

DOMINO GAME INSTRUCTIONS

For more domino rules, please visit www.DominoRules.com
The Rules for 3 Dominoes Games that can be played with this set are included below.

MUGGINS (STRAIGHT DOMINOES)

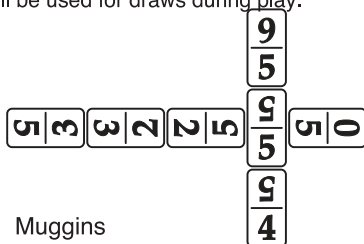
Muggins is played with a double-6 set. If you are using a larger set, keep only tiles featuring a 6 or lower, so you are left with 28 tiles.

Number of players: 2, 3 or 4. If you are playing with 4 players, players may divide into 2 teams of 2 players (partners sit opposite one another)

Object of the game: Be the first to score 250 points.

Preparation

Turn the dominoes face down and shuffle them. If there are 2 players, each draws 5 dominoes for his/her first hand. If there are 3 or 4 players, each draws 5 dominoes. Keep you dominoes concealed from the other players. Gather the remaining dominoes into a **bone pile** which will be used for draws during play.



Starting

Designate a player to start the game. Thereafter, rotate the starter of each round in a clockwise order.

Play

The first player may play any domino he/she wishes from his hand and puts it in the center of the table. It does not need to be a double. Play then moves clockwise to the next player.

Players now take turns playing a domino from their hand, which has a matching end with one of the open ends on the layout. If a player has

a playable tile (end-matching), he/she **must** play it.

However, if a player has no playable tile, he/she must draw a tile from the bone pile and play it, if possible. He/she continues to draw until he/she gets a playable tile or until the bone pile is depleted.

- Placing the first double:

The first double played (called “spinner”) must be placed sideways (at right angles) on the line. This first double may be played off on all four edges: **first** one domino to each side, followed with one domino to each end.

- Placing subsequent doubles:

All subsequent doubles are placed sideways on the lines and the numbers appearing on both ends are added.

- Scoring with multiples of five during play:

At the end of each turn, if the numbers on all the open ends on the layout total any multiple of five, the player is awarded that number of points. In the diagram, the open ends are added as follows: $6 + 0 + 4 + 5 = 15$. The player scores 15 points. If a player makes a score but fails to record it, an opponent may call out “Muggins!” and steal the points.

- Blocking:

If, in the course of the game, it is impossible for any of the players to play, the game is “blocked” and the round ends.

Ending a round

A round ends when the game is blocked or when a player has “dominoed” (played all of his/her tiles). Each player then adds up the numbers appearing on the dominoes in his hand.

Scoring

- In the case of blocking: The player with the lowest sum adds his opponents’ sums (rounded to the nearest five) to his score. In team play, the team with the combined lowest sum adds the opposing team’s combined sum (rounded to the nearest five) to its score.
- In the case of “dominoing”: The player who has “dominoed” adds his/her opponent’s sums (rounded to the nearest five) to his/her score. However, in team play, he/she does **not** add his/her partner’s sum.

Final Scoring

The score of 250 points is usually considered a game. The first player (or team) to score this amount wins the game.

CASTLE ROCK

Castle Rock can be played with various size domino sets (double-6, double-9, double-12, double-15 and double-18).

Number of players: 1

Object of the game: Rid yourself of all the dominoes in the set.

Preparation

Turn the dominoes face down and shuffle them. Gather all the dominoes into a **bone pile** which will be used for draws during play. Draw 3 tiles from this bone pile and place them face up and side by side, vertically, to form a row.



Castle Rock



Play

For explanatory purposes, we'll call these 3 dominoes, from left to right, "Domino 1", "Domino 2", and "Domino 3".

There are 2 removal options:

- Option 1 - Removal of the middle domino

If the number on one end of Domino 1 matches the number on one end of Domino 3, then Domino 2 is removed from the row. Continue to draw dominoes from the bone pile, one at a time, always adding them to the right side, or end, of the row. When a match occurs between the ends of any 2 dominoes being separated by 1 domino, the domino in the middle of the matching dominoes is removed.

