

SPINNER® RULES

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Spinner is played with 55 double nine dominoes plus 11 extra Spinner dominoes which have a Spinner insignia on each domino. There are a total of 66 dominoes.

Contents: • 66 Dominoes • Score Pad • Rules

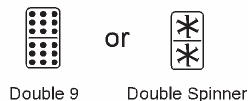
Object of the game: Be the first player to dispose of all dominoes drawn.

Set Up: Turn all 66 dominoes face down and select a player to shuffle them. After the shuffle, each player draws an equal number of dominoes for his/her hand. The number of dominoes drawn depends on the number of players participating.

Dominoes drawn: 2 Players - 14 dominoes each; 3-8 players - 7 dominoes each. Without showing other players their dominoes, players set up the dominoes on their edges with the images facing toward them. The remaining dominoes are placed facedown as a reserve bone pile, off to the side, which will be used for draws during play.

Starting: Play must start with the player who has a Double 9 or Double Spinner domino. The player then places it in the center of the table. If no player has the Double 9 or Double Spinner, the player who shuffled must draw one domino from the reserve bone pile, continuing with each player until the Double 9 or Double Spinner is drawn (Diagram 1). Once either of those dominoes is drawn, it is played in the center of the table.

Diagram 1
Player 1



Play: The second and third play must either be a domino with a 9 on the end to match the center domino (Diagram 2) or a wild Spinner domino. Players must draw from the reserve bone pile each time that player does not have a correct domino to match and play. If a playable domino is drawn, it must be played immediately on the turn.

- The following turns are free to play on any of the end dominoes including the ends of the starter double which would be either a 9, 1, 7 or a wild Spinner domino. The player may also play a double, which must be placed horizontally onto the matching end numbers (Diagram 3).

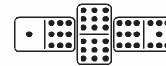


Diagram 2
Players 2 & 3

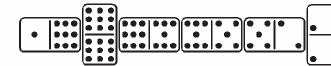


Diagram 3
Players 4, 5 & 6

- When a double is played, the next three plays must be placed only onto that double to form a three-pronged formation. It may be either a 2 or a wild Spinner domino. (Diagram 4). Each player that does not have a 2 or a Spinner must draw one domino from the reserve bone pile. Unless a domino is drawn that will play, the player passes. Upon completion of the "three-pronged" formation, the following player is free to play on any eligible, playable domino end on the table.



Diagram 4
Players 7, 8 & 9

- When playing the Double Spinner domino, players may complete the double with a Spinner domino or the same value of the preceding domino (Diagram 5).

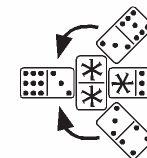


Diagram 5

NOTE: The Spinner dominoes are wild and may be used as any number. This allows the player with Spinners in his/her hand to rid himself/herself of his/her dominoes more quickly.

Ending a Round and Scoring: Play continues until one player has played all the dominoes in his/her hand. That player is the winner of the hand.

- The numbers on the dominoes plus the Spinners are counted on all unplayed dominoes in each player's hand.
- Each player counts the value of his/her dominoes and gives the total number to the scorekeeper.
- The count value of a hand is determined by the numbers on both ends of each domino. Each Spinner end counts as 10 points. The Double Spinner is 20. A Spinner with a number on the other end counts as 10 plus the number on the other end.

Example: A Spinner/8 counts as 18. In the event each player is unable to play on any end of a domino on the table, and after each player has had the opportunity to play and has drawn unsuccessfully, the hand is blocked and ends. Each player's hands are scored and recorded.

Subsequent Rounds: Continue the next hand, starting with the Double 8 or Double Spinner domino and play hands successively with the Double Blank domino being in the center as the final hand of the game. After the first hand, the winner of the hand shuffles and plays or draws first if the correct double is not in his/her hand. At the end of each hand, add each player's total score onto his/her previous scores.

Final Scoring and Winning: After ten hands (the final hand beginning with the Double Blank domino), the scores are totaled. The player with the lowest cumulative score is the winner of the game.

Strategies:

- Play your highest numbered dominoes as play proceeds to ensure they are not counted against you as the hand nears the end.
- Use your Spinner dominoes wisely to expedite disposing of your dominoes and not having them count against you as the hand ends.
- Never place the Spinner end of the domino in a position enabling the next player to play on the wild end.
- The Double Spinner is also wild and played as any other double. It must be played horizontally as a double and treated like any other double.
- When a Double Spinner domino is played it becomes the number of the domino that it was played onto. Therefore, the

successive 3 dominoes played onto the Double Spinner domino must match that number.

- Another wild Spinner end can also be played onto the Double Spinner domino, if desired.

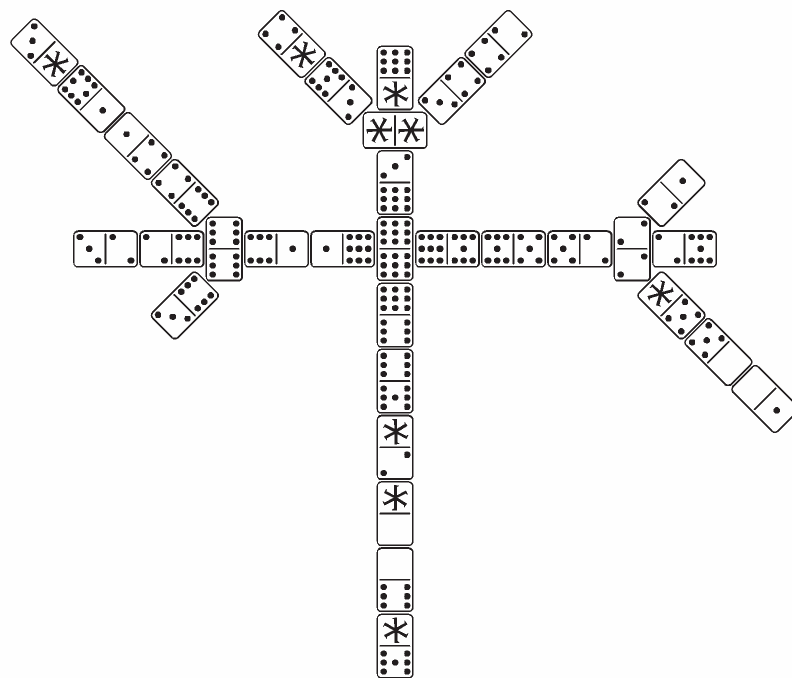


Diagram of a Complete Game

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