

UNITED FEDERATION OF PLANETS
STELLAR RECREATION AUTHORITY
DOM-JOT RULESET

Classification: Recreational Strategy Game

Reg. Code: SRA-HG1035-2337

Version: Electronic Table Variant

DOM-JOT (Post-TNG Canon Edition): Electronic Table Ruleset

OBJECTIVE:

Score points by striking object balls into the Gral'korr (sink hole), earning more for ricocheting off active bumpers. The electronic table:

- Randomly selects who plays first
- Tracks player score
- Randomly activates bumpers each turn
- Declares victory when a player wins

EQUIPMENT:

- 8 Standard Object Balls (2 each: Red, Green, Yellow, Purple)
- 1 Blue Ball (Bonus +5 points after bumper)
- 1 Clear Ball (Penalty -3 points if struck or pocketed)
- 10 Electronic Bumpers (light up randomly)
- 1 Sink Hole (Gral'korr)
- Kozar'Gar Betting Rail (3-slot system)

BALL FUNCTIONS:

Red/Green/Yellow/Purple – Standard scoring

Blue – Bonus Ball (+5)

Clear – Penalty Ball (-3)

GAMEPLAY:

- Table selects first player
- Balls scatter randomly
- Bumpers light up at start of each turn

Your Turn:

1. (Optional) Place Wager on Kozar'Gar Rail
2. Strike a ball directly (no cue ball)
3. Scoring:
 - +3 = Standard ball + lit bumper
 - +1 = Standard ball only
 - +5 = Blue ball + bumper
 - 3 = Any hit on Clear ball
4. Continue until a miss or foul ends your turn

DOM-JOT DECLARATION:

Optional for flair. Shout "DOM-JOT!" upon winning or bonus play.

VICTORY:

First to 15 points or as table declares. Best-of-3 format optional.

