

DOMINO GAME RULES

For more domino rules, please visit www.DominoRules.com.

The Rules for 4 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 7 dominoes for his/her first hand. If there are 3 or 4 players, each draws 5 dominoes. Keep your dominoes concealed from the other players. Gather the remaining dominoes into a boneyard which will be used for draws during play.

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

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

Players now take turns playing a domino from his/her 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, that player must draw a tile from the boneyard and play it, if possible. If the player cannot play, he/she then continues to draw until a playable tile is drawn, or until the boneyard 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. (Diagram 1)

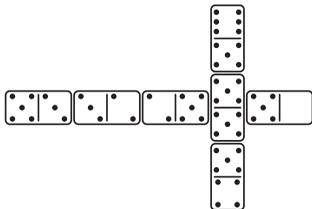


Diagram 1
Muggins

- Placing subsequent doubles – All subsequent doubles are placed sideways (*at a right angle*) on the lines and the number of dots appearing on both ends are added.
- Scoring with multiples of five during play – At the end of each turn, if the number of dots on all the open ends on the layout total any multiple of five, the player is awarded that number of points. The open ends are added as follows: $6 + 0 + 4 + 5 = 15$ and the player scores 15 points (Diagram 1). If the open ends are added as follows: $6 + 0 + 4 + 2 = 12$, the player scores nothing. 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 number of dots appearing on the dominoes in his/her hand.

Scoring:

- In the case of blocking: The player with the lowest sum adds his/her opponents’ sums (*rounded to the nearest five*) to his/her 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 opponents’ sums (*rounded to the nearest five*) to his/her score, However, in team play, the partner’s sums are not added to the score of the winning team.

Final Scoring: The first player (or team) to score 250 points wins the game.

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CHICKENFOOT®

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

Number of players: 2 or more.

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 in the centerpiece included in the set. 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 (Diagram 1).

Number of tiles drawn at the beginning of each round

Domino Set	Number of Players						
	2	3	4	5	6	7	8
DOUBLE 9	20	14	11	9	7	X	X
DOUBLE 12	X	X	18	14	12	10	9

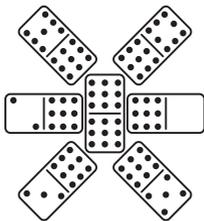
Diagram 1

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

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

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

Diagram 2



- For example, if the first double is a double-9, players must match a tile from his/her hand of the 9 suit (number) to the double-9 set tile. A player must always play if there is a playable (end-matching) tile. If all 6 tiles have not been played on the double-9 set, and a player does not hold a tile from the 9 suit in his/her hand, that player must draw a single tile from the boneyard.
- If the player draws a tile with a 9 end, it is played at once on the set tile, the turn is over and the next player's turn begins.
- If the player does not draw a tile from the 9 suit, play must pass to the player to the left.
- After all 6 tiles have been played on the double-9 set tile, plays can be made on any of the 6 Chickentoes by matching tiles end to end, until someone plays another double tile.

**Chickentoes – Tiles played on a double tile are called “Chickentoes.” A Double Chickenfoot and a Chickenfoot must have all their “Chickentoes” before any other plays can be made.*

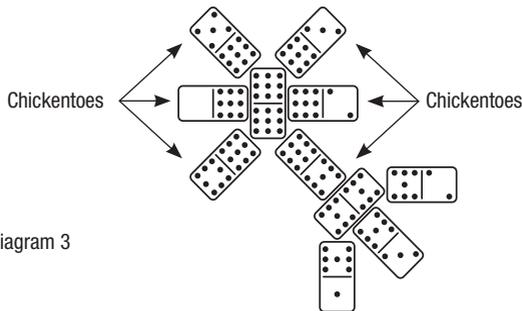


Diagram 3

Forming a Chickenfoot: Once any double tile has been played on one of the Chickentoes, it must be played horizontally. The next 3 plays must be made on the double tile, 1 tile played sideways (at right angle) and 2 played diagonally, on only one side of the set tile, for a total of 3 tiles forming a Chickenfoot.

Only after the new Chickenfoot has been completed may the players return to adding tiles to any of the Chickentoes, until someone plays another double (Diagram 3).

Ending a round and scoring:

- A round ends when a player has “Dominoed” (played his/her last tile), or when the game is blocked, i.e.: the boneyard is depleted and all players have passed on their turn.
- Each player adds up the numbers appearing on the dominoes in his/her hand and gives the total to the scorekeeper.
- 50 points are added to a player's score for any player left holding the double-0 (or blank) tile.

Subsequent rounds: Dominoes are reshuffled before each round. Each new round begins with the next-lowest double tile (*assuming play with a double-9 set, the 2nd round would begin with the double-8 tile, then the double-7, double-6 and so on, the last round beginning with a double-0 tile*). For any given size domino set, the number of rounds equals the largest suit +1 (for the double-0 title). (*For example, with a double-9 set, a game will last 10 rounds and with a double-12 set, 13 rounds*).

Final scoring and winning: After the last round, the player with the lowest total score wins the game.



MEXICAN TRAIN

Mexican Train can be played with various size domino sets (double-9, double-12).

Number of players: 2 or more.

Object of the game: Be the first to rid yourself of all your dominoes, or as many high-number dominoes as possible, in each round. The lowest total score at the end of all rounds wins.

Preparation: Place the highest double (*called the engine tile*) in the middle of the centerpiece included in the set (*designed for holding the double and starting the trains*). Turn the other 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 (Diagram 1).

