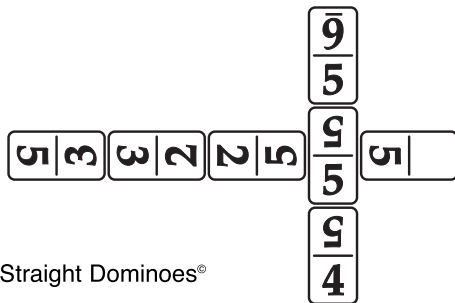


DOMINO GAME RULES

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Straight Dominoes® - Double 6 Set

Players: Two, three or four may play the game of Dominoes. If four are playing the game it may be played as a partnership (the two players sitting opposite one another are partners). **The Shuffle:** To begin the dominoes are placed face down and “shuffled.” Players draw one domino. The player drawing the highest double or if no double, the highest domino plays first. Re-shuffle and then begin drawing the first hand. **Drawing:** Each player then draws seven dominoes for his hand. The remaining dominoes (the boneyard), if any, are left face down on the table to be drawn later if a player is unable to play from his hand. **Begin Play:** The player who drew the highest double or the highest domino plays first, playing any domino he wishes from his had. **Object of the game:** Scoring points by laying the dominoes end to end (the touching ends must match: i.e., one’s touch one’s,



Straight Dominoes®

two’s touch two’s, etc.). If the dots on the exposed ends total any multiple of five the player is awarded that number of points. All sides of the first double (the spinner) may be used one piece to each side and later one to each end. All other doubles are played at right angles to the line and the total points on both ends are counted. Dominoing occurs when one player goes out by playing all of his dominoes. The sum of the spots of all opposing players is computed and added to the dominoing player’s score (rounded to the nearest five). In part-

nership play the spots of the partner of the one who “DOMINOED” are not counted. **Blocking the Game:** If in the course of the game it is impossible for any of the players to play, the game is “Blocked.” The player (or partners) having the least spots in his (or their combined) hand(s) scores the total of the spots in the opponents’ hands (rounded to the nearest five). **The score of 250 points is usually considered a game.** The first person (or partnership) to score this amount wins the game. Shuffle and begin a new game. The player who won plays first.

Castle Rock® - Solitaire for 1 Player - Double 6, 9, 12, or 15 Set

Domino set: May be played with any set of dominoes. **Object of the game:** To discard all the dominoes in the set. Draw 3 tiles from the boneyard and turn them face up, in a row. For explanatory purposes, let’s call these three dominoes, from left to right, “Domino 1,” “Domino 2,” and “Domino 3.” If the pips on one end of Domino 1 match the pips on one end of Domino 3, then Domino 2 is removed from the row. Continue to draw dominoes, always adding them to the right side, or end, of the row. When a match occurs between the ends of any two dominoes being separated by one domino, the domino in the middle of the matching dominoes is removed. Also, when a match occurs between the ends of three dominoes in a row, the player has the option of removing all three dominoes from the row. He or she may decide it is not the best strategy to remove all three dominoes, depending on what the situation will be like after either move. However, the player must always remove at least one domino when the opportunity arises. Should you discard all the dominoes from the array, you simply draw from the stock and start a new array as at the beginning. Keep repeating this process until you have discarded all dominoes in the set or until you cannot discard any more dominoes.

Forty-Two® - Double 6 Set

In this game, a team of 2 players attempts to win all of the 7 tricks played (1 point per trick) and each of the 5-count dominoes (2 tiles worth 10 points each and 3 tiles worth 5 points each, for a total of 35 points) in the course of one hand, giving the team a total of 42 points ($7 + 35 = 42$). Thus, the name of the game. **Object of the game:** To be the first team to reach 250 points or win 7 hands. **Number of players:** 4 players play as 2 teams of 2 players per team. Draw lots at the beginning of the game to determine which player shuffles first. Reshuffle the tiles. **Number of dominoes drawn:** Each player draws 7 tiles. All players, except for the shuffler, simultaneously draw 7 tiles from the deck. The shuffler, then, draws the 7 remaining tiles. The person to the shuffler’s left has the first option to bid. Your bid is a prediction of how many of the 42 points you will win in that hand. Your bid should be based almost entirely on your own hand. However, if you win the bid, any points won by your partner during that hand will also count towards your bid. If you hold at least 3 tiles from the same suit in your hand, that is considered a potential bidding hand. That

