DOMINO
7+ years
2 - 4 players
5+ min.

Object of the game
The first player to score 100 or more points wins the game. If you want a shorter game, play to a total of 50 points.

Game preparations
All dominoes are shuffled face down. If there are 2 players, each player draws 7 dominoes, and if there are 3 or 4 players each player draws 5 dominoes. The remaining dominoes are left in the middle of the table as the stock (usually called the boneyard). The players keep their domino hands secret and place the dominoes on their long edges in such a way that only they themselves can see the spots (usually called pips) on them.

How to play
To start the game the player with the highest double domino sets it on the table. The turn then passes clockwise to the next player. To find out who has the highest double domino one player asks everyone: Does anyone have double 6? If someone has it, they must set it on the table. If no-one has it, the player continues asking all the way down to double 0. If no-one still has a double domino, players shuffle all the dominoes and draw again.

The dominoes are played as a chain on the table. On his/her turn the player plays one domino from his/her hand to either end of the domino chain, so that the connected domino ends match.

For example: matches

Double dominoes are always placed crosswise. Since on the table there are always two open ends where the dominoes can be played, the two open ends of a double domino are at its long sides.

Example:

If a player is unable to play a domino, he/she must draw dominoes from the boneyard until he/she finds a suitable domino and plays it on the table. He/she must add the drawn dominoes to his/her hand and not return them to the boneyard. If there are no dominoes left in the boneyard, he/she must pass a turn.

The end
The game ends when a player plays his/her last domino. He/she scores points equal to the number of pips on the unplayed dominoes of all other players. The game also ends when all players have consecutively passed their turn. In this case the player whose dominoes have the least number of pips scores points equal to the number of pips on the unplayed dominoes of all other players. Play again until someone reaches 100 points.

Variation
The game can also be played so that if a player is unable to play a domino, he/she must draw one domino from the boneyard. If it is suitable, the player plays it on the table, after which the turn passes to the next player. If it is not suitable, the player adds it to his/her hand and the turn passes to the next player.