Domi-Dice™

Designed by
David McCord

Domi-Dice is an extremely light roll-and-write game which involves no logic puzzles or maths and very little strategy. Players simply roll three dice and decide where to write two of the resulting numbers on their Domi-Dice maze. The object is to complete a connected path of dominoes from the "start" space to the "finish" space.

This booklet contains a number of Domi-Dice mazes to choose from. They vary in length and also in the number of alternate connections available. To get the most from this collection, copy the pages you'd like to play so you can always go back to the book and run another copy to try again!

How it works:

On each turn, roll the three dice then write any two of the resulting numbers in the two halves of any domino in the maze.

The two numbers must go onto just one domino, but can be on either side of the domino.

The numbers can be written on any domino on the page - they don't have to connect to a previously claimed domino.

BUT just like a real domino game, **the numbers on two adjacent dominoes MUST match!**

The domino symbols with the heavy outlines represent DOUBLES, and only doubles can be written in those spaces. (See the "doubles intersection" diagram.)

How to win:

To win a Domi-Dice game, complete a continuous, legally connected line of dominoes from the "start" to the "finish" without gaps or mis-matched numbers.

Blanks:

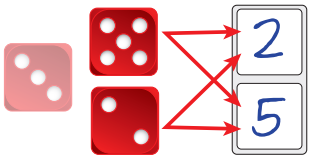
When no combination of numbers from your die roll can be used, you gain the option to write in a zero (blank) **on the next turn**. On that next roll, you may use any number from the die roll plus a "zero" to fill in a domino. If this second roll still can't be used, the next turn will be a double-zero. The zeros don't come up too often, so it's a big chance to take, but sometimes there's no choice. If you don't use the second zero, you lose the zero.

Other notes:

Domi-Dice was designed to play solo, the player attempting to complete the route from start to finish - a win-or-lose proposition.

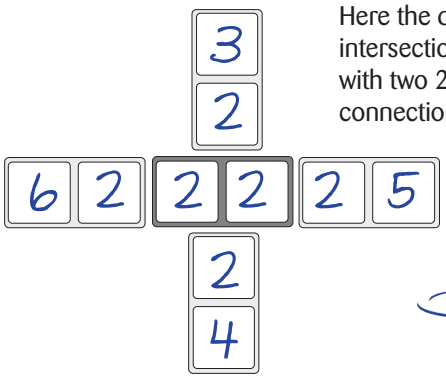
The game can be played cooperatively to achieve the same end, the players taking turns rolling the dice and working together to decide the best use of the results.

Domi-Dice can be played competitively in several ways. If players wish to race to the finish line, or complete the route in the fewest die-rolls, they can play on two copies of the same layout (or a mirrored layout). Alternatively, the players could use the same page and write in their numbers in a unique color.



When you choose the two numbers to use, you can write them in either half of a domino.

This is an example of three properly connected dominoes with matching numbers.



Here the doubles domino at the intersection has been completed with two 2's and properly connection in all four directions.

