

When a double is used, and placed crosswise, tiles can be placed on the ends of this double tile (unlike the Block and Draw games). Both ends of the crosswise double are counted in determining the score until another tile is placed on the other side of the double. A double may be placed end to end (not crosswise). In this case tiles cannot be played on the double's side.

A player can pickup from the boneyard even if the player already can make a move from her hand.

When a player fails to claim a score, anyone can call "muggins" and add the points to his total.

The player to dispose of all dominoes first, gets the points of all the tiles left in the other players' hands to the nearest multiple of 5.

If the game ends in a block (no one can dispose of all her tiles), the player with the lightest hand is declared the winner.

The player to reach 200 points first, or some mutually agreed total, wins the game.

# DOMINOES



The Classic Game of Tiles



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*Tile games of various forms date back to around 1120 AD in China although the modern game may have come from Europe in the 18th century by way of Italy, France and Britain. The word domino is derived from the French word used to describe a Christian Priest's winter hood, which was black on the outside and white on the inside.*

## DOMINO BASICS

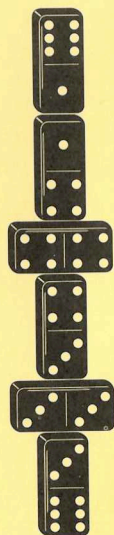
The Bookshelf Games Domino set comes with 55 tiles, which include spots, or pips, up to 9 on each end of a tile (double 9 set). They also come with metal spinners, which help make shuffling and picking up the tiles easier. When the game was brought to Italy in the 18th century, a metal pin (spinner) was used to keep the domino together (made up of an ebony tile on each side of a piece of bone).

## GENERAL RULES

Dominoes begins by shuffling all tiles, or bones, face down. Players then draw, at random, the required number of tiles, which form the hand. The rest of the tiles are set aside (sometimes used later – called a boneyard, depending on the rules). The tiles are played end to end except for doubles (e.g. – 2 sets of 4 spots on a tile), which are placed crosswise along one end. A single tile is one where each end has a different number of spots on it.

A tile is said to be “heavier” if the total spots on the tile are greater than another, “lighter” tile. For example, a tile with 4 spots on one end and 3 spots on the other end, a 4-3 (totals 7), is heavier than a 5-1 (totals 6). Conversely, the 5-1 is lighter than the 4-3.

Two main objects are to get rid of all tiles in a hand and to score points. 2-4 players may play.



## POPULAR GAMES

### Block Game

Each player draws 7 tiles, making sure no one else can see the tiles. The player with the highest double lays it down—as the first play (if no double, the next heaviest single). Play continues with the person to the left and continues clockwise.

Play continues by laying down a tile end to end with like numbers touching. There are always two open ends. Tiles cannot be played on the ends of a double, which is placed crosswise when played. The open side of the double is treated as an end, where tiles can be added.

If a player cannot play a tile, the player passes.

The hand ends when one player has disposed of all his dominoes, or if no one can add a tile (in this case, the player with the lowest point total in hand, the lightest is the winner). The winner gets the total of all points (spots) in all other players' hands. If the lightest hand is shared by more than one player, than those players split the total points on the other players' tiles.

The winner of the game is the first player to reach 100 points, or some other mutually agreed upon point total.

### Draw Game

This game is the same as the Block Game, except when a player cannot lay down a tile, the player picks up tiles from the boneyard until a play can be made.

If the boneyard is exhausted, play passes like the Block Game.

### Muggins

The game plays like the Draw Game, except for the following:

The object is to score points by trying to make all ends total a multiple of 5, for example 5, 15 or 25. Players receive those amounts of points. For example, if player 1 puts down the highest double, 4-4 (see diagram), the ends add up to eight and do not score. If the next player added a 4-1, the ends add up to 5, thus scoring 5 points. Player 3 now adds a 6-1, resulting in a score of 10. No points are scored if the ends do not add up to a multiple of 5.