



Instructions

DOMINO MAZE

CHAIN REACTION LOGIC PUZZLE

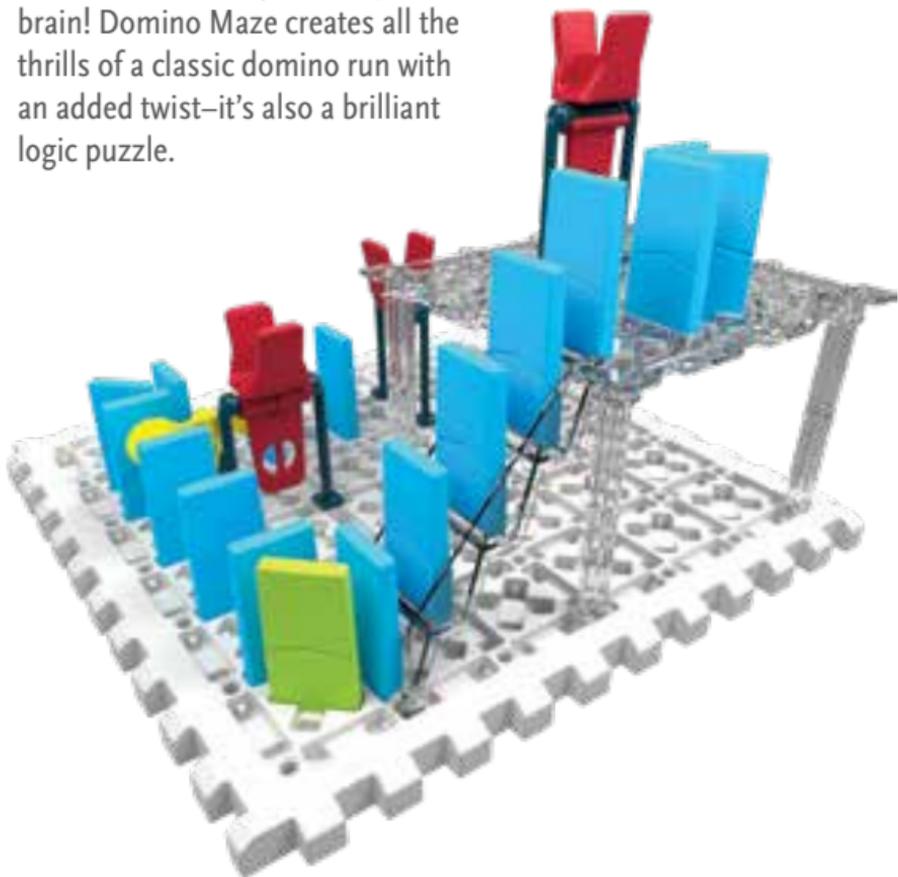


AGES
8 to adult
single player

DOMINO MAZE™

**CHAIN REACTION
LOGIC PUZZLE**

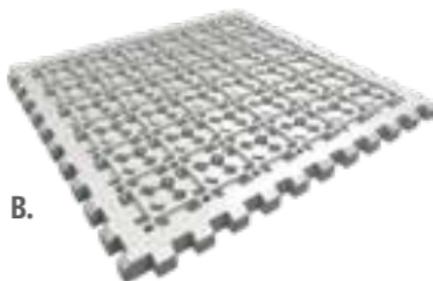
Set off a chain reaction of toppling dominoes with the power of your brain! Domino Maze creates all the thrills of a classic domino run with an added twist—it's also a brilliant logic puzzle.



Game Includes:



A.



B.



C.



D.



E.



F.



G.



H.



I.



J.

A. 1 Top Grid (w/ 4 Grid Legs)

B. 1 Bottom Grid

C. 2 Staircases

D. 1 START Domino

E. 21 Standard Dominoes

F. 3 Targets, numbered I, II, and III

G. 2 Pivots

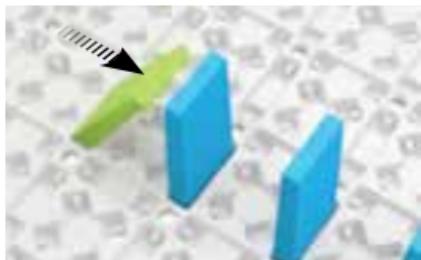
H. 1 Blocker

I. 2 Walls

J. 60 Challenge Cards
(Beginner to Expert)

Token Guide:

RECOMMENDED: Before you begin the first challenge, test the function of each of the pieces to improve your understanding of how they work.



