

## A. General Guidelines

### 1. VALUES

- 1.1. Amigos por el Domino has its structure based on the values of Honesty, Respect, Justice and Freedom.
- 1.2. Our philosophy is to practice the game of dominoes with health, peace, harmony, pleasure and integrity. Seek to play with cordiality, courtesy, comfort, humility, simplicity and gentleness. Have moments of tranquility, rest, calm, peace and serenity. Having an ambiance of joy, delight, recreation, camaraderie and satisfaction. Cause humor, optimism, joy and euphoria. To test luck, fortune, triumph and victory. And, above all, to make Friends by Dominoes, "*Amigos por el Dominó*".
- 1.3. Our games aims to promote safety, order, certainty and conviction; encourage game playing to build and maintain logical reasoning, abilities and aptitudes, wit, skill, dedication and subtlety,
- 1.4. **Amigos por el Dominó** bans discrimination of any nature, including of gender, age, disability, religion, race and nationality.
- 1.5. Our attitude comprise a halt, a rejection and a repudiation of all forms of trickery, subterfuges and deceit in the game playing of Dominoes.

### 2. Mission and Vision

- 2.1. Our Mission is to organize quality dominoes events that promote talent, logical reasoning, ingenuity, wit, skill, dexterity, dedication and subtlety in an ambiance of camaraderie and recreation.
- 2.2. Our Vision is to offer an entertainment with innovative technology, fair, safe, orderly, harmonious, comprehensive, pleasant, enjoyable and healthy.

### 3. Staff/Work Team

- 3.1. We are humanists, sure of ourselves: responsible, enthusiastic, cheerful, neat and efficient.

### 4. Terminology

- 4.1. **Match** when a target score is set for the dominoes game.
- 4.2. **Hand**. As many games as necessary may be played to achieve the match. The hand begins by setting the first tile of dominoes by one player entitled the leader and ends when one of the four players plays his last tile or the game is blocked.
- 4.3. **Shuffle** All tiles are shuffled face down, with a homogeneous exterior in view. The player who shuffles is the player sitting to the left of the leader.
- 4.4. **Leader** is the player who plays first. Setting the first tile on the table.
- 4.5. **Rotating Hand**. The leader of the second hand will be the player sitting to the right of the first leader. The leader of the third hand will be the player sitting to the right of the second leader. The leader of the fourth hand will be the player sitting to the right of the third leader. The leaders will be rotated to the right in every hand until the match comes to an end.
- 4.6. **Value of the tile** is the sum of the pips, including the two quadrants of the tile.
- 4.7. **Points scored** is the sum of the value of the unplayed tiles.
- 4.8. **Go out**. It is said that the hand ends by Go out, when one of the four players plays his last tile.
- 4.9. **Blocked**. It is said that the hand ends Blocked, when none of the four players can lay a tile on the game table.
- 4.10. **Time exceed** is when a player does not play its tile within the allowed time limit.
- 4.11. **Chain** is the layout of the matching tiles laid on the table.
- 4.12. **Terminals** are the pin´s suits of the tiles that are on each side of the chain.

**4.13. Suit.** All tiles in a set that have the same number of pips on one end make up a suit.

**4.14. Swiss Competition System** it's a method consisting of confronting each competitor with an opponent of the same score or someone who has the nearest score. Classifies all players by mode according to their score, by means of an orderly procedure.

## 5. Our Dominoes

### 5.1. Tiles

5.1.1. Dominoes is played with twenty-eight unrepeatable tiles.

#### 5.1.2. Quadrants

5.1.2.1. Each tile has two faces, an exterior, completely homogeneous and the interior divided into two *quadrants*, of equal size, separated by a straight line across. In each quadrant, a number is expressed by means of pips or the absence of these.

5.1.2.2. Each quadrant shows a suit, which goes from zero or absence of pips, to six (with six pips). The 28 tiles represent the combinations between the seven numbers.

5.1.2.3. Tiles that have the same pips in the two quadrants are called *doubles*. There are seven doubles.

### 5.2. Table

5.2.1. Generally, dominoes is played on a square table. Taking care that the 4 players are distributed at a distance in which the other player's tiles can not be seen and in which each player can reach the middle of the table. Some tables have adaptations or slits to accommodate each player's tiles.

### 5.3. Players

5.3.1. **Dominoes is a team game of partners**

5.3.2. Four players participate grouped in two partners that confront each other.

5.3.3. Partners sit opposite to each other, skipping an opponent.

5.3.4. Each player at the beginning of the game will have seven tiles, which is the result of dividing the 28 tiles among the four players.

5.3.5. Players will prevent the other players from looking it's tiles.

### 5.4. Board Count

5.4.1. In the template count, the results are recorded as the game progresses.

5.4.2. In the template there are two accounts or sections, one for each team. In each account, the names of the players are written down.

