

DOMINOES

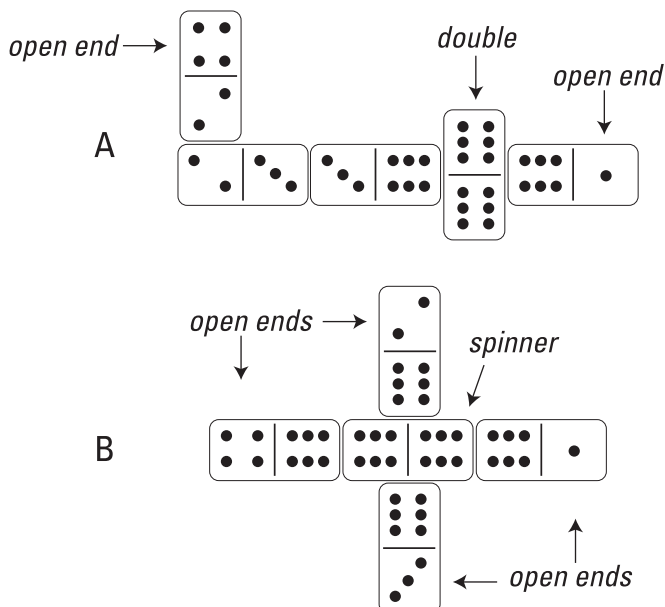
Domino Basics

The following terms and rules apply to all domino games in this instruction booklet, unless otherwise noted. If the rules differ for a particular game, the instructions will specify.

TERMS: Each domino (also called a tile or bone) is divided into two parts, called ends. The dots on the tiles are called pips. If a domino end has no pips than it is considered blank. If both ends of the tile have the same number of pips, it is called a double. A domino is referred to by its number of pips; for example, a domino with three pips on one end and five pips on the other is called a 3-5. A domino with a blank on one end and six pips on the other end is called a 0-6. A domino with four dots on both ends is called a "double 4." Each combination of pips occurs only once in a set—there are no duplicate dominoes within a set.

SHUFFLING: Before every domino game, the tiles are placed face down on the playing surface and shuffled to form a boneyard, from which players will draw. No player's hands may stay on the same tiles when shuffling. Players then take turns drawing dominoes from the boneyard to form their hands—the dominoes they are responsible for playing throughout the game. The number of tiles drawn depends on the game being played.

GENERAL DOMINO PLAY: In most games, the dominoes are placed lengthwise, end to end, (except for doubles) to form a line (see diagram A). The line may have right angle turns in order to keep within the playing area. In order to be played, one end of the tile must match the free or open end (the end of the domino that does not touch another domino) of a previously played domino. Because both ends are the same, doubles usually are played crosswise to the open end (See diagram A). (Note: in most games this does not make two new open ends). A spinner is a domino that can be played on both sides and both ends (see diagram B). In most games that use a spinner, it is only the first double of the hand.



Most often, the player with the highest double (i.e. in a set of Double Six dominoes 6-6 is the highest) in their hand begins the game by placing the domino, pips up, in the center of the playing area. If no player has a double, the highest single begins the game (i.e. in a set of Double Six dominoes 5-6 would be the highest single) or players may elect to reshuffle the tiles and draw again in hopes of starting the hand with a double. Play is always clockwise, with each player adding a tile to an open end(s). If a player does not have a tile that is playable to any of the open ends they say "pass." In some games the player will have to draw a number of tiles and complete their turn before play continues. If no player can play a domino (and/or the boneyard is empty) then the round is ended because it is considered blocked.

Block and Draw Dominoes

PLAYERS: 2-4

EQUIPMENT: 1 set of dominoes, paper to keep score

OBJECT: Be the first player to score 100 or more points

PLAY: Shuffle the dominoes; each player draws five tiles. The player with the highest double begins the game, by placing their domino in the center of the playing area. Play continues clockwise. If no double is drawn, all the tiles are returned to the boneyard, reshuffled, and redrawn. In order to play a tile, the next player must play a tile that matches one of the open ends of the center tile. A player must play a domino if they are able to do so. If a player cannot match the pips on an open tile, they must draw from the boneyard and add it to their hand until they have drawn a tile to play. If the player draws all the tiles from the boneyard and still cannot play, they may say "pass" and play passes to the next player. If the boneyard is empty and no plays can be made, the round ends because it is blocked.

ENDING THE GAME: The first player to get rid of all of their dominoes calls "Domino!" and wins the game. If playing in rounds, the winning player earns the pip total of their opponents' remaining dominoes. If the round is blocked, then the player with the lowest pip total wins. The player scores their opponent's points minus their own. The first player to reach 100 wins the game.

Knock Out

PLAYERS: 1

EQUIPMENT: 1 set of dominoes

OBJECT: "Knock Out" all of the dominoes.

PLAY: Shuffle the dominoes face down and draw six of them. Place them face up in front of you. The remaining dominoes form the stock: put them to the side of the game board.

If, in the six dominoes you have chosen, there are any two dominoes which between them have twelve pips, you may discard them. For example, the 6-2 and the 3-1 total twelve pips. Put any discarded dominoes in a waste pile and draw from the stock so that you have six dominoes in your hand at all times. If you cannot discard from your hand the game is over. If you draw all the dominoes and play them you win.