suit will be your trump suit if you win the bid. If you hold 1 or 2 doubles in addition to 3 tiles from the same suit, this is considered a strong hand. The word “trump” comes from the word “triumph.” A domino from the trump suit automatically “triumphs” over other dominoes played. Once trumps for the hand have been declared, all 7 dominoes of that trump suit rank higher than all 21 of the other dominoes. Regardless of who plays it, the highest trump played wins any trick. A trump domino only belongs to the trump suit and not also to the other suit represented on its face. The other number on the trump domino only serves to rank trumps among themselves. **For example:** If fours are trumps, the 4-4 is the strongest domino of the hand; the 4-6 beats the 4-5; the 4-5 beats the 4-3; and so on, the 4-0 being the lowest trump. The 4-0 for that hand would beat any tile that is not from the 4 suit. The double is the highest domino of each suit, followed in order by the 6, 5, 4, 3, 2, 1, and blank. A domino whose ends add up to five or a multiple of five is a “count” domino. There are two count tiles worth 10 points each: 5-5 and 6-4. There are three count tiles worth 5 points each: 5-0, 4-1, and 3-2. All 5-count tiles add up to a total of 35 points. A count scores extra points for the team that wins it in a trick. Bidding continues clockwise around the table, with the shuffler always having the last option to bid. Each player has only one opportunity to bid. **The minimum bid is 30.** A player must pass if he is unable to bid at least 30 or raise a previous bid. If all 4 players pass, all tiles are returned to the deck and then reshuffled by the player to the left of the last player to shuffle. Optional rules force the last person to involuntarily bid 30 and then play the hand. The player making the highest bid is the first player and the player to declare which suit is trump for that hand. (A player never reveals the trump suit until he has won the bid and is ready to play the first tile.) The first player plays a tile from his hand. Play continues to his left. The next three plays made by the other players at the table must “follow suit.” This means those three players must play a tile that is of the same suit as the highest end of the first tile played in that trick, unless the first player plays a tile with at least one end from the same suit as what was declared “trumps” for that hand. In that case, the next three plays made must follow suit and be a trump tile with an end from the trump suit. **For example,** if the 6-4 were played first, the other players would have to follow suit with a 6 from their own hand. But if either end of the first tile played is of the trump suit, then the trump overrides the other number and everyone must follow suit with a trump. If a player holds more than one playable tile in his hand, he may play any one of them. If a player is unable to follow suit because he does not hold that suit in his hand, he may play any tile from his hand, even a trump. The player who plays the highest tile of the lead suit or the highest trump wins the trick. The winner of each trick plays the first tile for the next trick, at which time he may play any tile in his hand. When all four players have each played one tile, these four tiles are collectively a trick. There are seven tricks in each hand. Each trick is worth one point. One player from each team should collect all the

tricks for that team, regardless of which player won the trick. After each trick has been won, the tiles should be moved to one side or corner of the table, the 4 tiles side by side and face-up. This simplifies scoring. Once all 7 tricks have been played, each team should total their number of tricks (1 point per trick) and their total number of points on count dominoes collected (5 and multiples of 5), respectively. If the bidding team makes or exceeds their bid, then that team receives credit for all the points they won during that hand. In that case, the opponents also receive credit for any points they won during the hand. **For example:** If a team bids 30 and then takes 35 points in the hand, then it has successfully reached its bid and scores 35 points. The opponents receive credit for its 7 points. If a team fails to reach their bid, then that team scores nothing, and the opposing team receives credit for the original bid they defeated, plus the actual points they won during the hand. **For example:** If your team wins the bid at the beginning of the game with a bid of 37 but took only 35 points in the hand, your team would score 0, and the opponents would score 44 points (their 7 points plus your bid of 37 points). After each hand, the player to shuffle the tiles rotates to the left (clockwise). Play continues in this same manner. **The first team to reach 250 points wins.** If both teams reach 250 points on the same hand, the team that made the bid on that final hand is the winner of the game, regardless of the score. **Variation:** A simplified scoring system can be used with one “mark,” or point, awarded for the victory of a hand. The first team to win 7 marks wins the match. The instructions given here are probably sufficient for the beginner, but only serve as the basics of the game of Forty-Two. To learn more about the strategy of the game and for a more in-depth description of how the game is played, refer to *Winning 42: Strategy & Lore of the National Game of Texas* by Dennis Roberson and published by Texas Tech University Press in Lubbock, TX, in 1997. Available from Puresco at 800 725-7060 and www.Dominoes.com.

