

The larger the **Structure**, the easier it'll be for you to get rid of your tiles and to achieve **3D Combos**!. This is certainly the smartest way to play this game. You want to do as many of those as you can but also you should try to block your opponents' options to do it, in order to make your way to victory.

## The game ends!

In the moment one of the players connects their last tile with the **Structure** in the **Building zone**, the game is over and the winner can be declared. Now admire the interesting structure you created together!

## How to play alone

28 pieces 1 players

This game can be also a lot of fun for a single player. As a one-player game, Domino 3D becomes a building activity. The player can explore all the sculpting possibilities of connecting these pieces and arranging the colors and shapes.

## Create your own game!

We created **Domino 3D** with the potential of being much more than just a domino and the game we just introduced you to. You can have a lot of fun coming up with a new game.

*Imagine a sculpture competition.*

*What if you assign each symbol a different effect when it's played?*

*What if you get points based on the amount of tiles you get rid of?*

**Use your creativity to design the perfect game for you and your friends!**



# Domino<sup>3D</sup> by BADO<sup>®</sup>

99430

3 times the fun!

## How to play

28 tiles 2-4 players

## First things first...

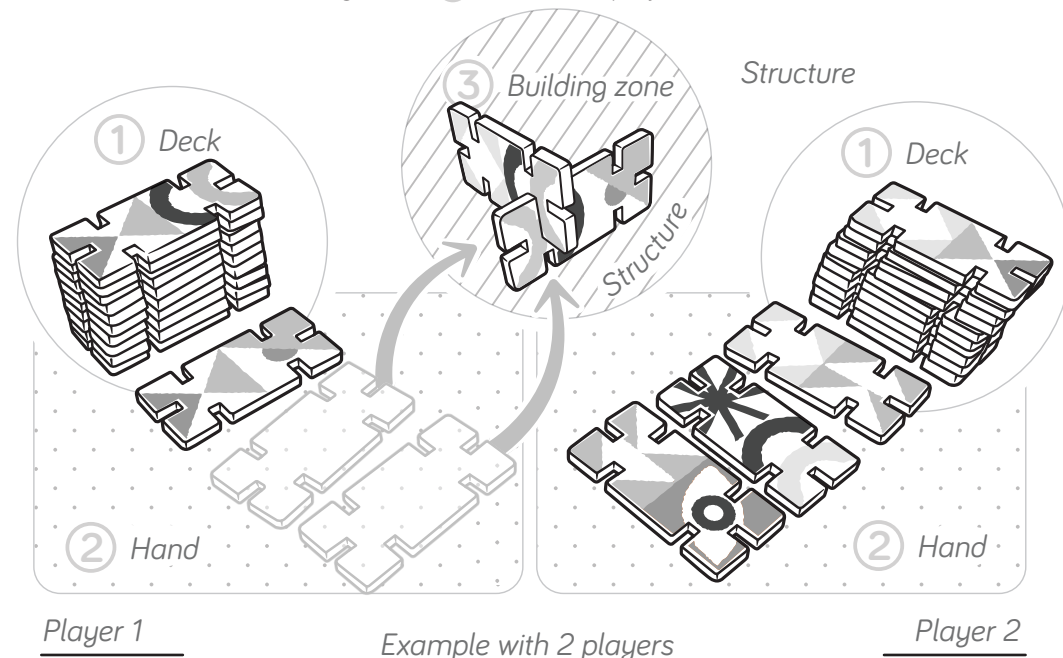
Distribute the 28 tiles among the players, those will be the **Decks**.

❗ If the number of players is **3**, one single tile will be left without owner, if that's the case, place it between the players.

At the beginning, each player shall take the 3 first tiles from the top of the **Deck**, this will be the **Hand**. Before we get any further, let's explain a few things...

## Set up

In this game, every player has a **Deck** ①, a **Hand** ② and there is a common area called the **Building zone**, ③ where the players build the **Structure**.



## Why is Domino<sup>3D</sup> special?

As you may notice, the tiles have notches cut in them. This design allows you to connect them in every direction and create three-dimensional structures.

Just like in the classic domino, this game is about matching tiles, but in this case we have symbols instead of dots. The players should connect the tiles from their **Hand** into a structure, which is collaboratively constructed with the other players in the **Building zone**. However, there's only one winner.

