



Rules of Dominoes

Aim of the Game

To win the game, the player must score 100 points

Equipment

28 Wooden Dominoes

History of the Game

Dominoes are small tiles, traditionally carved from ivory or bone. Our name for these tiles may come from a French word for a Christian priests' winter hood, which was black on the outside and white on the inside.

Dominoes were probably invented in China, with the earliest set known from around AD1120. Originally each Domino represented one of the twenty-one outcomes for throwing two dice with each half of the tile representing the score from one die

After the game moved to Europe in the early 18th Century, the game evolved. Seven additional dominoes were added, representing the values that result from throwing a single die with the other side left blank and also the double blank. The Chinese version of Dominoes eventually evolved into the tiles use to play Mah Jong, a game very popular in the US in the 1920's

Block is the oldest of Domino games and the most commonly played, but there are several other versions of the game.

Set Up

Place all the dominoes face down on the table and mix them up.

Playing the Game

Rules for Block Dominoes for 2-4 Players

1. Each player takes 5 Dominoes. Stand the Dominoes up with the dots facing you, so that only you can see the dots. The remaining Dominoes are placed in a pile and this becomes the draw pile.
2. The player who draws the highest double Domino places it in the centre of the table to start the game. Play then moves in turn to the left. If no double is drawn, then all dominoes are returned to the draw pile, re-mixed and redrawn.
3. The next player then tries to match one of his dominoes to either end of the double. So if the first player lays a double 5, then the next player must lay a Domino with a 5 at one end. (Note blanks match other blanks.)
4. Only one Domino is played at each turn.
5. Dominoes are placed in a line, except when a double is played, when it is played at right angles. Players match ends of the dominoes, but may play to either end or either side of a double, giving new directions for the placing of Dominoes.
6. If a player can not match the dots at any one end of a row, he picks up a Domino from the draw pile. He keeps drawing a Domino until he is able to play. If he draws the last Domino on the draw pile and still cannot play, he passes and then tries again on his next turn. All players must play if able to do so.
7. Play continues in turn until one player has used all of his Dominoes or until no one can play. If no further plays can be made, then the player with the least number of points left on his Dominoes wins the round. The score is calculated by taking the total of the difference between the winners score and the score of all other players. For example, if the final scores are 3, 12, 19 and 9, the winner would score 31 points. This is the total of 12-3, 19-3 and 9-3
8. Rounds continue until one player scores 100 points and wins the game

Winner

The winner is the player who reaches 100 points first. To begin a new game, set up and start again.

WARNING! CHOKING HAZARD. Game contains small parts. Not suitable for children under 36months due to small parts. Check equipment regularly for loose splinters, which may occur when playing the game.

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Please keep packaging for future reference

