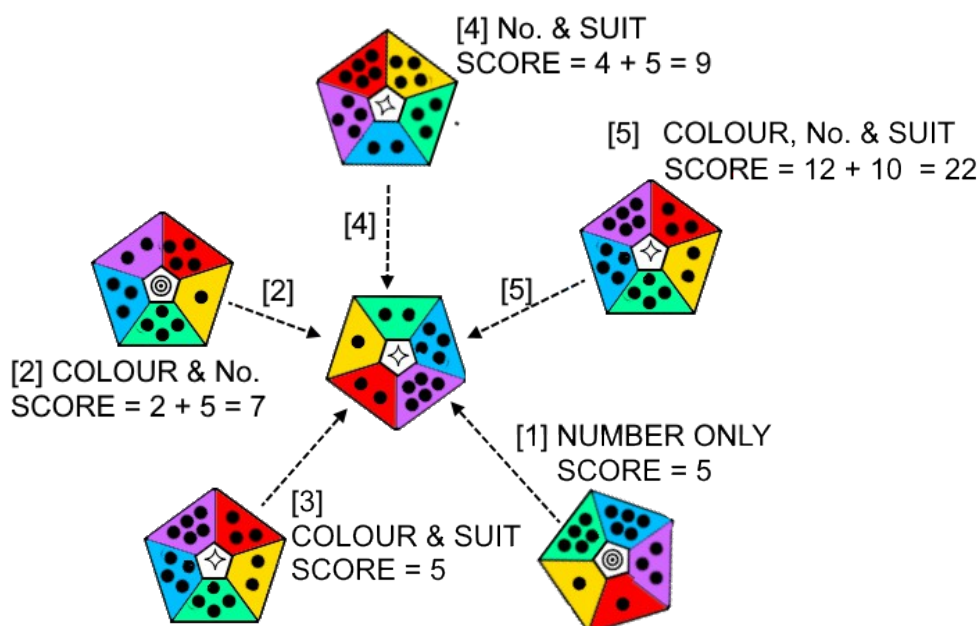
Each player in their turn can place one of their tiles alongside any tile on the table so that it makes a matching combination. A match may be made with the same colours, the same pip numbers, or the same suit, plus combinations of these. The player adds any score so made to their total for the game.

SCORING

The score is determined by the level of matching between the tiles, as per the following :
Only the combinations below are valid matches.

	MATCH	COLOUR	NUMBER	SUIT	SCORE
[1]	NUMBER ONLY	✗	✓	✗	PIP No.
[2]	COLOUR & NUMBER	✓	✓	✗	PIP No. x 2 + 5
[3]	COLOUR & SUIT	✓	✗	✓	5
[4]	NUMBER & SUIT	✗	✓	✓	PIP No. x 2 + 5
[5]	COLOUR, NUMBER & SUIT	✓	✓	✓	PIP No. x 3 + 10

Examples



MULTIPLE MATCHES

If a tile is played in a position where more than one side matches tiles on the table, each matching side scores according to the list above. A tile can not be played in such a location unless every side in contact with another forms a valid match.

MATCHING SIDES

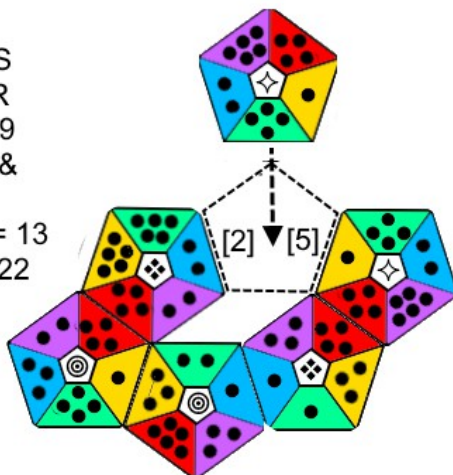
[2] No. & COLOUR

SCORE = 4 + 5 = 9

[5] COLOUR, No. & SUIT

SCORE = 3 + 10 = 13

TOTAL SCORE = 22



BLOCKED MOVES

If a player can not play any of their tiles in a valid match, they must draw a tile from the stockpile and keep it in their hand until their next turn. If the stockpile is empty, they must deduct 15 from their score total. Play then proceeds to the next player.