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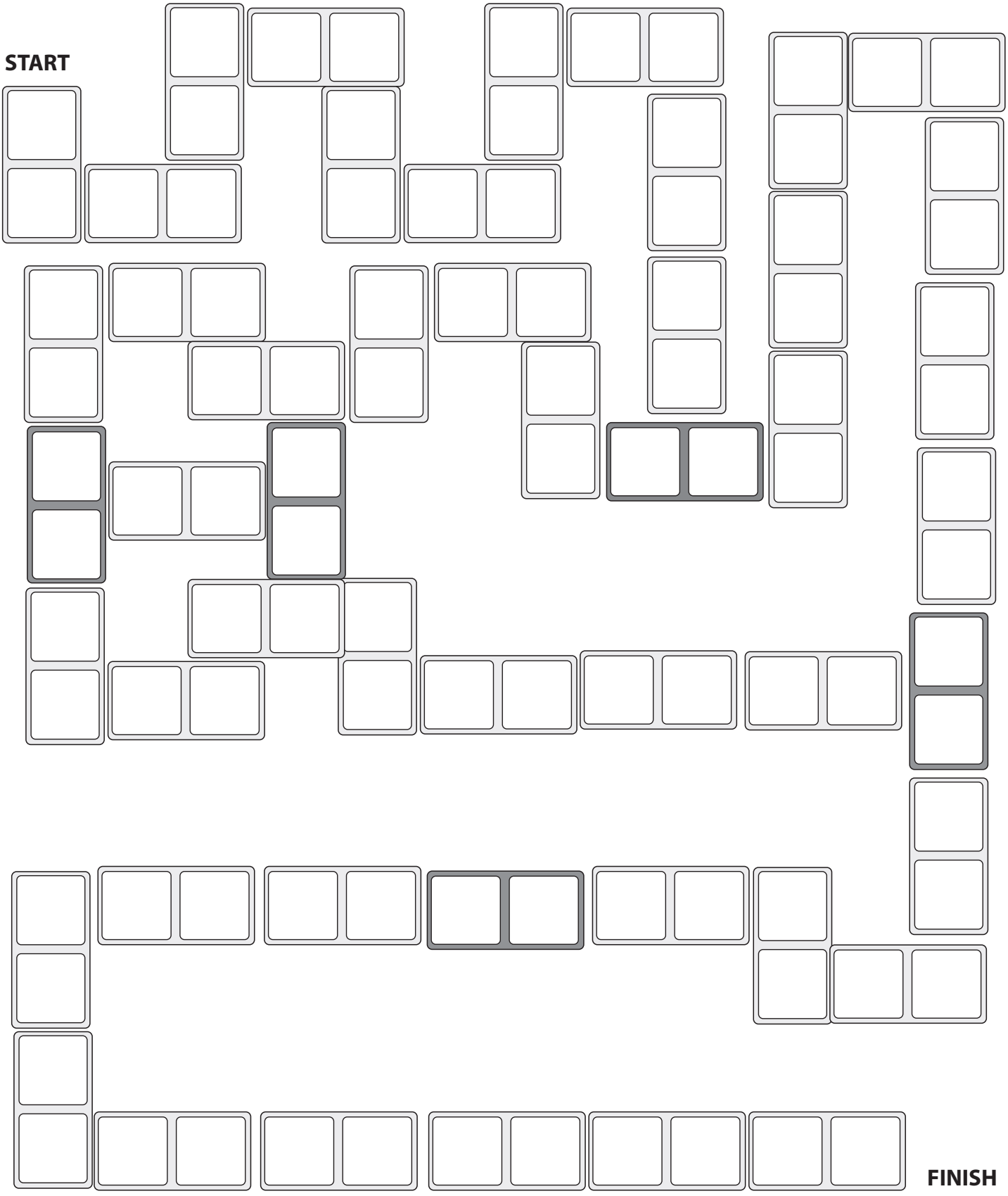