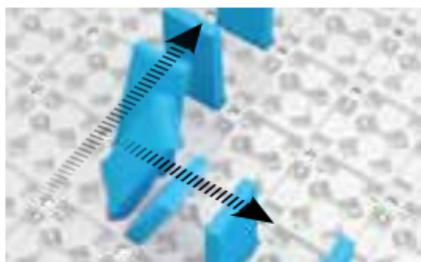
START DOMINO:

Each Domino path must begin with the START Domino. Gently push to begin the chain reaction.



DOMINOES:

Continue the chain reaction along a straight path.

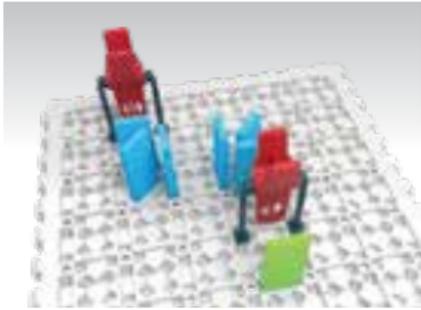


If placed at an angle, a Domino can create a turn in the path or split the path in two directions.



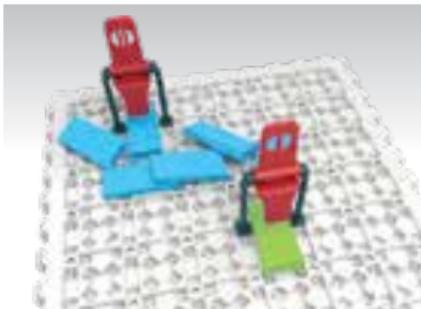
DOMINO ORIENTATION

All Dominoes fall in only one direction. Point the arrow in the direction you want the Domino to fall.



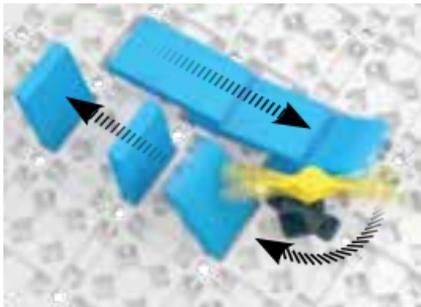
TARGETS:

Targets flip up when hit by Dominoes or Pivots. Targets must be flipped in ascending order (I, II, and then III). Targets can also knock down Dominoes to continue the chain reaction.



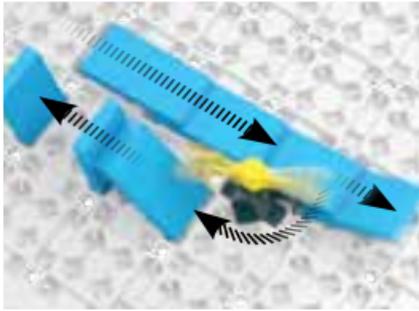
BLOCKER:

The Blocker prevents other Tokens from being placed in the X-shaped slots.



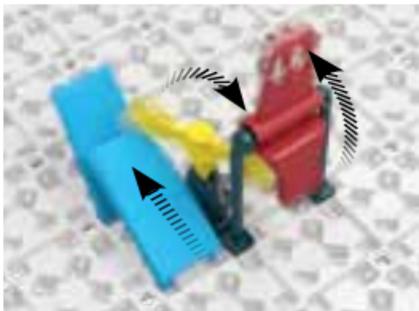
PIVOTS:

Pivots spin to continue the chain reaction in the opposite direction, ...

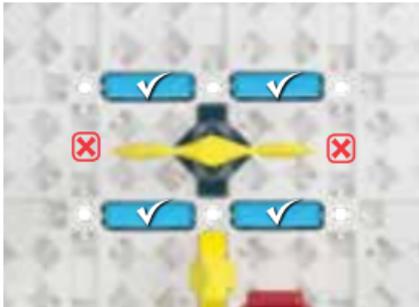


PIVOTS (Cont.):

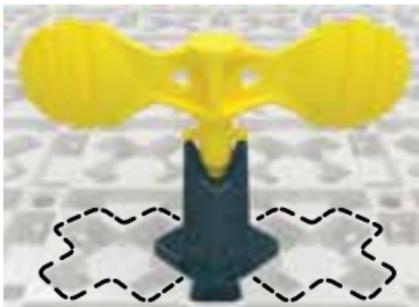
or to split the chain in two paths.



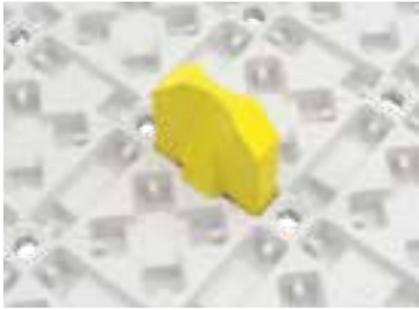
Pivots can knock down Dominoes or hit Targets.



