

No. 20760 / 20765

8+

ILLUMINATED 3 in 1 Dominoes

OPERATING INSTRUCTIONS

BATTERY INSTALLATION

- Unscrew the battery cover with a Phillips screwdriver (+).
- Insert 2 "AAA" (1.5V) batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (see Fig. 1)
- Replace the cover.

SAFETY BATTERY USAGE

- Different types of batteries or new and used batteries are not to be mixed.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose of the batteries in fire, batteries may leak or explode.
- Batteries should be replaced by an adult.
- Please keep details for future reference.
- Alkaline batteries are recommended.

CAUTION

- Adults should replace batteries.
- Not suitable for children under 3.
- May contain small parts.
- Do not dispose of batteries in fire; batteries may explode or leak.
- This product contains glass, which may cause injury if broken.

CARING FOR YOUR DEVICE

- If the display becomes dim or malfunctions, replace the batteries.
- After replacing batteries, switch the ON button to ensure proper functioning. (In most cases, game malfunctions are due to weak batteries.)
- In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case switch the ON button.

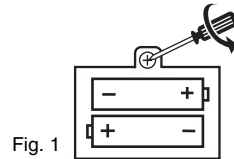


Fig. 1

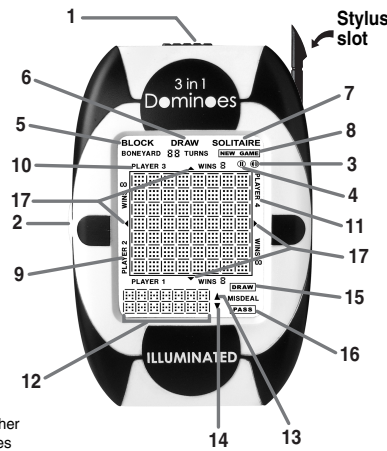
CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or experienced radio/TV technician for help.

BUTTON DESCRIPTION

- ON/OFF SWITCH:** Turns the unit on or off
- ILLUMINATION SWITCH:** Turns the backlight on or off
- SOUND (🔊):** Turns the sound on or off
- PAUSE (⏸):** Pauses or unpauses the current game
- BLOCK:** Selects Block Dominoes from the main game menu
- DRAW:** Selects Draw Dominoes from the main game menu
- SOLITAIRE:** Selects Solitaire Dominoes from the main game menu
- NEW GAME:** Confirms the selected domino game and starts a new game / Returns the player to the main game menu in Pause Mode
- PLAYER 2:** Selects a Two-Player game (1 computer-controlled player) in Block or Draw Dominoes / Reviews Player 2's hand after a round in Block or Draw Dominoes
- PLAYER 3:** Reviews Player 3's hand after a round in Block or Draw Dominoes
- PLAYER 4:** Selects a Four-Player game (3 computer-controlled players) in Block or Draw Dominoes / Reviews Player 4's hand after a round in Block or Draw Dominoes
- 7 DOMINOES IN HAND:** Selects a domino to play from the player's hand in Block or Draw Dominoes
- UP ARROW:** Scrolls through the dominoes in the player's hand in Block or Draw Dominoes / Decreases the screen contrast in Pause Mode
- DOWN ARROW:** Scrolls through the dominoes in the player's hand in Block or Draw Dominoes / Increases the screen contrast in Pause Mode
- [DRAW]:** Selects the player's hand in Draw Dominoes / Selects a domino from the boneyard in Draw Dominoes / Sets up the domino layout in Solitaire Dominoes
- PASS:** Forfeits your turn in Block or Draw Dominoes
- GAME BOARD DIRECTIONAL ARROWS:** Shifts the screen up, down, left and right to view other areas of the game board in Block or Draw Dominoes