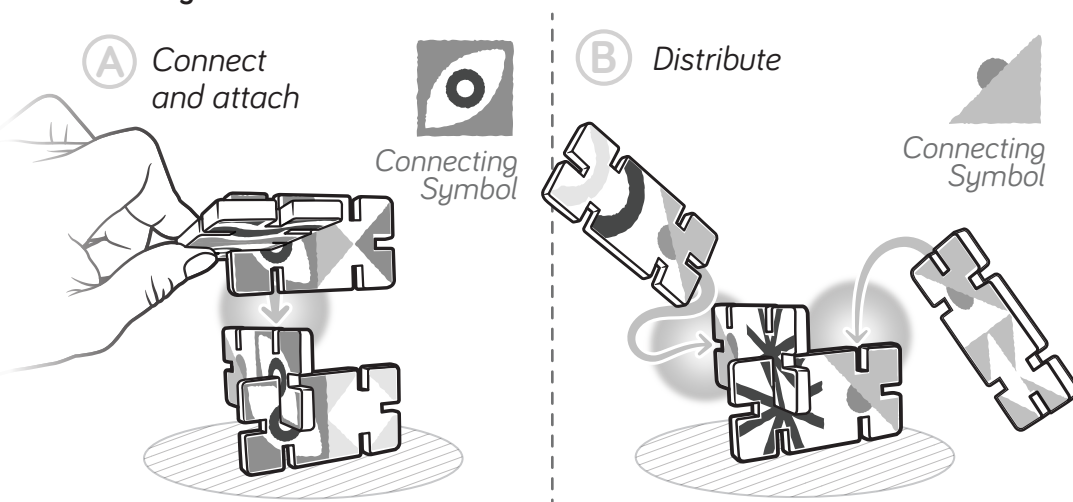


### The game begins! *(The first person to play will be chosen randomly.)*

The starting player must pick **one** of the symbols from the tiles in the **Hand**, connect them together and place them in the **Building Zone**, this will be the base of the **Structure**. If none of the tiles in the **Hand** share a symbol, the player can put a single tile and it will be up to the next player(s) to connect the next ones. The same dynamic applies for the rest of the game.

❗ If the game has 3 players, the first to play must connect the chosen tiles from the **Hand** with the tile left after the division of the 28 tiles between an odd number of players.

There are two ways to connect tiles from the **Hand** into the **Structure** in the **Building zone**.



As we mentioned before, the player may use up to 3 tiles, the more tiles are used in one turn, the better. The goal of the game is to connect all the tiles from the **Hand** and **Deck** with the main **structure** before the opponents. A player may 'pass' the turn if no tiles in the **Hand** match the ones available in the **Building zone**.

### End of the turn

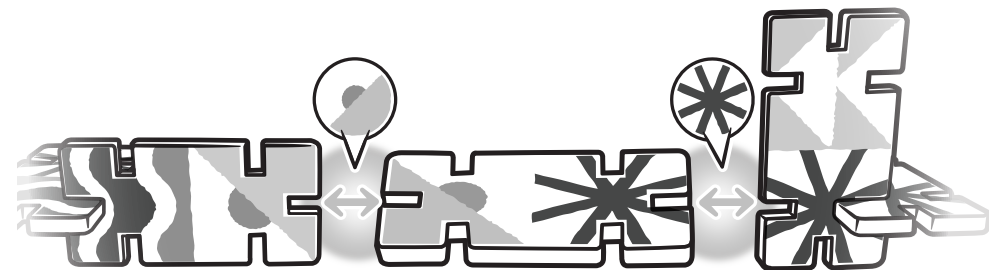
After the first player has placed his tile(s) on the **Building zone**, it's time to refresh the **Hand** like this:

- If the player used 1 or 2 tiles, only one tile can be drawn from the **Deck**.
- If the player used all three tiles in the **Hand (3D Combo)**, it will be refreshed by taking three new tiles from the deck as a reward for achieving the ideal move.
- If the player used no tiles, the **Hand** won't be refreshed, so no new tiles will be drawn from the **Deck**.

Once the **Hand** of the first player is refreshed, it's time for the next player, who will carry on with the turn in the exact same way.

### The game continues!

As the game advances the structure in the **Building zone** will grow and grow. It's possible to connect the two ends of a tile with the **Structure** as long as the symbols match.



### Nowhere to hide

Unlike the classic domino, in the Domino 3D, the tiles are never hidden, so players can strategize their moves based on the other player's **Hands** and also by looking at their own **Deck's** top tile, which is the next tile to be drawn at the end of the turn.