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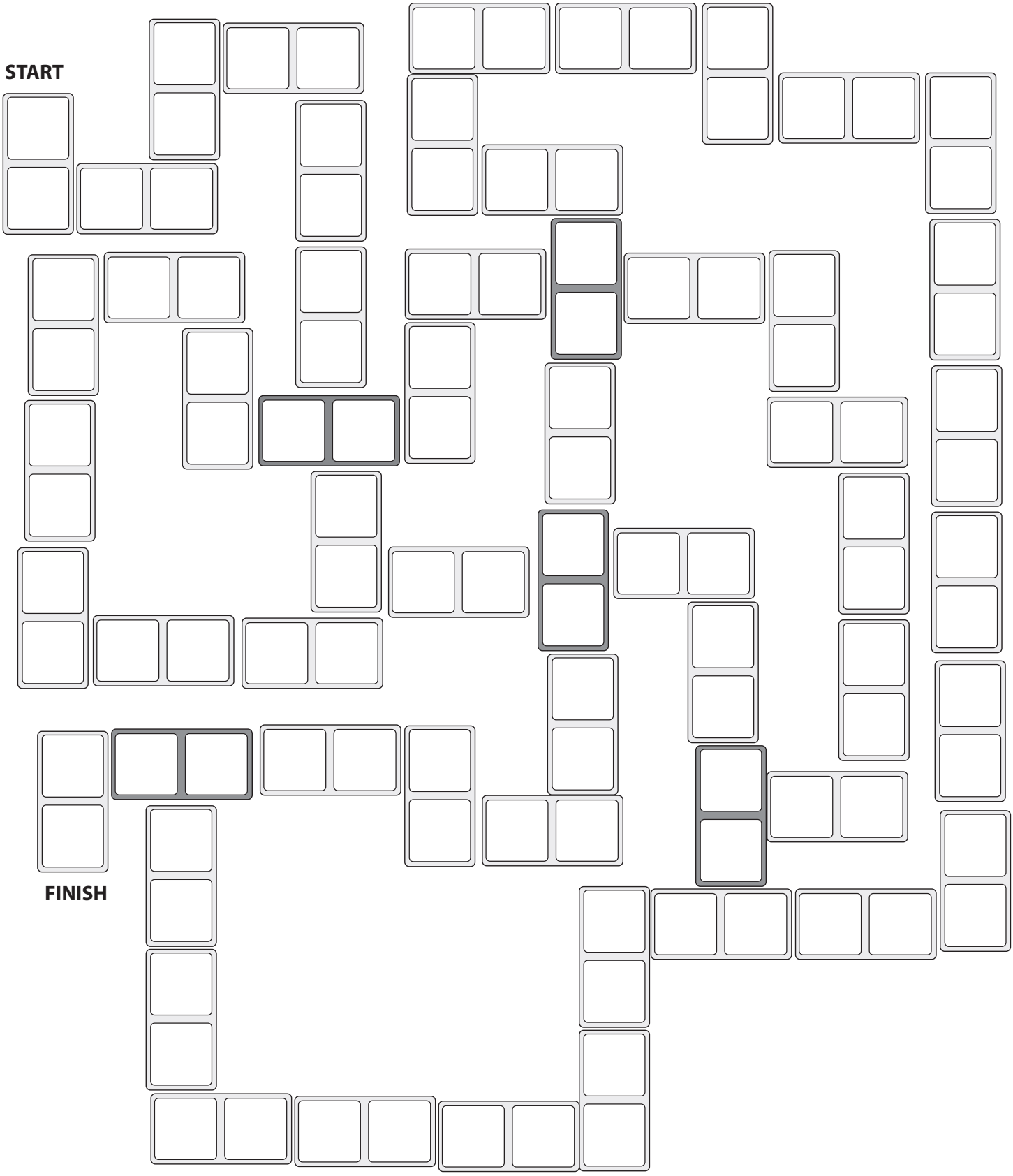

