



**PLAYERS:** 2-8  
**Ages:** 8+

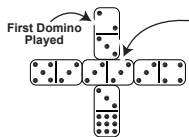
**EQUIPMENT NEEDED:** Paper and pencil to keep score. One set of unique Wildfire™ Dominoes (65 dominoes) and one electronic Wildfire™ hub.

**OBJECT:** To play all of your dominoes each round, and have the lowest grand total score at the end of the game.

**SET-UP:** Place the Wildfire™ hub in the center of the play area. Place all of the dominoes face down to the side of the play area. One player (the dealer) shuffles and deals seven dominoes to each player. The remaining dominoes are left in a draw pile to the side. Players should then arrange their dominoes so they are facing them, but not visible to other players.

**NOTE:** General domino playing instructions. When a domino is "played" it means that it is placed so that the dots or "pips" on one end of the domino match the pips on the "open" domino (the domino on which it is being played). A double domino is a domino that has identical ends. When a double is played, it is placed criss-crossed to the open domino, to form a "T" shape.

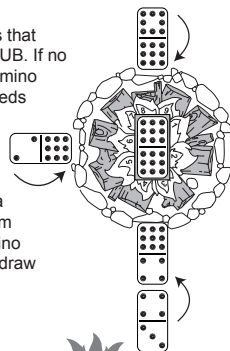
Doubles are always played criss-cross to the domino played upon, so that three openings are made by playing the double.



**NOTE:** A double may never be played on a Wildfire. If a double is played, it does NOT need to be completed before playing on any other dominoes.

**PLAY:**

The player with the highest double plays first and places that highest double face up in the center of the WILDFIRE HUB. If no player has a double, then each player draws another domino from the pile, until someone draws a double. Play proceeds clockwise around the table. Each player must play a domino on the center domino (with an end matching the number of the domino in the center), or play a domino matching another open end on the domino chain (see picture for example). If a player cannot play a domino from their hand, they must draw one domino from the pile and either play it or say "pass" if the drawn domino cannot be played. If all the dominoes get used from the draw pile, the player must pass if unable to play.

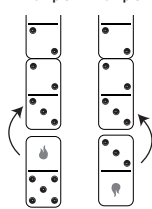


**THE WILD ONES:**

**THE WILDFIRES:** Double Wildfire: Triple Wildfire:

The Wild Ones are wild and can be played on any open end. (See Example 1) They may also be played with the Wild One as an open end if its other end matches an existing number played on the domino chain. (See Example 2).

Example 1 Example 2



In this case, the player playing the open end Wild One must immediately press the center domino on the Hub to see what number the open Wild One will be (for example, the hub will light up a 2 or a 5, etc.). The game hub will light up and go around until it stops on a number (That number will stay lit for 30 seconds). The next domino played MUST match the designated number and be played to complete (close) the Wild One. Note: another Wild One may be played to complete (close) this Wild One. If the hub shows a "1" then you must play a Wild One. If a player cannot play on this end with a domino from his hand, he must draw one domino from the draw pile and play it on the Wild One end if possible, or say "pass" if the domino cannot be played. The job of completing the wildfire is then passed to the next player, and so on.

The Double Wild One may be played criss-crossed on any open end. Once played the player must immediately press the center domino on the Hub, to see what number the open Double Wild One will be (for example, 3 or 4, etc.), and the next three plays MUST be played on that Wild One domino to complete it. In this special case, players may play a new Wild One domino on this double, but not with the Wild One as the open end, unless it is the third and final play on this double to complete it.

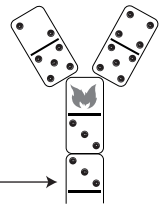
**Note:** The Double Wild One can not be played on another double.

The Wildfire ends may only be played with the Wildfire end out. When a Wildfire is played, the player must immediately press the center domino on the Hub to see what number the open Wildfire will be (for example, the hub will light up a 9 or a 6, etc.). The game hub will light up and go around until it stops on a number (That number will stay lit for 30 seconds).

Note: If the hub shows a "1" the players must play the "Wild One".  
Note: A double may never be played on a Wildfire.

