

DOMEMO

Ages 8+ | 2-5 players | 10 mins

Gameplay (for 'hard target' rules)

On your turn, you must guess a number, as usual, but now you must also guess how **many** of that number you have. If you get either of the values wrong, whether it's the **number** or the **amount**, you're guess is considered incorrect.

You can guess different numbers, too, such as "I have three number 7s". Of course, if any of them are wrong, you are considered to be incorrect.

Caution: When the current player's guess is incorrect, you should never say "None." Always say "Wrong" to avoid giving the player any additional information.

If you apply the "hard target" rule, even if you have two or three people, you **cannot** take back-to-back turns - even if your guess is correct, your turn ends immediately.

Guess the numbers on your tiles. The twist is that you cannot see your own tiles, only other players can! On each turn, you guess the number you think is on one of your tiles. The first person to guess all of their tiles wins.

Contents

28 number tiles (1 '1', 2 '2's, ... , 7 '7's)

Setup

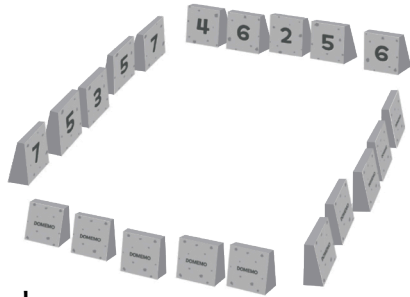
Shuffle all of the number tiles face down, and then each player takes a number of tiles based on the number of players (using the tile distribution chart below). Without looking at the front of your tile, place it upright so that the front is facing away from you.

For the remaining tiles, use the tile distribution table to determine which tiles to keep private and hidden from everyone, and which to make public face-up in the center. The numbers on the revealed tiles are visible to everyone. Randomly select one player to take a turn. Turns are taken in a clockwise direction.

Tile distribution

Players	Tiles/Player	Private	Public
2p	7 each	7 tiles	7 tiles
3p	7 each	7 tiles	-
4p	5 each	4 tiles	4 tiles
5p	4 each	4 tiles	4 tiles

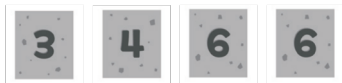
Alex Randolph 가 고안한 게임입니다. | 게임 내 'Hard Target' 규칙은 Evan Song 이 개발하였습니다. | Wanjin Gill 이 그림을 그렸습니다. Gameology Inc.; Playte 가 출판하였습니다. www.playte.com
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Gameplay

When it's your turn, you must declare **one**, and only one, number. The person to your left decides if your guess is correct or incorrect.

If you're correct: The person to your left reveals the tile by placing it face up in front of you. If there are multiple of the same number, they only reveal **one** of them.



If you're incorrect: The person to your left says, "You're wrong."

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Whether you were correct or not, your turn now ends, and play passes to the person to your left.

Two- or three-player rule: If there are two or three players in the game, you may take exactly one more turn if your guess is **correct**.

Winning the game

If a player guesses all of their tiles, they win and the game ends immediately.

'Hard Target' - Rules for Experts

Once you're familiar with the basic rules of Domemo, try applying the "hard target" rule for a full-blown brain duel. This changes the way tiles are distributed and how guesses are made, as shown below.

Tile distribution for 'hard target' rules

Players	Tiles/Player	Private	Public
2p	7 each	7 tiles	7 tiles
3p	7 each	7 tiles	-
4p	6 each	4 tiles	-
5p	5 each	3 tiles	-

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