- Option 2 - Removal of 3 adjacent dominoes

When a match occurs between the ends of 3 dominoes in a row, all 3 dominoes can be removed from the row. You may decide it is not the best strategy to remove all 3 dominoes, depending on what the situation will be like after either move. However, you must **always** remove at least 1 domino when the opportunity arises.

Discarding all the dominoes during play

Should you discard all the dominoes from the array during play, while the bone pile is not depleted yet, simply draw 3 tiles and start a new array (see above).

End of play

Play ends when the bone pile is depleted and you cannot discard any more dominoes from the array.

Variations

- For an added challenge, use a timer and try to rid yourself of the most dominoes in record time.
- At the end of a first round, add the numbers on the remaining tiles and try to beat this score with a lower sum on subsequent rounds.

CHICKENFOOT®

Chickenfoot can be played with various size domino sets (double-9, double-12, double-15 and double-18).

Number of players: 2 and up

Object of the game: Rid yourself of as many dominoes as possible during each round, to get the lowest total score at the end of all rounds.

Preparation

Place the highest double domino on the table, centered between the players, or use a centerpiece (included in your set or available separately) designed for holding the double and starting 6 lines called Chickentoes*. Turn the rest of the dominoes face down and shuffle them. Each player draws an equal number of tiles. This number will vary, depending on the domino set used and the number of players

(S Number of tiles drawn at the beginning of each round

Domino Sets	Number of Players															
	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
DOUBLE 9	20	14	11	9	7	X	X	X	X	X	X	X	X	X	X	
DOUBLE 12	X	X	18	14	12	10	9	X	X	X	X	X	X	X	X	
DOUBLE 15	X	X	X	X	18	15	14	12	11	10	9	X	X	X	X	
DOUBLE 18	X	X	X	X	X	X	19	17	15	14	13	12	11	10	9	

Fig. 1.

Keep your dominoes concealed from other players. Gather the remaining dominoes into a **bone pile** which will be used for draws during play.

Starting

Designate a player the start the game. Thereafter, rotate the starter of each round in clockwise order.

Play

There are 2 possible domino formations: The Double Chickenfoot and the Chickenfoot.

Forming the Double Chickenfoot

Once the first double has been played, the next 6 plays must be made on that initial tile, 1 tile played sideways (at right angles) and 2 played diagonally, on each side of the set tile, for a total of 6 tiles forming the Double Chickenfoot.

Starting

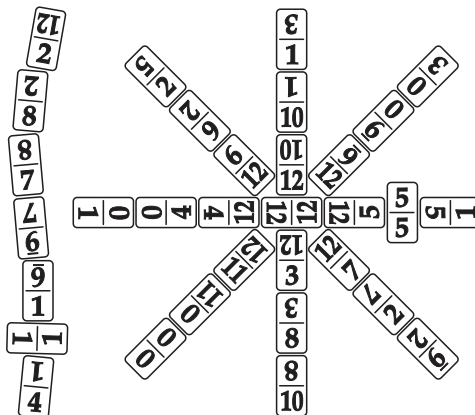
Designate a player to start the game. Thereafter, rotate the starter of each round in clockwise order.

- If you're the starter and you have a domino that matches the denomination of the engine tile, you have two play choices: either start your personal train or start the Mexican Train: a line of end-matching dominoes that must **begin** with the same denomination as the engine tile. The Mexican Train does not start from the engine, but must be set on one side of the table. Once the Mexican Train has been started, it is normally an eligible train for all players. If you are unable to play, see the **Unable to Play & The Marker** point below.
- After you have played a tile, play moves clockwise to the next player. The subsequent players start their play in a similar manner. If the Mexican Train hasn't been started, any player can start it during his/her turn.

Play

With the exception of playing doubles (covered below), you are allowed to play **one** playable (end-matching) tile during each turn, if you can. Assuming you have one or more playable tiles, the usual "eligible" trains you can play on are: your personal train, the Mexican Train, or any train with a "marker" (covered below). If you do not have a playable tile, draw a tile from the bone pile and play it if possible. **If you have a playable tile, you must play it.** It is not an option to not play, say, for strategic reasons!

