

Dominoes

The rules on one page

Players

2 to 4. With 4, you can also play in 2 teams of 2.

You need

A double-six domino set of 28 tiles, plus paper and a pencil for the score

Goal

Be the first to play every tile in your hand

Game ends

The first player to 100 points wins

Setup

1. Turn all 28 tiles face down on the table and mix them around with your hands. This is the shuffle.
2. Each player draws tiles from the face-down pool. With 2 players, draw 7 tiles each. With 3 or 4 players, draw 5 each. Stand your tiles on edge facing you, so nobody else can see them.
3. Leave the leftover tiles face down and push them to one side. They are called the boneyard.
4. For the first round, find the highest double. Ask for the double-six first, then the double-five, and so on down. The player who holds it plays first. If nobody drew a double, put every tile back, shuffle and draw again.

How to play

1. **Start the line.** In the first round, the player holding the highest double starts by laying it face up in the middle of the table. Turns then pass to the left, clockwise. In each later round, the player to the left of the last starter goes first and may play any tile.
2. **Add a tile to the line.** On your turn, add 1 tile from your hand to either end of the line. The end of your tile that touches the line must show the same number as the open end it joins. A blank joins a blank. The far end of your tile becomes the new open end.
3. **Lay doubles crosswise.** A double is laid across the line, at a right angle to the other tiles. It does not split the line in two. The next tile joins the far side of the double, so that end of the line still shows the same number.
4. **Draw when you cannot play.** If no tile in your hand fits either end, draw from the boneyard 1 tile at a time until you draw one that fits, then play it. Tiles that did not fit stay in your hand. If the boneyard is empty, pass. In the block game nobody draws, so a player who cannot play passes at once.

5. End the round. The round ends when a player plays their last tile. That is called going out, and many players call out the word domino as they do it. The round also ends when it is blocked, which means the boneyard is empty and no player can add a tile.

6. Score the round. The player who went out wins the round. In a blocked round, all players turn their tiles face up and count their pips, and the player with the fewest wins. The winner scores 1 point for each pip left in the other players' hands. Then shuffle all 28 tiles and draw new hands for the next round.

The draw game and the block game side by side

Situation	Draw game	Block game
You cannot play	Draw from the boneyard until you can play. Pass only when it is empty.	Pass.
The leftover tiles	They form the boneyard and can be drawn.	They are set aside and not used in the round.
The round is blocked	When the boneyard is empty and nobody can play.	When nobody can play.

Scoring

Points for one round

How the round ended	Who wins the round	What the winner scores
A player plays their last tile	That player	All the pips left in the other players' hands
The round is blocked	The player with the fewest pips in hand	All the pips left in the other players' hands
The round is blocked and players tie for the fewest pips	Nobody	Nothing

The first player to reach 100 points wins the game.

