

# Domino Challenge Series APP Rules

**\*NOTIFICATIONS** = WILL be sent out through the APP weekly on Wednesday as a reminder for the Challenge Sign-Up!!

**\*SIGN-UPS** = Are weekly starting Thursday 6:00AM PST thru Friday 9:00PM PST. Players MUST sign-up to play in the Challenge on Saturday. Player seating is based on sign-up!!

**\*APP CONNECTION** = Players MUST keep the APP open and internet connected at ALL times during play. Failure to do so WILL cause you to be Disconnected from the Challenge. 2Po Inc. and Domino Challenge Series, LLC WILL NOT be responsible if you EXIT, LOSE POWER, LOSE INTERNET CONNECTION or LOGOFF the Challenge using any device. NO WEEKLY RE-ENTRY!!

**\*BROWSER CONNECTION** = Players you MUST keep your Browser Open & Active during the Challenge. Failure to do so WILL cause you to be Disconnected from the Challenge. 2Po Inc. and Domino Challenge Series, LLC WILL NOT be responsible if you EXIT, LOSE POWER LOSE INTERNET CONNECTION or LOGOFF the Challenge using any device. NO WEEKLY RE-ENTRY!!

**\*NO CHEATING** = Any suspected cheating WILL result in a permanent BAN from the Domino Challenge Series!!

**\*LOG-IN ON TIME** = Any Player late for the 12:00PM EST start, WILL be Disqualified for that week's Challenge ONLY!!

**\*VOLUNTARY LOG-OUT / QUIT** = Any Player who wishes to exit the Challenge voluntary, MUST click the Quit (Q) button. If Two (2) Players on the same Table quit during game play, the game WILL end and the remaining Two (2) Players WILL move on to the next round. The Player with the Highest Score at that time WILL be the First-Place winner!!

**\*SUBSTITUTE ANOTHER PLAYER** = Is NOT permitted at any time!!

**\*STYLE OF PLAY** = Is (Cut-Throat) meaning (4) Players per Table, drawing (7) Domino each. (NO TEAMS), (NO ONE-ON-ONE)!!

**\*SINGLE ROUNDS** = Each round of play is Two Hundred (200) Points, Four (4) Houses!!

**\*TIMING OF ROUNDS** = Each round is set on a Forty-Five (45) minutes timer!!

**\*STARTING EACH ROUND OF PLAY** = The Player with the (SIX-SIX) Domino WILL start first at the beginning ONLY of every round!!

**\*DOMINO PLAY** = Players WILL match a Domino with the same dots on any end Domino!!

**\*SEVEN DOMINO TIMING** = The winning Player, from the previous Hand, WILL have Ten (10) seconds to choose Seven (7) Domino after the Shuffle!!

**\*TIMING OF EACH PLAYER** = Players have Twenty (20) seconds to play a Domino. When the time elapses, play WILL move on to the next Player!!

**\*NO REARRANGEMENT** = Once all Seven (7) Domino have been turned up in your hand, it is considered played!!

**\*STARTING EACH HAND** = The Player that won the previous Hand WILL start first. The Player may start the hand with any Domino He or She chooses to play!!

**\*SCORING** = Starting every round, Players MUST Score Ten (10) Points to Initiate-Score-House. The scoring block WILL turn from “GREY” (non-scoring) to “YELLOW” (scoring). After the Player block turns to YELLOW, scoring WILL be in multiples of Fives (5) and up (Example – 5, 10, 15, 20 etc...). NOTE: Player WILL NOT receive any points if their scoring block is GREY!!

**\*KNOCK** = If a Player cannot match a Domino with an end Domino. Player MUST hit the KNOCK (K) button, or the Player can wait for the Twenty (20) seconds to elapse. Then play WILL move on to the next Player!!

**\*KNOCK AND COULD PLAY** = If you hit the KNOCK (K) button but you could play, the system WILL cause you to lose a turn!!

**\*LOCK HAND / PLAYER ON BOARD** = Results after no Player can play due to all numbers in one suit played. Player with the Lowest number of points (counting on the Domino) WILL receive all points in the Opponent’s hands. In the case of a tie, no Player receives any points. NOTE: The next Hand starts with the (SIX-SIX) Domino!!

**\*LOCK HAND / PLAYER NOT-ON-BOARD** = Results after no Player can play due to all numbers in one suit played. If Player with the Lowest number of points (counting on the Domino) IS NOT on Board, then that Player WILL NOT receive any points from the Opponent’s Hand. NOTE: The system WILL allow that Player to pick the Seven (7) Domino first after the Shuffle, but the (SIX-SIX) Domino starts the Hand!!

**\*DOMINO** = When the first Player has played all Seven (7) Domino in their Hand!!

**\*DOMINO / PLAYER ON BOARD** = The system WILL show all Players Domino and automatically give the winner the correct points. This is done by totaling all the Dots on the Domino and rounding to the nearest Five (5). All Players WILL have Ten (10) seconds to verify the correct total before the system starts the Shuffle!!

**\*DOMINO / PLAYER NOT ON BOARD** = The system WILL show all Players Domino and automatically give the winner the correct points. If the Player is NOT-ON-BOARD meaning their scoring house is “GREY,” that Player WILL NOT receive any points. NOTE: The system WILL allow the winning Player to pick the Seven (7) Domino first!!

**\*COUNTING** = WILL be done Automatically by the system by counting the exposed Domino ends!!

**\*SECOND PLACE TIE** = All Domino Tiles WILL be reshuffled. The Two (2) tied Players WILL have Five (5) seconds to pick Seven (7) Domino. The Player that picks either the "SIX-FOUR" or "FIVE-FIVE" Domino moves on to the next round. If the Two (2) Players each pick one, then this process WILL repeat until there is a winner!!

**\*PLAYING WITH-OUT MEMBERSHIP** = Any person caught using another Player's Membership WILL be BANNED. Trust and believe, we here at 2Po Inc. have our ways of finding out!!

**\*ELITE SIX WINS** = Players who win multiple "ELITE SIX" entrees may give their extra [NDT] Badge(s) to any Friends and/or Family. NOTE: The person receiving the badge MUST first become a [DCS] Member to play in the [NDT]!!

**\*NO REDRAWS OR RESHUFFLE** = The system WILL NOT reshuffle due to too many Doubles!!

**\*DOMINO(S) NOT IN THE SHUFFLE** = The system WILL NOT allow any Domino to be left OUT!!

**\*DOMINO(S) EXPOSED WHILE SHUFFLING** = The system WILL NOT expose any Domino!!

**\*DOMINO(S) EXPOSED WHILE DRAWING** = The system WILL NOT expose any Domino during the Shuffle!!

**\*MISPLAYED TILE** = The system WILL NOT allow any Player to misplace a Domino!!

**\*WRONG DOUBLE IS PLAYED ON AS A SPINNER** = The system WILL NOT allow any Player to place a Domino on the wrong Double as a Spinner!!

**\*PLAYED OUT OF TURN** = The system WILL NOT allow any Player to play Out-of-Turn!!