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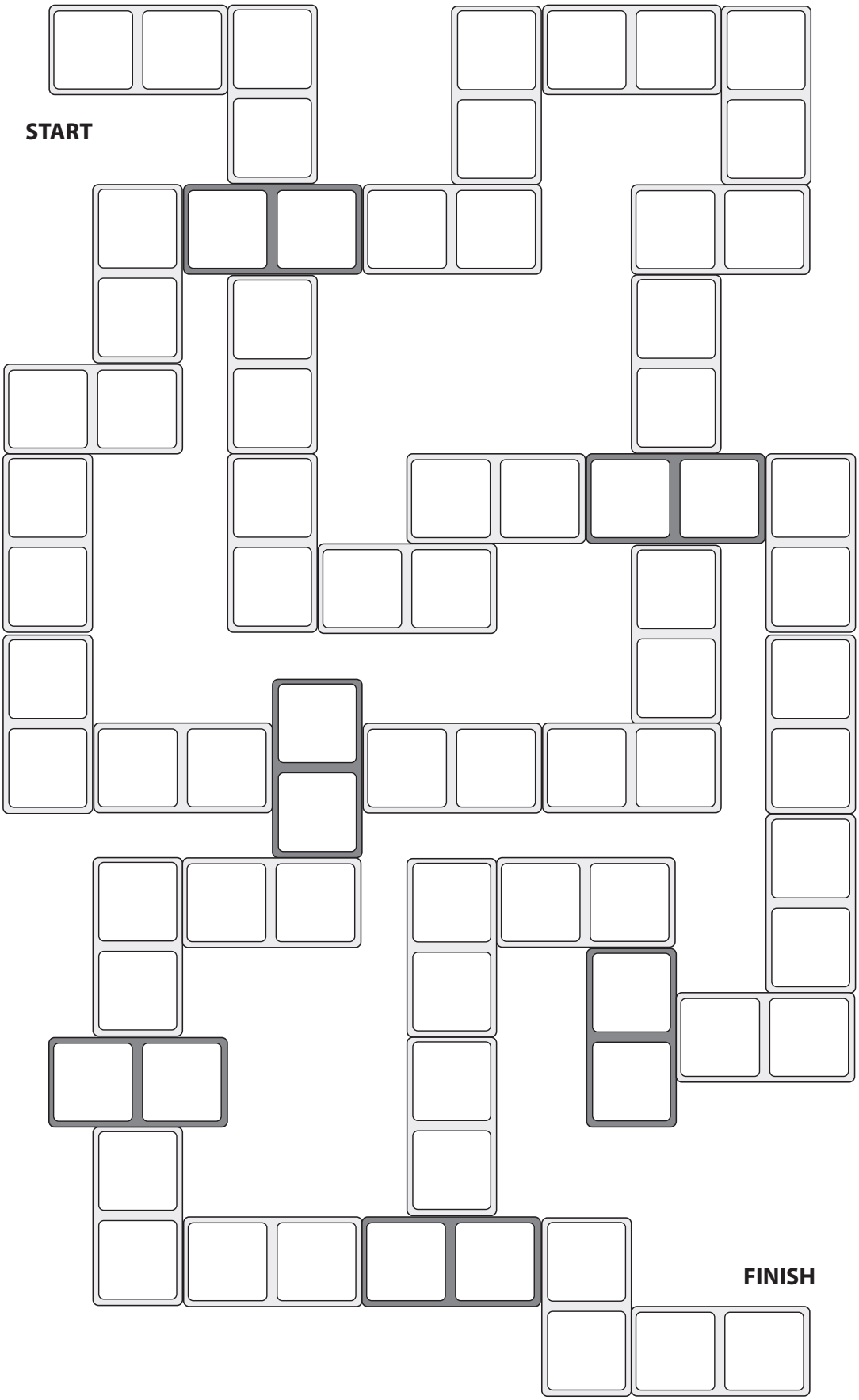