## 6. Our games

6.1. **Amigos por el Dominó** offers dominoes in three variants: Online, Pastime Games and On-site Tournaments.

6.1.1. **Online**, is when the dominoes players are distant or far away and the means to play dominoes is through the **internet**.

6.1.2. **Pastime Games**, when all the participants are gathered in one place to play dominoes for **entertainment** and the internet is used as a link tool.

6.1.3. On-site **tournaments**, when all the participants are gathered in one place to play **competitive** dominoes, it is face-to-face and according to the game format the game tables or the intranet are used as support tools. In all on-site face-to-face tournaments the Swiss competition system will apply.

6.2. Amigos por el Dominó, also offers the following targets, modes and formats for playing dominoes.

6.2.1. The targets are: at 100 points; 200 points and Run Out Match.

6.2.1.1. When the target or goal is set to **100 or 200 points**, the value of the tiles will be accounted. The points scored are obtained from the sum of the unplayed tiles and are counted in favor of the pair of partners which won the hand. When the game is for 100 points, the unplayed tiles of the losing partners are tallied. When the game is for 200, all the tiles not played are tallied. The target of the game is reached when one of the pairs, in one or after

several **hands** manages to add 100 or 200 points set as target and wins the match.

6.2.1.2. When the goal is set to Run Out Match, the value of the tiles are not tallied. Only the **hands** won are taken into account. The target is reached when one of the partners wins at least 4 hands with a difference of 2 or more, in regards to their rivals. The value of the hand won is expressed in the scoreboard in terms of twenties, from zero to sixty. Starting from sixty it is expressed as a lead or advantage, until the target is reached.

6.2.2. Mode is a concept of association of players, in function of the tally of the targets. The modalities are: Individual, Partners and Teams.

6.2.2.1. The **Individual** mode only associates the player itself throughout a tournament, the accounting is personal.

6.2.2.2. The modality **Partners** associates the accounting to two players who will be playing as partners throughout a tournament, being one accounting for both players.

6.2.2.3. The **Team** modality associates four players who will be playing as a team during a tournament, is one accounting for all the four players.

6.2.2.3.1. The combination of the four players in the Team forms three pairs of partners for each player. Each combination of pairs will alternate as the matches progress, in such a way that every three matches the combination of pairs is reinitiated. To make the combination of pair of partners in the Teams clearer, the following is presented:

6.2.2.3.2. The combination of the four players in the Team forms three pairs for each player. Each combination of pairs will alternate as the games progress, in such a way that every three games the combination of pairs is reinitiated. To make clear the combination of pair of partners in the Teams, the following is presented:

6.2.2.3.3. First game, players: a & b; and c & d of team 1; play against the players h & j; k & m of team 2, respectively.

6.2.2.3.4. Second game, players a & c; and b & d of team 1; play against the players h & k; and j & m of team 2, respectively.

6.2.2.3.5. Third game, players a & d; and c & b of team 1; play against the players h & m; and k & j of team 2, respectively.

6.2.2.3.6. And for the fourth and subsequent games, follows the same order in which it started.

The concept of mode should not influence the manner in which dominoes is played. As mentioned above, **dominoes is always a game of partners.**

6.2.3. Formats are: Round, Round Robin, Web, Maya, Azteca, Multi-Prize-Pool with 2 or 3 pots, Distance and Intranet.

6.2.4. Description

6.2.4.1. The **Round** format is used when there are between 4 and 7 players gathered in the same place. In this format the players will play as Partners between themselves on a single occasion.

6.2.4.2. The **Round Robin** format is used when precisely 8, 12 or 16 players are gathered in the same place. In this format each player will play as Partners with all the other players in a single occasion.

6.2.4.3. The **Web** format gathers four players online (internet). It means that one partner opposes another on one single occasion.

6.2.4.4. The **Maya and Azteca** formats are used when more than 7 players are gathered in an on-site face-to-face live tournament. A number of matches previously established are played. The difference between the two formats lies in setting the target.



6.2.4.5. The **Maya** format has as a target the Run out Match. It is the symbol of equity while playing dominoes. Each player in a match leads at least once. The winner of the hand is when a player plays all his tiles. In case the hand is blocked, no one wins and the hand rotates. The target is achieved when a Partner wins at least 4 hands with a difference of 2 or more, in regards to their rivals.

6.2.4.6. The **Azteca** format has as a target scoring points, that is 100 or 200. It is the symbol for playing dominoes with an offensive strategy. Match is won by the player that achieves the score points set as target. Players seek to accrue points by winning by Run Out Match or by blocking. By blocking there are more tiles to count, so players seek to lock out the games in order to accrue more score points, in order to achieve the target of the game. In case of lock out, the tiles of both Partners are counted and the Partner that adds the least amount wins. In case of a tie, no one wins and the hand rotates.

