



INSTRUCTIONS

NUMBER OF PLAYERS: Two to four.

EQUIPMENT NEEDED: One set of Double Six Dominoes (28 dominoes), one electronic Life Preserver Hub and one scorepad or pad of paper and pencil. (Hub uses three 1.5 volt, LR44 batteries – batteries are included in hub, do not mix old and new batteries)(NOTE: Remove the static sticker on the hub LCD screen before play)

OBJECT: To score points by making the total of the open ends in the domino chain be a multiple of 5.

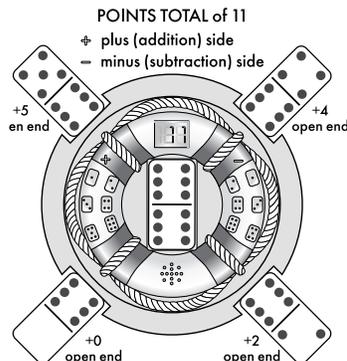
SET-UP: Place the dominoes face down to the side of the play area. One player (the dealer) shuffles and deals 7 dominoes per player (called a hand). The remaining dominoes (if any) form the bone pile, which may be drawn from later in the game.

STARTING THE GAME: To begin the game, the player with the Double Six has the first turn, and must play it face up in the center of the Caribbean Cruise Hub to start the chain of dominoes. If no player has the Double Six to start the chain, then each player draws a domino from the bone pile, in turn, until the Double Six has been drawn. After the center domino is placed, turns pass to the left. The Life Preserver Hub automatically sets itself to 24 points when turned on at the start of the game.

PLAY: Players take turns playing one domino at a time. Dominoes are laid end to end in a row. Dominoes must be played so that the dots or "pips" on one end of the domino being played match the pips on the "open" domino (the domino which is played on). In each turn, a player must play a domino with an end matching the number of any open end on any of the domino chains. If the player has a play, the player must make it. If not, the player must draw from the bone pile until he has a playable domino. If the bone pile becomes exhausted, the player must say "pass" if unable to play.

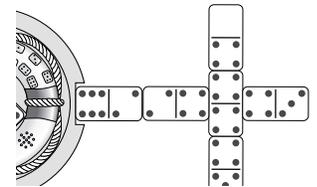
CALCULATING:

The Double Six domino, which is always the opening domino, equals a total of 24 points. The score comes from the four open slots on the hub for the Double Six domino, so $6 \times 4 = 24$ points. The Life Preserver Hub has two sets of buttons: subtraction buttons 1 through



6, addition buttons 1 through 6 plus an enter button under the center domino. After a player plays a domino, the Point Total is recalculated on the hub. For instance, the first player has laid down the Double Six domino and the Point Total is automatically 24. The next player needs to play a domino with one end having 6 pips. If the player lays down the 6/2 domino, then he would subtract 6 (because he is closing the open 6), then add 2 (because he is opening a 2 end) and press the center domino to total. The score is now 20 because $24 - 6 + 2 = 20$. Players must remember to push the center domino AFTER entering all addition and subtraction numbers for their turn. The Point Total will only be calculated if the center domino is pushed. If a player mistakenly pushes the wrong button, simply hit the same number on the opposite side of the hub to correct the error. For example, if a player hit -6 but intended to hit + 4 instead, simply hit -4 and the center domino to correct the mistake.

DOUBLES: A double is a domino with identical ends. Doubles are always played sideways to the domino played upon, so that three open ends are made by playing the double (see diagram to the right).



CALCULATING DOUBLES: If a player plays a double, then the player subtracts the number of one end of the double (because you are closing that open end), then adds it back three times, one for each of the three new open ends. For example, if the player plays a Double Four, he first hits the -4 button once, then hits the +4 button three times for the three additional open 4's (or simply adds a net of 8).

SCORING: A scorepad and a pencil are used for scoring. Each time the Point Total on the hub calculator is a multiple of 5, the hub will play the Caribbean Cruise theme. The scorekeeper enters the player's score, which is equal to the Point Total, as shown by the hub. For example, if the hub reads 20 after his play, the player scores 20 points. Remember, if the hub does not sound, the player has scored 0 points in his turn.



INSTRUCTIONS

	Ron	Mindy	Brandi	Carson
Rd. 1	0	30	0	0
Rd. 2	20	0	25	0
Subtotal	20	30	25	0
Rd. 3	0	0	0	45
Subtotal	20	30	25	45
Rd. 4	15	0	0	0

Scorepad Example:
 Players only score on multiples of five. If the player does not get a multiple of five, the player gets 0 points for that round.

If no player can make a play, and the bone yard is empty, the hand is declared "blocked." The player (or players, if tied) with the least number of unplayed dominoes scores 5 points for each domino in his opponents' hands, above and beyond the number in his own hand. For example, at the end of the hand, the winning player has one domino left and the opponent has three left. The opponent's hand total is 3 x 5, a total of 15. The winner's hand is 1 x 5, a total of 5. So 15 - 5 = 10 total points to the winner.

After the end of a hand, the dominoes are all returned face down to the center area. The player to the left of the dealer becomes the new dealer, shuffles all the dominoes, and deals each player seven dominoes for the second hand and so on. Play continues in this manner until, at the end of one or more hands, a player reaches or breaks 100 total points.

THE WINNER: At the end of any hand of play, if one player has 100 points or more, then the game is over, and the player with the most points is the winner. In the event of a tie, one extra hand is played to determine the winner.

ENDING THE HAND: Play continues until one player lays his last domino or the hand is blocked. When one player lays his last domino, the hand is over and the other players cannot finish their turns. The player who went out scores 5 points for each unplayed domino held by his opponents. In addition, if the last play causes the Point Total to be a multiple of 5, then the player also scores those points.