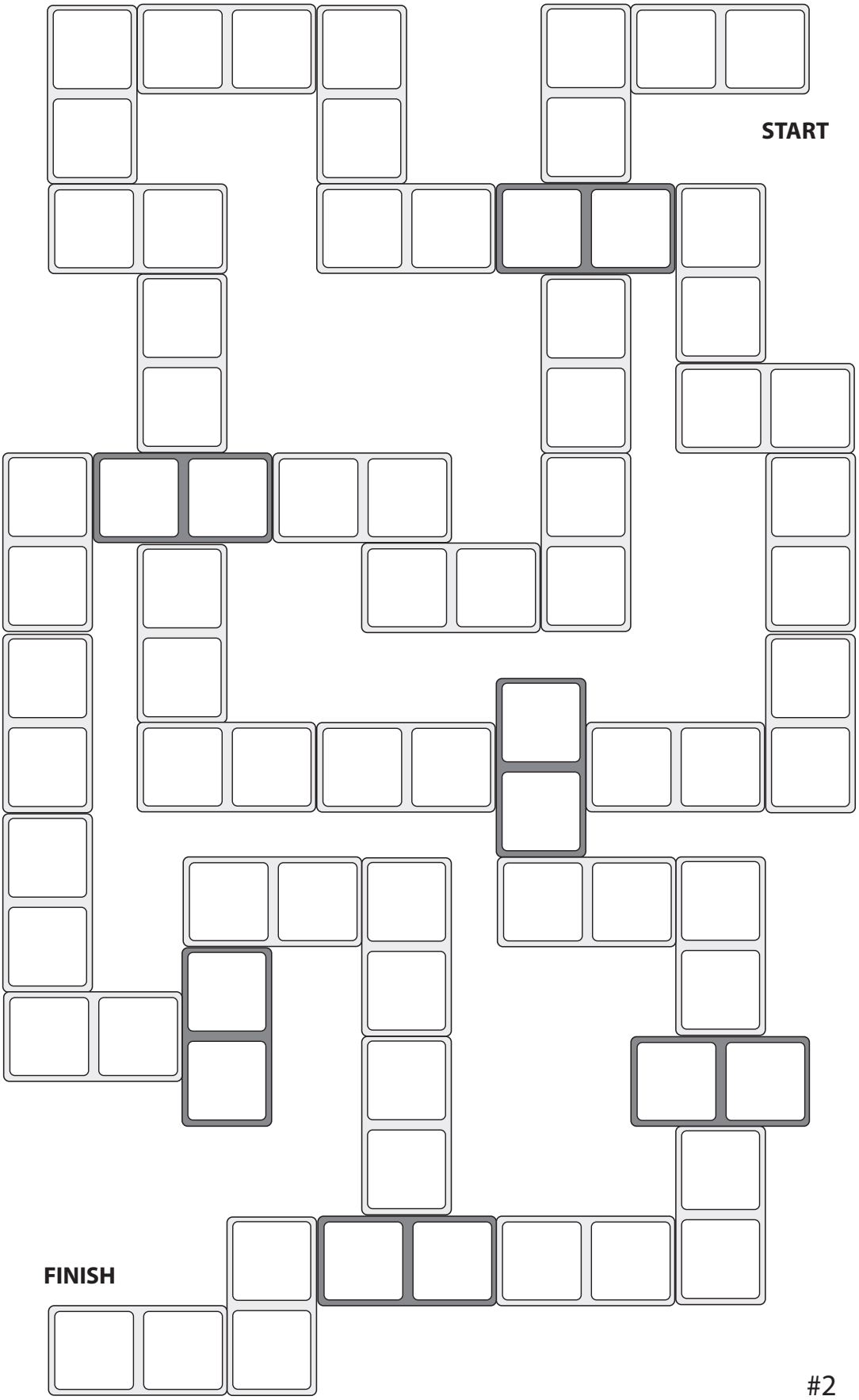