6.2.4.7. The **Multi-Prize-Pool** format, as the name implies, consists of **two or three** prize pools in an On-site face-to-face live tournament. The format is used when more than 32 players are gathered. A number of matches are played in multiples of three, greater than eight matches, established previously. The players are divided into two or three groups depending on the prize pools. The game develops in three stages. The main distinctive feature is to give prizes to those who had a performance of excellence and to those who had an outstanding performance, and whenever there are three prize pools, to those who had a medium performance.

6.2.4.8. The **Distance** format keeps accountings for Partners or Team, without necessarily playing in the game table in an On Site face-to-face live tournament, solely adding the individual results. The Partners and Teams are determined prior to the tournament. The ruling axis of the format, is the chart of general results of the Individual mode. The format is used when more than 32 players are gathered. It's booked to the same number of matches as were established for the individual mode.

6.2.4.9. The **Intranet** format and the **Multiplied Intranet** format players are physically secluded from their partners but, by means of devices, they play in the same location. Both formats seek to put a stop, a rejection and a repudiation to all forms of trickery, subterfuges and deceit in playing Dominoes. In the Multiplied Intranet format, all the tables have the same distribution of tiles for the players. Both formats are used when more than 32 players are gathered. A number of previously established matches are played.

## 7. General Game Procedure

7.1. All our games are ruled by randomness in setting the tiles to each player and setting the leader in the first hand. Hand rotated. And in the event of a blocked game, there is no winner. In such manner we offer that our dominoes games are the most equitable and fairest in the world.

### 7.2. General procedure

7.2.1. Shuffling is done.

7.2.2. The 28 tiles are distributed among the 4 players.

7.2.3. The leader lays the first tile.

7.2.4. The turn follows the counter-clockwise rotation.

7.2.5. The player in turn must lay a tile when it has at least one pip equal to those that are in the terminals of the layout chain.

7.2.6. When the chain has the same pips in both terminals, the player in turn must play the tile in the terminal that is to the right of the leader,

- 7.2.7. When a player does not have any tiles of the same suit as in the terminals of the layout chain, will yield the following player the opportunity to lay a tile.
- 7.2.8. The doubles are placed perpendicular to the rest of the tiles.
- 7.2.9. The hand ends when a player lays all its tiles or no player can lay tiles on the table.
- 7.2.10. Tally is made.
- 7.2.11. If the target for the game is not achieved, another hand starts.
- 7.2.12. The game is over when the set target is achieved.

### 7.3. Time

- 7.3.1. The players have a maximum limit of time to lay their tiles.
  - 7.3.1.1. During a block situation, 60 seconds.
  - 7.3.1.2. To lay when only one option to play is available, 5 seconds.
  - 7.3.1.3. The time to lay in the rest of the situations, 20 seconds.

## 8. Subscription

- 8.1. With the subscription to **Amigos por el Domino** you can play **Dominoes Online** from anywhere in the world and from any device; you will surely enhance your playing abilities with the **Academy**, you will enjoy more your family and your friends in the club, home, from your favorite place, the application will guide you and will support you in the organization and development of **Pastime Games**. You will receive invitations to participate in high competitive level **Live Tournaments**.
- 8.2. The cost is 20 US Dollars for six months or 36 dollars per year.

## 9. Platform

- 9.1 The platform to play Dominoes Online will be implemented in a language that allows a high level of portability, the only limitation will be related to the version of the Web browser that the player uses and having an internet connection.

### 9.1.1. Versions

- 9.1.1.1. The minimum versions of supported browsers are the following:
  - 9.1.1.1.1. Internet Explorer 11
  - 9.1.1.1.2. Google Chrome 60
  - 9.1.1.1.3. Mozilla Firefox 50
  - 9.1.1.1.4. Opera 46

### 9.1.2. Entering the Website

Only players who have an active subscription in "Amigos por el Dominó" can enter to play online, in the event that the subscription has expired, the player will no longer be able to use dominoes online.

The dominoes online homepage will ask the player for the credentials with which it registered on the platform, the credentials consist of the user-password combination.

In case you do not remember your password, you can choose the option "I forgot my password" so the system may reset the password and send it to you via email.

If a user has reset their password, the first time they enter Online Dominoes, they will be asked to change it for a new one. The purpose of this is to offer utmost safety for your access data.

Once the user has entered the correct authentication data, the system will display the Communication Portal and a Table to Create a new game with other online participants.

NOTE: This is a free translation, in the event of a misunderstanding or dispute, the version in Spanish language will prevail.