- **Unable to Play & The Marker** If you are still unable to play after drawing a tile, place a marker (e.g., in the shape of a train, included in your set, or a penny) on your personal train near the end, or where your train will begin, if it hasn't yet been started. Your turn then ends, and play goes to the next player. A marker on a train signifies the train is eligible to be played on by the other players. While there is a marker on your train, you can still play on any eligible train during your subsequent turns. When there are no more tiles in the bone pile, a player must pass if he/she does not hold a playable tile, and then place a marker on his/her personal train.
- **The End of a Turn** To avoid any question as to when a turn is completed, it behooves the players to agree on a "rule" that defines the end of play for each turn. For example, once the player's hand has been removed from the played tile, the turn is over and the play cannot be changed.
- **Removing a Marker** A marker on your train remains there until you play on your personal train during a subsequent turn. Once you have done so and removed your marker, your train becomes ineligible to the other players.



- angles) on the train. When you play a double, you may play an additional tile (unless the double is your last domino, in which case the round ends). You can play the additional tile either on the double or on another eligible train. If you do not have an additional playable tile, draw a tile and play it if you can. If you can't play the additional tile, place your marker on your personal train. Play then passes to the next player.
- **An Open Double** If, after a player's turn is completed, the double is open (not played on), all other trains become ineligible for all players until a player can play on the open double, which is to say the double must first be **satisfied** (or closed) before any other trains—marked or unmarked— can be played on. If subsequent players cannot play on the double after drawing, they **must** place a marker on their personal trains. Once a player has satisfied (played on) the double, all players are then free to play on any eligible train.
- **Playing Two Doubles** During your turn, you can play **two doubles** on any two eligible trains if you are also able to play an additional third tile from your hand (without drawing) onto one of the double tiles. Since the other double is left open (unsatisfied) at the end of your turn, and because **any open double automatically makes all other trains ineligible for play**, that double must be satisfied in subsequent play in order to lift the restriction (see the **An Open Double** point above).

Ending a Round and Scoring

- When a player has only one tile left, he/she must notify the other players by tapping it on the table. In addition to, or instead of,

tapping, you might want to require that it be announced verbally.

- A round ends when a player has “dominoed” (played his/her last tile, even if it is a double), or when the bone pile is depleted and no one can play, and the game is completely stalled.
- Each player adds up the numbers appearing on his/her unplayed tiles and gives the total to the scorekeeper.

Subsequent Rounds

Dominos are reshuffled before each new round. Each new round begins with the next-lowest engine (assuming play with a double-12 set, the 2nd round will begin with a double-11 engine, then a double-10 engine, double-9 engine and so on, the last round beginning with the double-0 engine). All trains, including the Mexican Train, **must** begin by matching that double.

For any given domino set, the number of rounds equals the largest suit + 1 (for the double-0 tile). For example, with a double-12 set, a game will last 13 rounds, and with a double-15 set, 16 rounds.

Final Scoring

After the last round, the player with the lowest total score wins the game.

Penalties (Optional)

The rules do not cover infractions, such as drawing a tile when there is a playable one in the hand; or, when a player fails to notify the other players that he/she has only one tile left in his/her hand. To keep the game moving smoothly, it is suggested the players decide in advance how such situations will be handled when they arise—forgive or penalize. If it is decided there will be a penalty, you might continue normal play without correcting the error, but require the player who broke the rule to draw a tile, keep an already drawn tile, add 50 points to his/her score or skip his/her next turn.

Strategies

- At the beginning of play of a round, use your drawn tiles to form a **personal train in your hand**. Do this by matching the numbers, beginning, if possible, with a domino that matches the engine. (If there is no tile in the hand that matches the engine, formation of the train may have to wait.) Dominoes that do not fit in the personal train remain in the player’s hand as “extras.”
- Arrange the tiles in your hand in such a way that other players cannot easily tell how many tiles you have in your train.
- In building your personal train, consider that it might be best to build a train with fewer tiles but with higher numbers, especially toward the front of the train.
- When advantageous to you, use the Mexican Train and other eligible trains to unload high-number tiles.
- Monitor how close the other players might be to ending the round, and adjust your strategy if needed, e.g., if you can play a

double and leave it unsatisfied, other players might be forced to draw and put their markers on their trains.

- Although it’s fun ending a round with your last tile, remember: **The lowest total score wins the game.** Too much risk in trying to end rounds can defeat you in the end.



WARNING: CHOKING HAZARD
Small Parts. Not for Children Under 3 yrs.

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