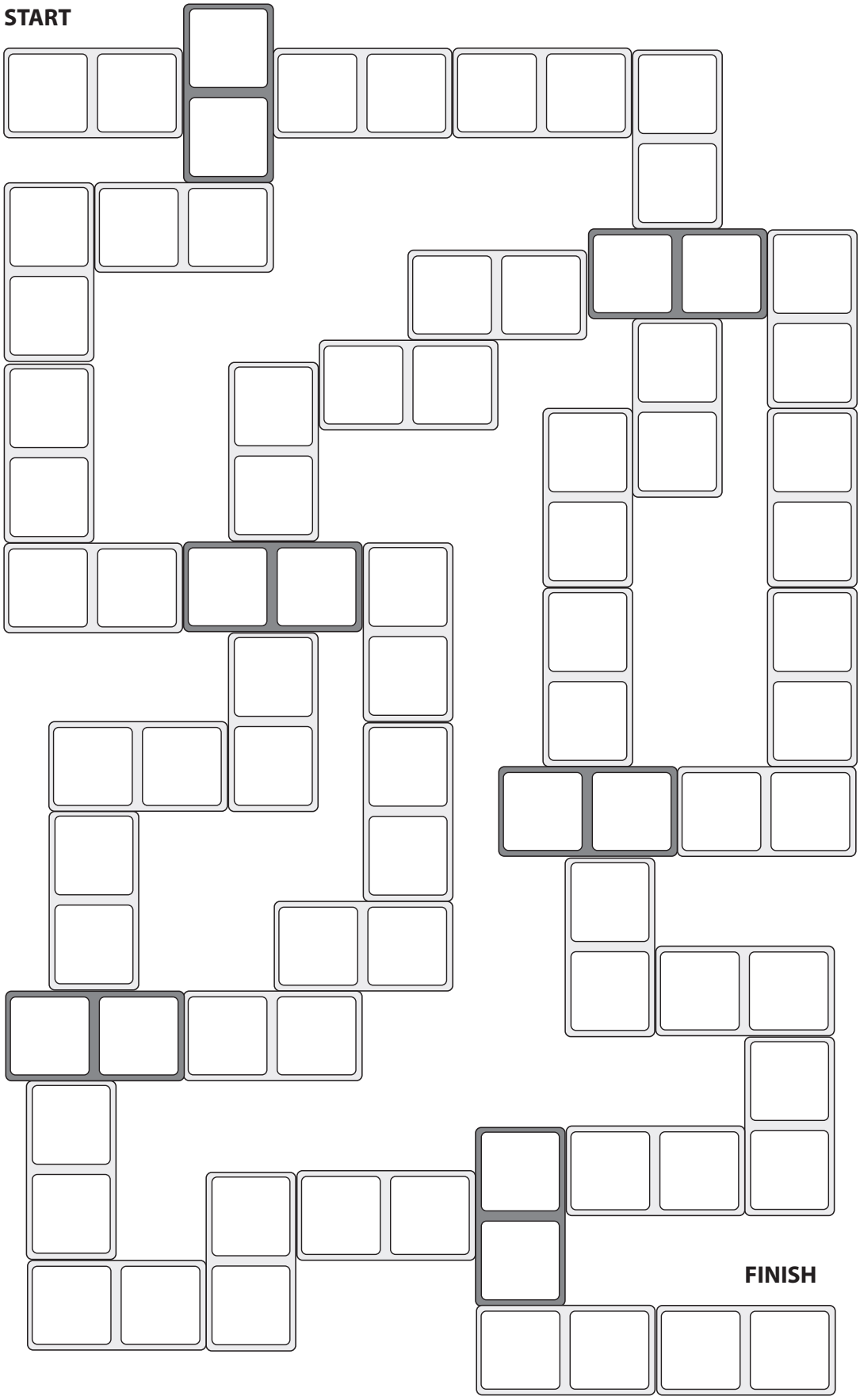
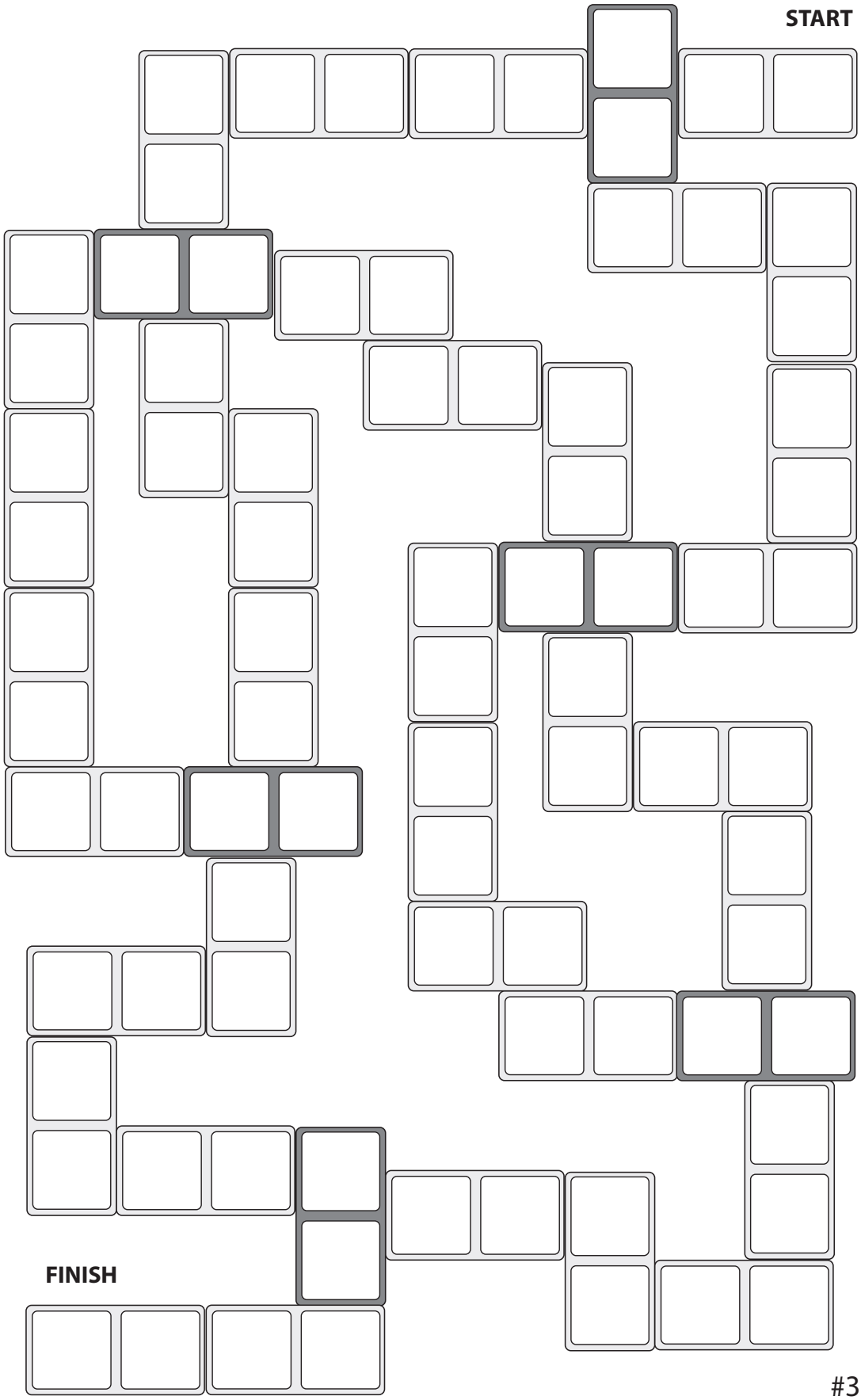