GAME FEATURES

- There are three domino games to choose: Block, Draw and Solitaire Dominoes.
- Slide the ON/OFF switch to ON to turn the unit on. The main game menu will appear and BLOCK, DRAW and SOLITAIRE are flashing onscreen.
- Touch the BLOCK button with the stylus to select Block Dominoes, the DRAW button to select Draw Dominoes, or the SOLITAIRE button to select Solitaire Dominoes.
- Touch the NEW GAME button with the stylus to confirm your selection and start a new game.
- If you select Block or Draw Dominoes, the game will prompt you to select the number of players. Touch the PLAYER 2 or PLAYER 4 button with the stylus to play against one or three computer-controlled players.
- The game will enter 'sleep mode' automatically if none of the buttons are pressed for 4 minutes. Touch the screen anywhere and hold for 2-5 seconds with the stylus to resume the game.
- Touch the SOUND (🔊) button at any time to turn the sound off or on.
- To adjust the contrast of the LCD screen at any time, touch the PAUSE (⏸) button with the stylus. An UP ARROW and DOWN ARROW will appear next to the player's hand. Touch the UP ARROW button with the stylus to decrease the contrast, or the DOWN ARROW button to increase the contrast. After the desired contrast has been set, touch the PAUSE (⏸) button to exit Pause Mode and resume the game.
- Slide the ON/OFF switch to OFF at any time to turn the unit off.

BLOCK DOMINOES

- 1) After selecting BLOCK from the main game menu and choosing the number of players, the game will shuffle the dominoes and [DRAW] will appear onscreen.
- 2) Touch the [DRAW] button with the stylus to select your hand from the boneyard and start the first round in the set. The player will receive 7 dominoes in a two-player game and 5 dominoes in a four-player game.
- 3) The object of Block Dominoes is to match like numbers on open ends of the domino chains and be the first person to get rid of his or her hand. The first player to win 5 rounds will win the set!
- 4) The player with the highest-ranking doublet (highest is double 6's) would lead and play the first domino of the round. Once the game determines the leader, that player's name will flash to prompt him or her to lay down a domino.
NOTE: If none of the players has a doublet to start the round, MISDEAL will flash onscreen. The dominoes are discarded and reshuffled, and the players will then draw a new hand of dominoes.
- 5) If Player 1 is the leader (Players 2, 3 & 4 are computer-controlled), a domino in your hand will blink to signify that it can be placed on the game board. Touch this domino with the stylus and then touch the blinking box in the center of the screen where it should be placed. Play then continues in a clockwise direction.
- 6) Once the leader lays down a domino, the next player can build off the starting domino in one of four directions as long as there are like numbers touching, such as 6 to 6.
- 7) As the round continues, players will try to get rid of their hand by adding to the open ends of the domino chains. The open ends will blink onscreen. To place a domino on the game board during your turn, touch one of the dominoes in your hand with the stylus and then the open end of the chain you wish to connect it to on the game board.
- 8) As dominoes are added to the chains, they will grow off screen. Touch one of the four GAME BOARD DIRECTIONAL ARROW buttons with the stylus to shift the screen up, down, left or right and view other areas of the giant game board.
- 9) If a player does not have any playable dominoes, that player must forfeit his or her turn. Touch the PASS button with the stylus to pass to the next player.
- 10) The round ends when a player gets rid of his or her hand or when none of the players is able to add to the domino chains (all players have passed). In this case, the player with the least amount of dots on the dominoes in his or her hand wins the round.
- 11) PLAYER 1 (or 2, 3, 4) and WINS will flash to signify the winner of the round. A point will also be added next to that player's WINS.
- 12) To review the remaining dominoes in another player's hand after a round, touch the PLAYER 2, PLAYER 3, or PLAYER 4 button with the stylus.
- 13) To start the next round in the set, touch the NEW GAME button to shuffle the dominoes and then touch the [DRAW] button with the stylus to start the next round. The game will prompt the player that won the previous round to go first by blinking PLAYER 1 (or 2, 3, 4).
- 14) The player who won the previous round would start the next round if he or she has a doublet to play. If this player has no doublets, he or she must pass to the next player.
- 15) The first player to win 5 rounds is the winner of the set. If you win, a special reward will appear onscreen!
- 16) If the player would like to return to the main game menu during the set and switch domino games, touch the PAUSE (⏸) button, and then the NEW GAME button with the stylus. When the game asks you to confirm your selection, touch YES with the stylus to return to the main game menu or NO to decline restarting the game.