Number of tiles drawn at the beginning of each round

Domino Set	Number of Players							
	2	3	4	5	6	7	8	
DOUBLE 9	20	14	11	9	7	X	X	
DOUBLE 12	X	X	18	14	12	10	9	

Diagram 1

to draw a tile, keep an already drawn tile, add 50 points to his/her score, or skip the next turn.

Strategies:

- At the beginning of each 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, another player might be forced to draw and put his/her markers on his/her 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.



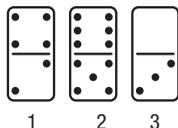
CASTLE ROCK

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

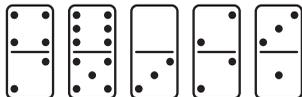
Number of players: 1

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 boneyard which will be used for draws during play. Draw 3 tiles from this boneyard 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," "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 boneyard, 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 boneyard is not depleted yet, simply draw 3 tiles and start a new array).

End of Play: Play ends when the boneyard is depleted and you cannot discard any more dominoes from the array.



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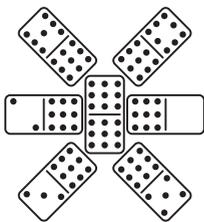
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Keep your dominoes concealed from other players. Gather the remaining dominoes into a boneyard which will be used for draws during play.

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

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

Diagram 2



- For example, if the first double is a double-9, players must match a tile from his/her hand of the 9 suit (number) to the double-9 set tile. A player must always play if there is a playable (end-matching) tile. If all 6 tiles have not been played on the double-9 set, and a player does not hold a tile from the 9 suit in his/her hand, that player must draw a single tile from the boneyard.
- If the player draws a tile with a 9 end, it is played at once on the set tile, the turn is over and the next player's turn begins.
- If the player does not draw a tile from the 9 suit, play must pass to the player to the left.
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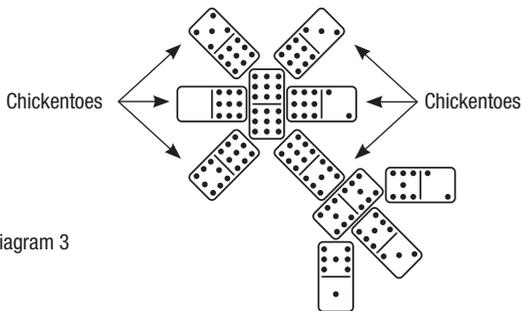


Diagram 3

Forming a Chickenfoot: Once any double tile has been played on one of the Chickentoes, it must be played horizontally. The next 3 plays must be made on the double tile, 1 tile played sideways (at right angle) and 2 played diagonally, on only one side of the set tile, for a total of 3 tiles forming a Chickenfoot.

Only after the new Chickenfoot has been completed may the players return to adding tiles to any of the Chickentoes, until someone plays another double (Diagram 3).

Ending a round and scoring:

- A round ends when a player has “Dominoed” (played his/her last tile), or when the game is blocked, i.e.: the boneyard is depleted and all players have passed on their turn.
- Each player adds up the numbers appearing on the dominoes in his/her hand and gives the total to the scorekeeper.
- 50 points are added to a player's score for any player left holding the double-0 (or blank) tile.

Subsequent rounds: Dominoes are reshuffled before each round. Each new round begins with the next-lowest double tile (*assuming play with a double-9 set, the 2nd round would begin with the double-8 tile, then the double-7, double-6 and so on, the last round beginning with a double-0 tile*). For any given size domino set, the number of rounds equals the largest suit +1 (for the double-0 title). (*For example, with a double-9 set, a game will last 10 rounds and with a double-12 set, 13 rounds*).

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MEXICAN TRAIN

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Preparation: Place the highest double (*called the engine tile*) in the middle of the centerpiece included in the set (*designed for holding the double and starting the trains*). Turn the other 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 (Diagram 1).

Number of tiles drawn at the beginning of each round

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

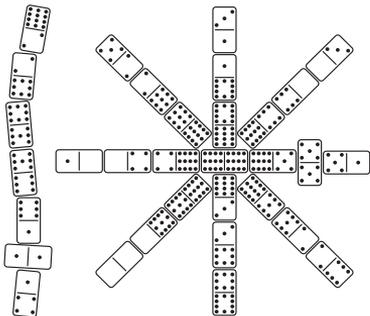
If you're the starter and you have a domino that matches the denomination of the engine tile, you have two play choices: either start your personal train or start the Mexican Train—a line of end-matching dominoes that must begin with the same denomination as the engine tile. The Mexican Train does not start from the engine, but must be set on one side of the table. Once the Mexican Train has been started, it is 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 his/her 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: 1) your personal train, 2) the Mexican Train, or 3) any train with a "marker" (covered below). If you do not have a playable tile, draw a tile from the boneyard and play it if possible. **If you have a playable tile, you must play it.** It is not an option to not play.

- **Unable to Play & The Marker** – If you are still unable to play after drawing a tile, place a marker (*In the shape of a train, included in your set*) on your personal train near the end or where the 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 boneyard, a player must pass if he/she does not hold a playable tile, and then places a marker on his/her personal train.

Mexican Train



- **Playing a Double** – A double tile is placed sideways (at right angles) on the train. When you play a double, you must also 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 his/her 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 activating the sound function of the centerpiece.
- A round ends when a player has "dominoed" (played his/her last tile, even if it is a double), or when the boneyard 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: Dominoes 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 and so on, the last round beginning with a double-0 engine). All trains, including the Mexican Train, must begin by matching that double.

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 that 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