#2





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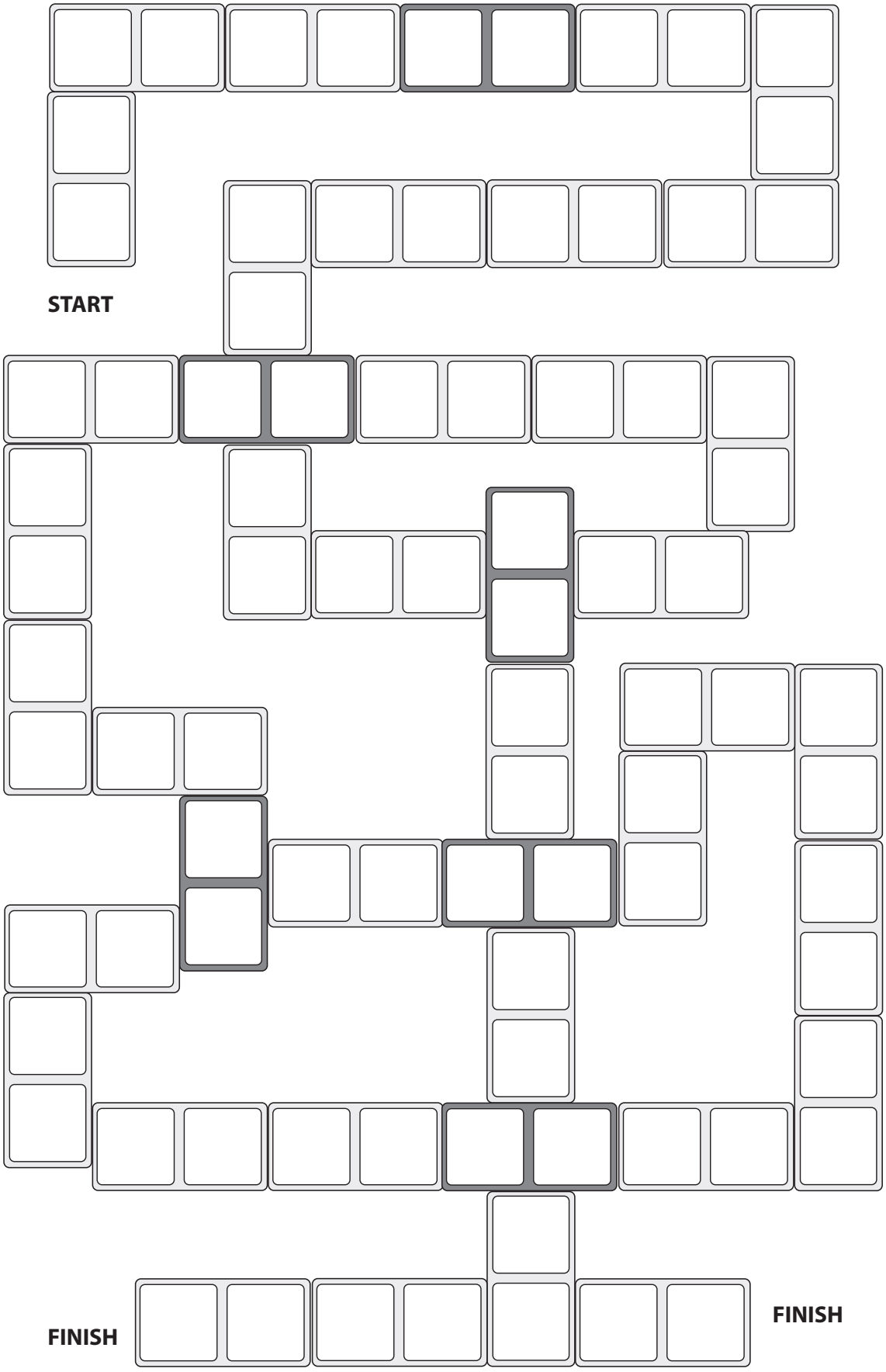