If a **Double Wildfire** is played, then the next two plays MUST be made on that Wildfire end using the number that the hub lights up to complete (close) that Wildfire. If a player cannot play on this end with a domino from their hand, they must draw one domino from the pile and play it on the Wildfire end if possible, or say "pass" if the domino cannot be played. The job of completing the Wildfire is then passed to the next player, and so on.

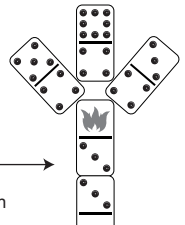
**Correct placement for a Double Wildfire:** The two dominoes are played at an angle coming off the tips of the Wildfire, so that a "V" shape is made by the two dominoes.



The Wildfire hub lit up a "5"

If a **Triple Wildfire** is played, then the next three plays MUST be made on that Wildfire end using the number that the hub lights up to complete (close) that Wildfire. If a player cannot play on this end with a domino from their hand, they must draw one domino from the pile and play it on the Wildfire end if possible, or say "pass" if the domino cannot be played. The job of completing the Wildfire is then passed to the next player, and so on.

**Correct placement for a Triple Wildfire:** The first domino is played end to end with 1/2 inch gap between the two dominoes, then the next two dominoes are played at an angle on each side of the first played domino, so that a "W" shape is made.



The Wildfire hub lit up a "4"

When a Wildfire is being played on, another Wildfire domino may not be used unless it is the last domino played on that Wildfire to complete (close) it. Once the Wildfire is completed, normal play resumes, until another Wildfire is started.

Note: A Wild One can be played as a wild on a Wildfire (unless it is a double Wild One.)  
Note: A Wild One can NOT be played on a Wildfire as an open end unless its the last piece played.

Note: In an event where two Wildfires run into each other, the dominoes may be moved around or rearranged to allow for more space.

**FINISHING A ROUND:**

When a player is down to one domino, they must knock to let everyone know. The round ends when a player plays his last domino or when the game is blocked because no other plays can be made and there are no dominoes left in the draw pile. To start the next hand, the player to the left of the dealer becomes the new dealer, and so on.

**SCORING:**

You will need paper and a pencil for scoring. If a player goes out, that player scores zero points and all others count the number of pips (dots) on their remaining dominoes. Add 1 point for each dot, Add 10 points for each Wild One, 20 points for each Double Wildfire, and 30 points for each Triple Wildfire. If no player goes out, then each player adds up the score in their own hand. The scores are recorded for each player, and the dominoes are reshuffled for the next round.

**THE WINNER:**

At the end of a round, if one player has 300 or more points, then the game is over, and the player with the fewest points is the winner.

**ALTERNATE GAME PLAY:**

**Shorter Game:** Use a predetermined number of rounds or a lower set score to determine winner.

**More Strategic Game:** Instead of pressing the center domino on the hub to determine the Wild One, have the player who played it call it out. (Use strategy in choosing your number based on the dominoes you have left, or the dominoes already played).

**Penalty:** If you notice that a player does not knock when they are down to their last domino, that player must take a domino from the draw pile as a penalty. (If the draw pile is out of dominoes, that player loses their next turn).

**BATTERY SAFETY INFORMATION**

- Never mix old and new batteries (replace all batteries at the same time).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Always replace all batteries at the same time.
- Alkaline batteries are recommended for best performance.
- Rechargeable batteries are to be removed from the toy/game before being recharged.
- Rechargeable batteries are only to be recharged under adult supervision.
- Non-rechargeable batteries are not to be recharged.
- Do not mix different types of batteries.
- Only batteries of the same or equivalent type are recommended to be used.
- Batteries are to be inserted with correct polarity.
- Short-circuited batteries are to be removed from the toy.
- Supply terminals are not to be short-circuited.
- Dispose of batteries safely. Do not dispose of batteries in fire, batteries may explode or leak.

**Inserting & Replacing Batteries:**

1. Uncover battery compartment cover with a small Phillips screwdriver (not included) and lift open.
2. Insert 2 new AAA batteries as shown in diagram below. (match up the + and -)
3. Replace cover and screw shut.



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