The Pivot must be hit by a Domino in the closest slot parallel to a Pivot Wing.

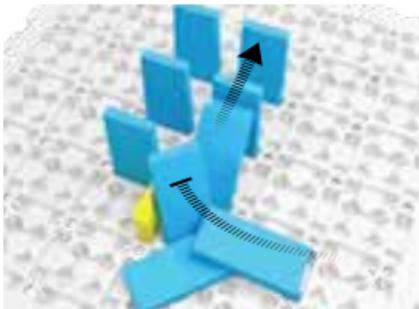


IMPORTANT: Always start the Pivot at its highest point, with the circular wings of the Pivot over the X-shaped slots, NOT the vertical slots.

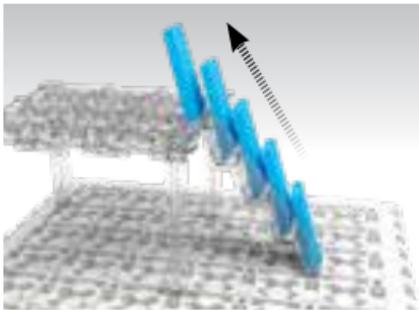


WALL:

Prevents a Domino from being placed in a single vertical or horizontal slot.

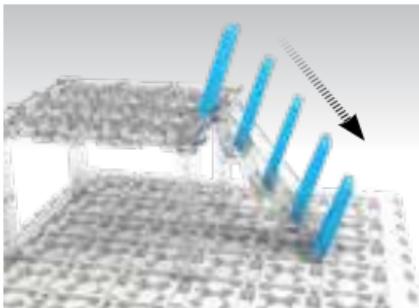


This blocker can also be used to deflect an angular falling Domino in the proper direction in order to protect Dominoes in an adjacent row.



STAIRCASE:

Holds 3 Dominoes. Continues the chain reaction up or down the Stairs to the other Grid.



Symbols Key Card:

Use the Symbols Key Card as a quick reference guide to the symbols on the Challenge Cards.

NOTE: Both the Token Guide and Symbols Key Card are handy references for identifying the Tokens.

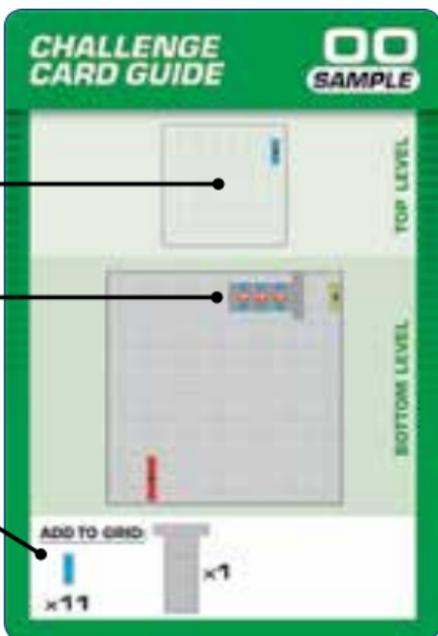


Challenge Card Guide:

Determine the best location for the Top Grid, but do not rotate the grid when connecting it to the Bottom Grid.

Determine which direction the Tokens with the “?” will fall. Do not move any other Tokens.

Add Tokens to any open slots on the Top or Bottom Grid.



OBJECT:

For each challenge, use the Game Tokens shown under “ADD TO GRID” to create a chain reaction of falling Dominoes that will cause the Targets to flip up according to the following requirements:

1. Targets must flip up in ascending order; first I, then II, and then III.
2. All Dominoes must be knocked over.

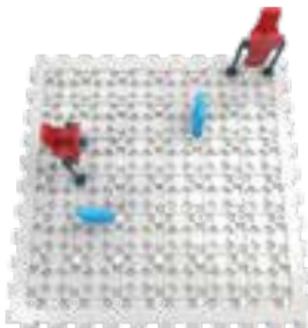
Setup:

1. Select a Challenge Card.

NOTE: Challenge Cards come in two layouts, one for when only the Bottom Grid is needed, and one for when both the Top and Bottom Grid are needed. This setup example walks you through a two level challenge.

2. Place Game Tokens on the Bottom Grid, matching the illustration shown under “BOTTOM LEVEL”.

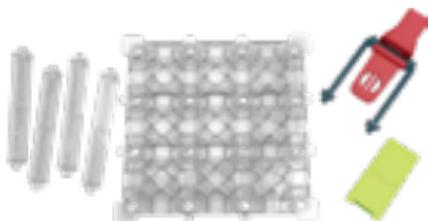
NOTE: The “BOTTOM LEVEL” illustration gives the location of Tokens, but if you see a question mark, you will need to determine which direction to point the Domino.