Moon® - Double 6 Set

What’s unique: 3 players and plays like 42 but without count dominoes or partners. In this game, bidding starts at 4 tricks and goes as high as 7, called “shooting the moon.” There are only 3 players, and each bids or passes once. They can bid 7 or 21: **21 being the game.** Failing costs the bidder the points/tricks he or she bid. The opponents get points for the tricks they captured. Tricks are 1 point. All tiles with blanks, excepting only the double-blank, are removed from a double-6 set, leaving 22 tiles. **Players each draw 7 tiles.** The extra is the “widow” for the bidder’s hand. If the tile is used, the bidder discards another tile. Pips are used as suits, with the double being highest.

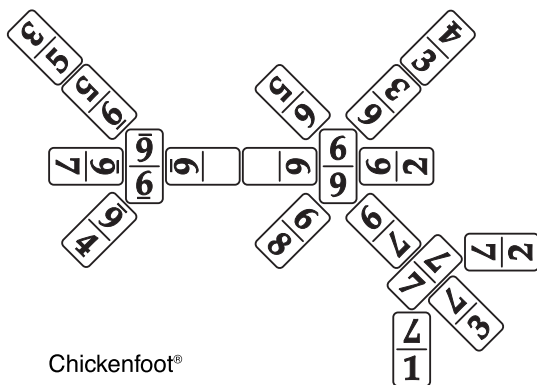
Eighty-Four® - 2 Double 6 Sets

Number of Players: 8 players play as two teams of 4 players per team or 6 players play as two teams of 3 players per team. **Number of dominoes drawn:** When 8 play, each player draws 7 tiles and

there are no tiles remaining in the boneyard. When 6 play, each player draws 9 tiles with 2 tiles remaining in the boneyard. **Use the rules to Forty-Two**, with the following variations. If two identical dominoes are played, the one played first takes precedence. The minimum bid is 60. With 8 players there are 7 tricks and each trick is worth 2 points. With 6 players there are 9 tricks and each trick is worth 2 points. Total of 84 points to be won in each hand. 8 Players: 70 (35 points in a double 6 set x 2) + 14 (7 tricks at 2 points each) = 84. With 6 Players: 70 (35 points in a double-6 set x 2) + 0 (tricks are worth nothing when playing this game with 6 players + 14 (each double is worth one point when playing this game with 6 players) = 84.

Chickenfoot® - Double 9, 12, or 15 Set

Number of Players: 2 and up. **What's unique:** Two different formations are made: the double Chickenfoot and the Chickenfoot. The double Chickenfoot is made at the beginning of each hand by playing 6 tiles diagonally, 3 on each side of the set tile. Chickenfoot are made throughout the hand by playing 3 tiles diagonally on one side of a double played during the game. Tiles played diagonally on the double tile are called "Chickentoes." A Chickenfoot or a double Chickenfoot must have all the Chickentoes before any other plays can be made. **Also unique:** 50 points are added to your score at the end of a hand if you are left holding the 0-0 tile. **Object of the game:** To be the player with the lowest score at the end of the game. **Number of tiles drawn:** Each player draws an equal number of tiles from the "chicken yard." **For example:** If 2 play, each draws 20 tiles;



