

DOMINO BASICS

ABOUT YOUR DOUBLE 6 DOMINO SET

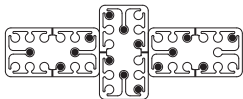
The set consists of 28 dominoes. There are 7 doubles (same number on both ends from double blank to double six) and 21 singles (different numbers on both ends or a number and a blank).

MATCHING

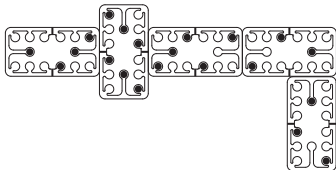
The basis of most domino games is to lay down a domino next to another domino so that the numbers (or blanks) on adjacent dominoes match each other. A blank domino can be played next to any numbered domino.



Single dominos are placed in a line on the table, making a line of play.



Double dominoes are played across the line of play.



Normal game play is in a line, but if you run out of table space you can turn the line to have more room.

FIRST DRAW, FIRST PLAY

There are many variations on how to start play, but here is a popular version. Turn the dominoes upside down on the table and shuffle them in circles with the flat of the hand. Each player then draws all the dominoes needed to start play. Each player places the dominoes on their edge with the back facing the other players so they cannot see which dominoes their opponents are holding.

The first person to play is the person holding the double-six domino. If no one has the double-six, then the person with the double-five and so on plays first. In the rare event that no one draws a double, all dominoes are placed upside down on the table, shuffled and then drawn again.

THE PLAY

After the first tile is played, each player in turn lays down a single domino according to the rules of the game being played. Play proceeds clockwise around the table. If a player has a playable domino, he must play it when his turn comes. You cannot hold back a playable domino for strategic reasons.

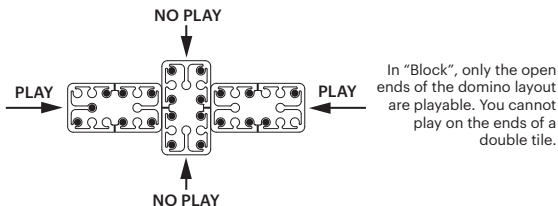
GAME #1: BLOCK

- Numbers of players: 2 to 4
- The Objective: Get rid of all the dominoes in your hand

SETUP

When playing with two players, each player draws 7 dominoes after the shuffle. When playing with three or four players, each player draws 5 dominoes. The remaining dominoes stay face down on the table, these remaining dominoes are called the boneyard. The object of "Block" is simply to get rid of all the dominoes you hold. Whoever does this first wins the hand.

If a player does not have a play, he is blocked and he passes that turn. He cannot draw from the boneyard. Play continues around the table until one player places his last domino or no players can make a play. Dominoes must be played on the open ends as shown below.



SCORING

Before you start, and depending on how long you want to play, set a number (say 100 or 200) and the first player to reach that total score wins the game. You accumulate points with each hand and the game ends when one player reaches the agreed upon number.

One player wins the hand by placing his last domino. At that time, he calls "domino." The other players turn up all the dominoes remaining in their hands and count the dots. The total of the dots on the un-played dominoes of the other players is the score for the winning player for that hand.

If all players still have dominoes in their hands, but none of them can make any play, all players turn their dominoes face up and count the total number of dots. The player with the lowest number of dots wins the hand and his score is equal to the total number of dots on his opponents' unplayed dominoes minus the number of dots on the dominoes he is holding.

TIE BREAKER

In case of a tie, the player holding the single domino with the lowest total count is the winner.

GAME #2: DRAW

- Numbers of players: 2 to 4
- The Objective: Get rid of all the dominoes in your hand

SETUP

"Draw" is a variation of "Block." Every rule is the same except when a player cannot place a domino, he must draw dominoes from the boneyard until he gets one that is playable. All the rest of the game remains the same.

LIMITATIONS

In a 2-player game, the last two dominoes in the boneyard may not be drawn and in a 3 or 4-player game, the very last domino in the boneyard may not be drawn. The setup, and scoring are all the same as in "Block."

STRATEGY

For "Block" and "Draw" look at the dominoes you hold and try to play them in such a way as to set yourself up for plays on your next turn. If you have lots of 2s, try to play a 2 so you will be able to match it the next time around (if someone else doesn't get to it first). Since you know all the dominoes in the double 6 set, you can deduce what dominoes your opponents might be holding by observing which dominoes have been played and which you hold in your hand.

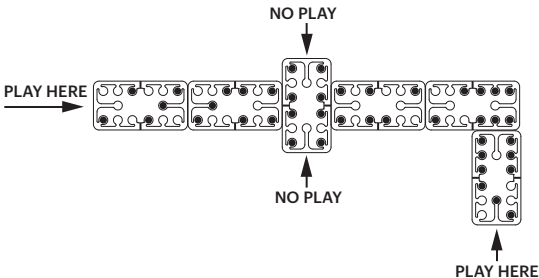
GAME #3: MUGGINS

- Number of players: 2-4 . If 4 are playing, each may play individually or you may create two teams of two players each.
- The Objective: To outscore your opponents. You score by adding up the count of dominoes at the ends of the layout after each play. (explained below)

SETUP

Turn all dominoes face down and mix them. Each player draws 5 dominoes and sets them up so the others cannot see them.

As in the "Block" game above, dominoes must be played so their ends match. Dominoes are laid end to end except doubles which are laid across the line of play. As in "block", you cannot play on the ends of a double once it is placed. Play proceeds clockwise around the table.

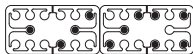


SCORING DURING PLAY

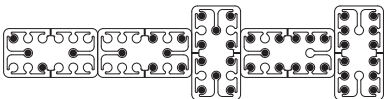
A player scores by having the ends of the layout add up to a multiple of 5. If the ends add up to 5, the player scores 1 point. If the ends add up to 10, the player scores 2 points. Scoring follows this logic, where if the ends add up to 15, the player scores 3 points (see diagram on back for examples).

Count the score after each play. When a player makes a score after placing a domino, a scorekeeper notes the score at that time. The running score can also be kept on a counter or cribbage board.

EXAMPLES



Open ends are 1 and 4, count is 5, score one point.



Count both ends of the double 6. Open ends are 6, 6 and 3, count is 15, score 3 points.

NOTE

The open ends of the double 5 shown above are not counted. A double is only counted when it is on the end of the line of play.

DRAWING FROM THE BONEYARD

If a player cannot place a domino, he draws from the boneyard until he can make a play. In a two-person game, all but two of the dominoes in the boneyard may be drawn. In a three or four-person game, all but one of the dominoes in the boneyard may be drawn.

ENDING THE HAND

The first player to use all his tiles calls "domino" and this ends the hand. If no player can play his last domino and the boneyard has been depleted down to one or two dominoes (see "drawing from the boneyard" above), the hand is over.

SCORING AT THE END OF THE HAND

When the hand is over, the player (or team) with the lowest number of dots on their remaining dominoes receives additional points based on the number of dots in the opponents hands. For every multiple of 5 dots in the opponents hands, the winner receives one point. For a count of 1 or 2 above a multiple of 5, there is no additional score. For a count of 3 or 4 above a multiple of 5, round up to the nearest 5. For example:

- Opponents dot count is 5, score 1
- Opponents dot count is 7, score 1
- Opponents dot count is 8, score 2
- Opponents dot count is 12, score 2
- Opponents dot count is 18, score 4

ENDING THE GAME

The first player or team to reach 61 points wins the game.

NOTE ABOUT PLAYING DOMINOES

The three games listed above are the most popular domino games, but there are more ways to play dominoes and hundreds of variations. Feel free to use Edge Dominos to play any double-six domino game or variation you wish.