Bottom Level Game Components

3. Gather the Top Grid, the four Grid Legs, and any Tokens shown under “TOP LEVEL”, then set them aside.

NOTE: The “Top Level” illustration gives the orientation of the Top Grid, but you will need to determine its location on the Bottom Grid. It may be easiest to place the Top Grid later.



4. Select the Dominoes and Tokens shown under the “ADD TO GRID” section of the Challenge Card. Any remaining pieces will not be used.

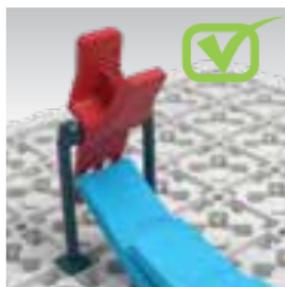
STEPS TO PLAY:

- STEP 1.** Think carefully about how the position and function of each Token added to a Grid will affect your chain reaction.
- STEP 2.** Place the Top Grid (if applicable), Dominoes and any Pivots, Targets, and Staircases to create a chain reaction according to the following rules:

RULES:

- You must place ALL of the Tokens specified under “ADD TO GRID” to correctly solve the challenge.
- The Tokens shown on a Grid in a Challenge Card illustration must stay in their fixed location. If a symbol contains a question mark, the Domino may be rotated, but can NOT move to a different slot.

- The Top Grid must stay in its illustrated orientation, but you must determine its best location.
- Your Domino chain may split into multiple paths.
- ALL the Dominoes must have fallen by the end of the chain reaction.
- The Targets must flip up in ascending order.
- IMPORTANT: Targets can NOT be hit by diagonal Dominoes (this will prevent the Target from flipping). However, Targets may hit any Domino.



- A Target can NOT hit another Target (the Target will not flip properly).
- A Pivot MUST be used to hit at least one other Domino or Target.
- A Pivot should not be used to hit another Pivot.
- A Pivot may NOT be placed in a diagonal slot.
- Dominoes placed in diagonal slots must be used to make a turn in the path.
- Only attach Grid Legs to the four corners of the Top Grid.

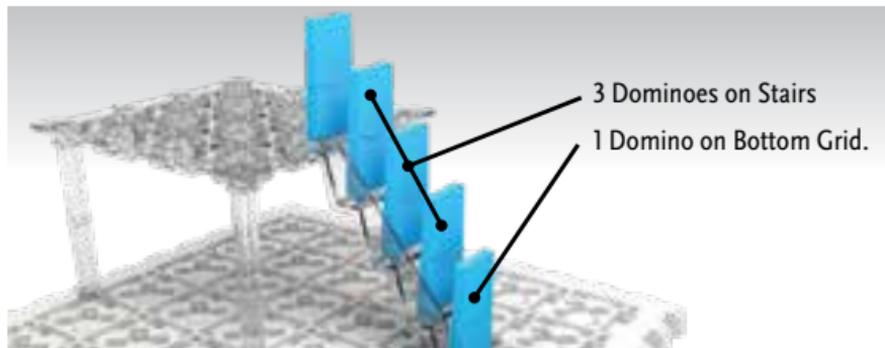
STEP 3. After arranging all the Tokens on the Grid(s), gently push the START Domino to begin your chain reaction.

STEP 4. If the Targets flip up in ascending order and all the Dominoes fall down —**YOU WIN!**

Tips:

TIP 1: To keep a path going straight, place Dominoes in parallel horizontal or vertical slots, and NOT the diagonal slots.

TIP 2: To successfully continue a chain up or down a set of Stairs, at least 4 Dominoes must be allotted per Staircase.



TIP 3: To build a chain that causes the Targets to flip up in the correct order, keep in mind:

- **Dominoes traveling on the Grids topple approximately 2x faster than Dominoes traveling up the Stairs.**
- **Dominoes traveling down the Stairs travel approximately 1.5x faster than Dominoes traveling on the Grids.**

TIP 4: When the Top Grid is a part of the challenge, the easiest way to build the solution is to start by finding the best location for the Grid Legs and Stairs. Next, add any Tokens to the Bottom Grid. Finally, attach the Top Grid to the Grid Legs and Stairs, and place any remaining Tokens on the Top Grid.

SOLUTIONS: The back of each Challenge Card shows the best solution.

For challenges with both the Top and Bottom Grid, the orange dot marks where the chain reaction continues to the next level.

ABOUT THE INVENTOR:

Domino Maze was invented by Raphael Meyers. Raphael loves problem solving, and he feels designing games and puzzles is a great way to share that fun with others. His first published game is ThinkFun's Color Cube Sudoku.

CHALLENGES DEVELOPED BY:

Wei-Hwa Huang

Additional Challenge Development By:

Tyler Somer

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