Chickenfoot®

if 8 play, each draws 6 tiles. There are 55 tiles in the set of a Double 9 set. (If using a Double 12 or 15 set, make adjustments proportionately.) Tiles left after each player draws remain in the chicken yard to be drawn from during the hand. Player holding the 9-9 makes the first play of the game. Subsequent games would begin with the next-lowest double tile (8-8, 7-7, 6-6 and so on, the last game beginning with the 0-0 tile). If no one holds the correct double tile to begin that par-

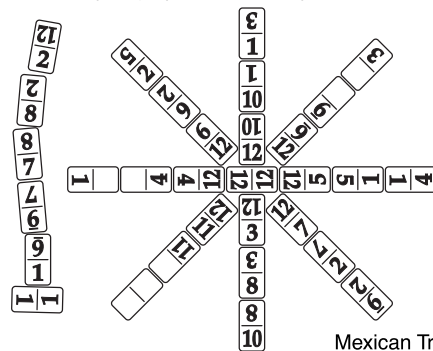
ticular hand, players may agree to either 1) go to the next-lowest double or 2) reshuffle all the tiles and draw new hands. Play continues to the left. The next 6 players must be made on the 9-9 tile, 3 tiles played diagonally on each side of the 9-9 tile. This formation is called a double Chickenfoot. To do this, players must match a tile from their hand of the 9 suit to the 9-9 set tile. If 6 tiles have not been played on the 9-9 set and a player does not hold a tile from the 9 suit in his hand, he may draw one tile from the chicken yard. If he draws a tile with a 9 end, he plays it on the set tile. If he does not draw a tile from the 9 suit, he must pass his turn to the player to his left. After 6 tiles have been played on the 9-9 set tile, plays can be made on any of the 6 Chickentoes by matching tiles end to end, until someone plays a double tile. Once a double tile has been played on one of the Chickentoes, the next three plays must be made on the double tile before plays can be made anywhere else in the layout. This formation of 3 tiles played on the double tile is called a Chickenfoot. Once the new Chickenfoot has been completed by playing 3 tiles diagonally on one side of a double tile, players may return to adding tiles to any of the chicken toes until someone plays another double. The game ends once a player plays all the tiles in his hand or when the game ends in block because none of the players are able to make a play and there are no tiles in the Chickenyard to draw from. Players must count the dots on the tiles remaining in their hand (1 point per 1 dot) and record their score. Remember that the player caught having the 0-0 gets 50 points. For the next hand, tiles are reshuffled and each player draws the same number of tiles from the chicken yard as he or she did at the beginning of the previous hand played. The second hand begins with the 8-8 tile; the third hand with the 7-7 tile and so on. For a longer game players may choose to continue playing by starting another hand with the 1-1 tile following the hand that began with the 0-0 tile as set. Subsequent hands would begin with the next highest double played as set (2-2, 3-3, and so on up to the last hand beginning with the 9-9 tile).

Puremco's Mexican Train® - Double-9, 12, 15 or 18 Set

Number of players/domino set: 2 to 4 players using a double-9 set; 2 to 8 players using a double-12 set; and 9-12 players, or more, using a double-15 or 18 set. Adaptations can be easily made should your players/sets not exactly fit this guideline. Conventional dominoes with pips (dots) or Number Dominoes™ can be used. **Additional equipment:** A score sheet and one train marker per player. **Object of the game:** To rid your hand of as many dominoes as possible and to be the first to do this. The other players then must total the pips or numbers remaining in their hands and keep a running total for their score. The lowest score wins. **To start**, pull out the 12-12 (double-12) if playing with a double-12 set (or the 9-9 if playing with a double-9 set, 15-15 for a double-15 set, 18-18 for a double 18 set) from the deck. This domino is called the "engine" and will be the starter domino for this game. Place the engine in the center of the table or in the cen-

