match, you may take that out and place it to the side with the other matches. Players place their remaining dominos into the “Armoire” face down, mix them up and split them again amongst the players. Play continues until none of the players can make any matches at the beginning of the round. At this time, players count up their matches and the player with the most matches is the winner.

dominos in the center of the playing area. Play continues to the left. The next player must play a domino that matches one of the open ends of the center domino. For example, if the first player places a domino that pictures the purse on one side and shoes on the other, the next player must have a domino that has either the purse or shoes on one side or the other. If the player has such a domino, she should place it next to the previous domino so that the same objects match (see the back of the tin for an example of how the laid down dominos should look).

Double dominos are always placed crosswise to the end they match, adding new direction to grow the game play. Matching dominos can now go on either end.

If a player cannot match an object on an open domino, she must draw one from the “Armoire” and add it to her hand. If that new domino matches any open domino, the player can then place it down. If not, that player’s turn is over and the next player’s turn begins. The first player to get rid of all of her dominos shouts “Stylin!” and wins the game.

**Fashion Runway Race (2 player play)**

Object: Build a runway and knock it down faster than your opponent.

Game Play: Split the dominos into 14 dominos each and sit far enough apart so that you do not interfere with each other. Choose an end to begin your runway. When both players are ready, players shout, “Dressed, Ready, Go!” On “Go”, both players build their own runway by standing the dominos on the short end in a single row. The dominos need to be close enough together so that when one falls, it knocks over the next one in line and so on. Upon completing the runway, players shout “Stylin!” and knock the first domino down into the next, causing the entire runway to fall in a chain reaction. The player who has successfully built a runway and completely knocked it down first is the winner!

Note: If the dominos fall while the runway is being built, the player must start over. Also, if all of the dominos do not fall over when the runway falls, the player must start over as well.

**Fashion Mirror**

Object: To eliminate all of the mirrored dominos

Game Play: Turn all of the dominos face down and shuffle them well. This is called the “Armoire”. Split the dominos evenly among players (if there is an extra domino, leave it in the Armoire). Each player arranges her dominos end-to-end, in one long line face down. Keeping them in the same position, turn them all face up. If there are any dominos whose ends match where they touch, you may take them out of the line, put them to the side and close up the gap. If three dominos match in a row, remove all three dominos and close the gap. If the area you closed creates another gap, repeat the process. When there are no more gaps or matches, the player with the most matches is the winner.

Ages: 4+

Number of Players: 2+

Contents: 28 Dominos

Classic Dominos

Object: Be the first player to play all of your dominos.

Game Set Up: Place all dominos face down and flat on the playing surface. This is called the “Armoire”. Shuffle the dominos so no player can see the objects. Each player takes five dominos. Each player stands her dominos upright with the objects facing towards them. This allows the player to easily see their hand while keeping it hidden from opponents.

Game Play:
The youngest player goes first and places any one of her