DRAW DOMINOES

- 1) After selecting DRAW from the main game menu and choosing the number of players, the game will shuffle the dominoes and [DRAW] will appear onscreen.
- 2) Touch the [DRAW] button with the stylus to select your hand from the boneyard and start the first round in the set. The player will receive 7 dominoes in a two-player game and 5 dominoes in a four-player game. After the hands are dealt, the remaining number of dominoes will appear next to BONEYARD at the top of the screen.
- 3) The object of Draw Dominoes is to match like numbers on open ends of the domino chains and be the first person to get rid of his or her hand. The game play is similar to Block Dominoes, but in addition, players may draw additional dominoes from the boneyard. The first player to win 5 rounds will win the set!
- 4) The player with the highest-ranking doublet (highest is double 6's) would lead and play the first domino of the round. Once the game determines the leader, that player's name will flash to prompt him or her to lay down a domino.
NOTE: If none of the players has a doublet to start the round, MISDEAL will flash onscreen. The dominoes are discarded and reshuffled, and the players will then draw a new hand of dominoes.
- 5) If Player 1 is the leader (Players 2, 3 & 4 are computer-controlled), a domino in your hand will blink to signify that it can be placed on the game board. Touch this domino with the stylus and then touch the blinking box in the center of the screen where it should be placed. Play then continues in a clockwise direction.
- 6) Once the leader lays down a domino, the next player can build off the starting domino in one of four directions as long as there are like numbers touching, such as 6 to 6.
- 7) As the round continues, players will try to get rid of their hand by adding to the open ends of the domino chains. The open ends will blink onscreen. To place a domino on the game board during your turn, touch one of the dominoes in your hand with the stylus and then the open end of the chain you wish to connect it to on the game board.
- 8) As dominoes are added to the chains, they will grow off screen. Touch one of the four GAME BOARD DIRECTIONAL ARROW buttons with the stylus to shift the screen up, down, left or right and view other areas of the giant game board.
- 9) If a player does not have any playable dominoes and there are dominoes remaining in the boneyard, that player must draw additional dominoes. Touch the [DRAW] button with the stylus to draw dominoes until you pick up a playable one or the boneyard is empty.
- 10) If the player has more than 7 dominoes in his or her hand, UP & DOWN ARROWS will appear next to the player's hand. Touch the UP ARROW or DOWN ARROW button to scroll through your hand.
- 11) If a player does not have any playable dominoes and the boneyard is empty, that player must forfeit his or her turn. Touch the PASS button with the stylus to pass to the next player.
- 12) The round ends when a player gets rid of his or her hand or when none of the players is able to add to the domino chains (all players have passed). In this case, the player with the least amount of dots on the dominoes in his or her hand wins the round.
- 13) PLAYER 1 (or 2, 3, 4) and WINS will flash to signify the winner of the game. A point will also be added next to that player's WINS.
- 14) To review the remaining dominoes in another player's hand after a round, touch the PLAYER 2, PLAYER 3, or PLAYER 4 button with the stylus.
- 15) To start the next round in the set, touch the NEW GAME button to shuffle the dominoes and then touch the [DRAW] button with the stylus to start the next round. The game will prompt the player that won the previous round to go first by blinking PLAYER 1 (or 2, 3, 4).
- 16) The player who won the previous round would start the next round if he or she has a doublet to play. If this player has no doublets, he or she must pass to the next player.
- 17) The first player to win 5 rounds is the winner of the set. If you win, a special reward will appear onscreen!
- 18) If the player would like to return to the main game menu during the set and switch domino games, touch the PAUSE (⏸) button, and then the NEW GAME button with the stylus. When the game asks you to confirm your selection, touch YES with the stylus to return to the main game menu or NO to decline restarting the game.

SOLITAIRE DOMINOES

- 1) After selecting SOLITAIRE from the main game menu, the game will shuffle the dominoes and [DRAW] will appear onscreen.
- 2) Touch the [DRAW] button with the stylus to lay out all 28 dominoes face down on the game board. The object of Solitaire Dominoes is to try to turn over two dominoes from the game board that sum to 12 (ex. 3-5 & 2-2), which removes them from the board. Clear the game board of all the dominoes in as few turns as possible!
- 3) To select a domino on the game board, touch it with the stylus to turn the domino over. Then, touch another domino on the board to try to find one that will add up to 12. Each pair of selected dominoes counts as one turn and will be added to the counter next to TURNS.
- 4) If the two dominoes do not sum to 12, they are turned face down again.
- 5) If the two dominoes do add up to 12, such as 6-6 and 0-0 (double blank), the player has FOUND a match and the dominoes are removed from the grid. Completely clear the game board of dominoes in as few turns as possible to win the game!
- 6) If the player would like to return to the main game menu during the game and switch domino games, touch the PAUSE (⏸) button, and then the NEW GAME button with the stylus. When the game asks you to confirm your selection, touch YES with the stylus to return to the main game menu or NO to decline restarting the game.

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