terpiece. Shuffle the remaining dominoes face down. **Number of tiles drawn using a double 12 set: 2 players - 16 tiles each; 3 players - 15; 4 players - 14; 5 players - 12; 6 players - 11; 7 players - 10; 8 players - 9.** Additional players can play by adjusting this numerical arrangement to fit. For double-9, 15 or 18 sets, adjustments can be made so that the number of tiles drawn in each player's hand and the bone pile are reasonable. This is not critical to the game and it will balance itself as the game is played. **The remaining tiles are set aside in "bone piles" to be drawn as needed in the game.** The players then organize the tiles in their hands in a playable progression beginning with the same denomination number as the engine. The ends of the tiles in your hand must match and form a line to be ready to play onto the engine as your "personal train" after the game starts (example: 12-5, 5-7, 7-8, 8-11 and so on). When you are no longer able to line up your tiles in a matching series, the leftover tiles are considered your "extras" and will be used on the "Mexican Train" or on other players' "personal trains" during the game. If you do not draw a domino with a playable end that matches the engine tile, you can begin the line-up in your hand with any domino that will make up the longest line of end-matching tiles and the fewest "extras" possible. Thus, you will be ready when an opportunity arises for all or some part of that line-up to become playable somewhere as the game progresses. **To begin play,** choose a player at random to play first and then rotate the starters clockwise thereafter. The starter player must begin by either playing a matching tile from the "line-up" in his hand onto the engine in a location that will point toward him, thereby beginning his "personal train," or by playing one of his "extra" dominoes to be the first of the Mexican Train. This Mexican Train is a line of "end-matching" dominoes that can run around the edge of the table or be stacked at some side space convenient to all players. The Mexican Train, or one's own "personal train", or another player's "personal train" (when marked) are the three options for playing one's dominoes to rid themselves of their tiles. **The Mexican Train starts at anytime with the first tile played by any player who so chooses to play a domino from his "extras."** The Mexican Train must be a domino that has one end that is the same denomination as the engine in the center. The Mexican Train is begun and is played in an area out-of-the-way from the center playing area. The Mexican Train then grows as others play on it, but it can only be played on from the tail end, opposite the end that matches the engine's denomination. The "personal trains" are spokes that grow outward from the engine/centerpiece and appear as spokes on a hub. Special centerpieces/hubs are available to conveniently hold the engine, the train markers, and the beginning dominoes of the "personal trains." The number of players participating determines the number of spokes or "personal trains" coming out from the engine/centerpiece. Spokes can be squeezed in between if more than 8 players are involved, or as needed if double-15s or 18s are used. **After the starter has played, the next player to the left does likewise** by playing on or

beginning the Mexican Train; or by beginning his own "personal train," which leads off from the engine towards him; or by playing on another player's "personal train" if it has a marker on it. **It is always wise to start the Mexican Train as soon as possible as it gives more places to play.** This means that you have at least two dominoes in your hand that match the engine and you can use one to start your "personal train" and one to start the Mexican Train. When a player cannot play on his own "personal train" or the Mexican Train, he must draw one tile and try to play it immediately. **If unable to play any-**



where, the player passes and must put a marker on the end tile of his "personal train" (even if it has not been started, he places a marker next to the engine where his train is intended to begin), marking it so that others can play indefinitely on his marked train until he can play on it at which time he removes the marker. To remove a marker from one's "personal train," that player must play only on his "personal train" when it becomes possible and then he removes the marker. Playing on the Mexican Train or some other player's train does not make him eligible to remove his marker. **If a player plays a double (a tile with the identical denomination on both ends) it is placed sideways and he must then play a second domino perpendicular onto the double or onto some other eligible train.** If he plays a double and has no playable follow-up domino to play, he must draw and if he draws a playable domino he can play it on the double or on any eligible train. If he doesn't draw a playable tile, he must pass and place a marker on his personal train. After a double is played and that player has completed his turn and if he has left a double not played upon, all trains become unplayable until the next players can play onto that double. If players cannot play a tile on the double tile, they must draw once and determine if they can play. If they are still unable to play on the double, they pass and must place a marker on their "personal train." Once a tile has been played on the double tile, then everyone can resume play on his or her "personal train," or anyone's train that has a marker on it, or the Mexican Train and the game resumes as normal. **A player can play two doubles consecutively onto two different trains if that player is able to**