END OF A ROUND

A round ends when any player has played the last tile in their hand. This scores a 20 point bonus for the winner. All the other players must then add up the value of their remaining tiles and deduct the total from their scores. A round can also end if no player is able to make a valid match and all of the stockpile has been drawn. In this case there is no winner and all players must deduct their remaining tile values. Scores for each round are accumulated in a grand total.

END OF THE GAME

The game ends when any player's grand total score is over 500 at the end of a round. The winner is then the player with the highest total.

ADVANCED PLAY

The rules above allow for a relatively easy game suitable for younger players, however more mature players may prefer a more challenging game. This can be accomplished by altering the valid match rules so that only type [2] & type [5] matches (same colour & number, different or same suit) are allowed. This will reduce the number of playable locations and increase the probability of a player being blocked. Also restricting the allowed matching locations to the tile which was last played will further increase the probability of blocking.

SCORE PAD		Pentagon Dominos							
NAME									
CARRIED OVER	→			→				→	
SCORING RULES		TURN	TOTAL	TURN	TOTAL	TURN	TOTAL	TURN	TOTAL
NUMBER ONLY									
PIP VALUE									
COLOUR & NUMBER									
(PIP VALUE x 2) + 5									
COLOUR & SUIT									
5									
NUMBER & SUIT									
(PIP VALUE x 2) + 5									
COLOUR, NUMBER & SUIT									
(PIP VALUE x 3) + 10									
WINNER BONUS									
20									
DRAW FROM STOCK									
MINUS 15									
TOTAL : TRANSFER TO NEXT PAGE	→			→				→	

SCORE PAD		Pentagon Dominos							
NAME									
CARRIED OVER	→			→				→	
SCORING RULES		TURN	TOTAL	TURN	TOTAL	TURN	TOTAL	TURN	TOTAL
NUMBER ONLY									
PIP VALUE									
COLOUR & NUMBER									
(PIP VALUE x 2) + 5									
COLOUR & SUIT									
5									
NUMBER & SUIT									
(PIP VALUE x 2) + 5									
COLOUR, NUMBER & SUIT									
(PIP VALUE x 3) + 10									
WINNER BONUS									
20									
DRAW FROM STOCK									
MINUS 15									
TOTAL : TRANSFER TO NEXT PAGE	→			→				→	

SCORE PAD		Pentagon Dominos							
NAME									
CARRIED OVER	→			→				→	
SCORING RULES		TURN	TOTAL	TURN	TOTAL	TURN	TOTAL	TURN	TOTAL
NUMBER ONLY									
PIP VALUE									
COLOUR & NUMBER									
(PIP VALUE x 2) + 5									
COLOUR & SUIT									
5									
NUMBER & SUIT									
(PIP VALUE x 2) + 5									
COLOUR, NUMBER & SUIT									
(PIP VALUE x 3) + 10									
WINNER BONUS									
20									
DRAW FROM STOCK									
MINUS 15									
TOTAL : TRANSFER TO NEXT PAGE	→			→				→	

SCORE PAD		Pentagon Dominos							
NAME									
CARRIED OVER	→			→				→	
SCORING RULES		TURN	TOTAL	TURN	TOTAL	TURN	TOTAL	TURN	TOTAL
NUMBER ONLY									
PIP VALUE									
COLOUR & NUMBER									
(PIP VALUE x 2) + 5									
COLOUR & SUIT									
5									
NUMBER & SUIT									
(PIP VALUE x 2) + 5									
COLOUR, NUMBER & SUIT									
(PIP VALUE x 3) + 10									
WINNER BONUS									
20									
DRAW FROM STOCK									
MINUS 15									
TOTAL : TRANSFER TO NEXT PAGE	→			→				→	