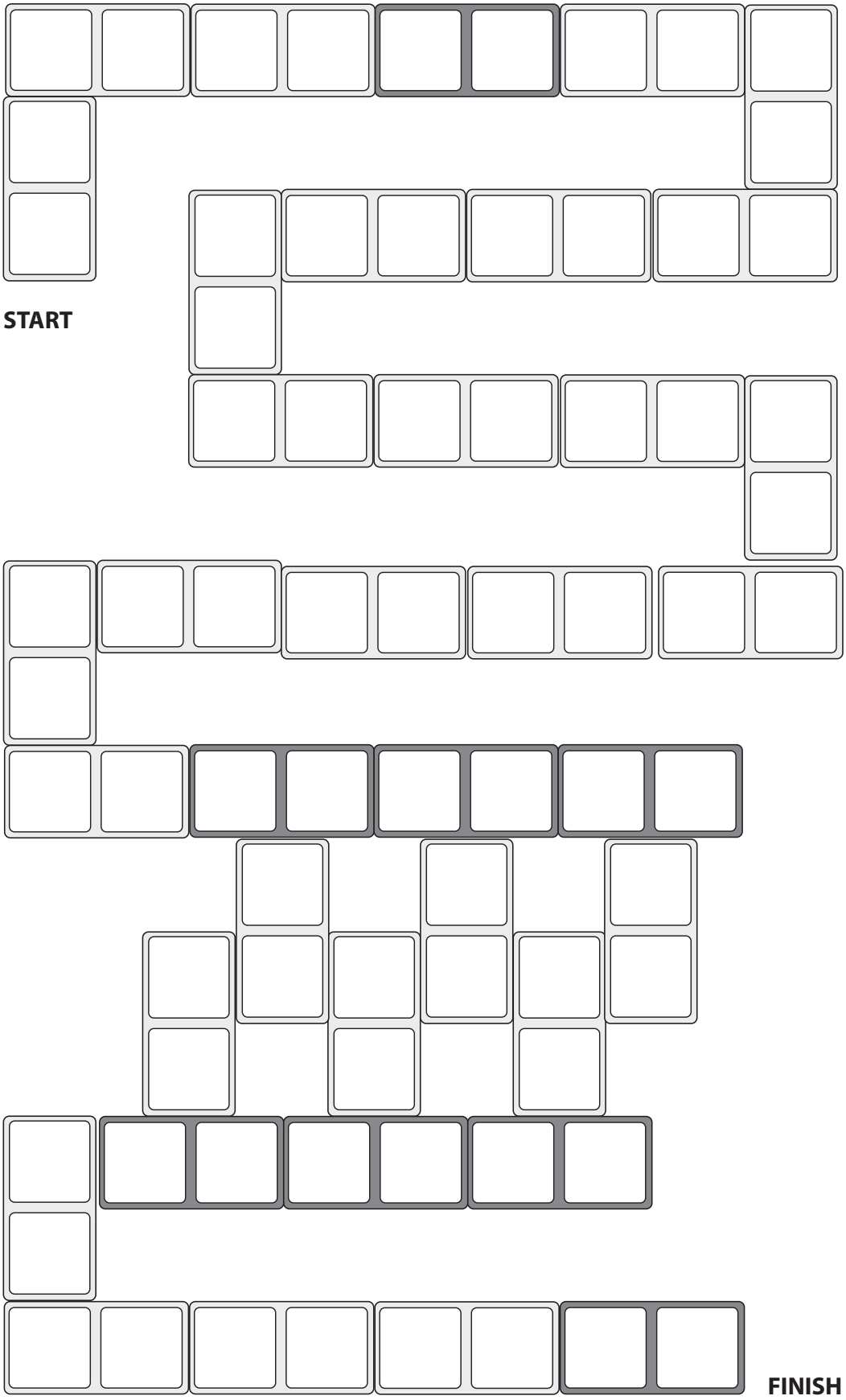

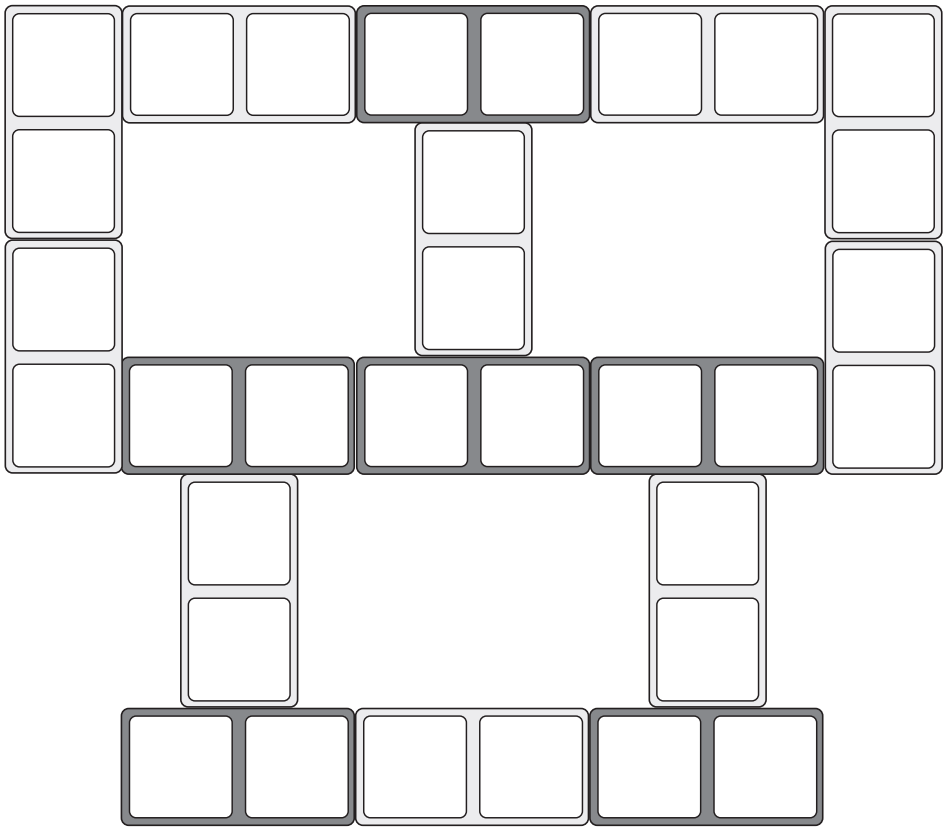

These two Domi-Dice mazes have no start nor finish.
The objective is to fill all the dominoes with legally-connecting numbers.