play an additional third tile from his hand (without drawing) onto one of those double tiles. This means that a player could play 3 tiles in one turn. The next player must play a tile on the open double tile, or draw and play on it, or if he doesn't draw a playable tile, he passes and puts a marker on his personal train. All players must always play when possible even if they have to play a tile out of their train line-up in their hand (which is disrupting, but mandatory). **When any player is left with just one tile in his hand, he must give notice to the other players by tapping his final tile on the table.** This allows other players a chance to lower their score by ridding themselves of a higher numbered tile on their next turn. **General rules:** Players must always play if they have an eligible tile. They cannot at any time hold back and pass and/or draw for some strategic reason. If there are no more tiles in the bone pile, a player must pass if he does not hold a playable tile, and then place a marker on his train. The game is over when one player has dominoed (played his final tile) or when the game is blocked because no one holds a playable tile and all of the tiles in the bone yard have been drawn and everyone passes and the game is totally stalled. It is possible for a game to end by someone playing a double or two doubles as his last play and without a follow-up domino. When any player has played his last domino no matter if it normally requires a follow-up, the game is over and no other players can play. Then, all players must count the number of pips or numbers on the tiles left in their hands (0, in the case of the player who has dominoed), and give that number to the scorekeeper. As soon as the first round is completed, the next game begins by pulling out the 11-11 if playing with a double-12 set, or 8-8 if playing with a double-9 set, or 14-14 with a double-15 set, or 18-18 with a double-18 set. The starter tile is placed in the middle of the table as the engine, and the rest of the deck is shuffled before drawing hands. All "personal trains" and the Mexican Train must be started with this same numbered tile as the new, center engine tile. Each new game thereafter should begin with the next-lowest double being played as the engine, with the 0-0 tile being the final engine for the last game. **The player with the lowest total score after all the games have been played is the winner.**

Super Dominoes® - Double 15 Set

Object of the game: To get rid of all your dominoes. **Number of players:** 2 or more. **To start:** The player chosen to go first draws 9 dominoes, as does each other player in turn. Begin with the first player, who may start play with any double. If the first player has no double, the chance to begin then goes to the next player in turn. (In case no player has a double, return to the first player. Then, in turn, players draw one piece from the boneyard until one draws a double to start things off.) **Playing off the start domino:** You can play off the original domino, the starter double, in six directions, or branches. Play by matching ends in standard fashion. **Legal plays:** There are two legal plays: starting a new branch off the starter double, or matching the end of an existing branch. **When you cannot play:**

Whenever you cannot play, draw two tiles and then play if able. If unable, your turn passes to the next player. **Special plays:** Doubles can play on their matching number, or on a 13! Whenever your play leaves a 15, every other player must pick a tile immediately. Whenever you leave a 14, you may play again (on any arm), if able. Whenever you leave a 13, you cast a "spell." The next player must break the spell by playing immediately on that piece, with another 13, or with a double. If unable, that player draws two tiles, and plays either that may break the spell. Until the spell is broken, play continues in this way, each player in turn drawing two tiles if unable to break the spell. If draws continue a second time around, the player who cast the spell is exempt. (Note: breaking the spell by playing 13-13 merely casts a new spell!) Whenever you leave a 3, the direction of play reverses immediately. If you were going clockwise, play now proceeds counterclockwise, and vice-versa (this is inapplicable when only two play). Whenever you leave a double, the next player loses a turn. This does not apply to the starter double or the 13-13. **House rules (home variations):** Some games replace the last rule and instead play that if you leave a blank-rather than a double-the next player loses a turn. (This applies even when 0-0 is the starter double.) By agreement, players may adopt other variations. **Note:** if the Starter Double you play is 15-15, all other players immediately draw one tile; 14-14, play again if you can; 13-13, you cast a spell, each arm must be started before the spell is broken (the player who cast the spell in this case is not exempt from the requirement to play); 3-3, play commences to the right instead of the left. **Winning:** The first player out of tiles is the winner. In case no one is able to play, and all the pieces have been drawn, the winner is the one with the fewest dominoes left. (In case one or more tie for the fewest dominoes left, the lowest point-total amongst these players is the winner.) **Scoring:** Simple method. Each domino counts one point. Advanced method. Winner wins the point total held by each player. (The winner of a blocked game wins from each player only the difference in totals between them.)

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