

DRAGONFLY *Escape*

Dominoes Rules – Double 9 Set

Objective

Be the first player to play all your dominoes or finish the round with the **fewest remaining pips**.

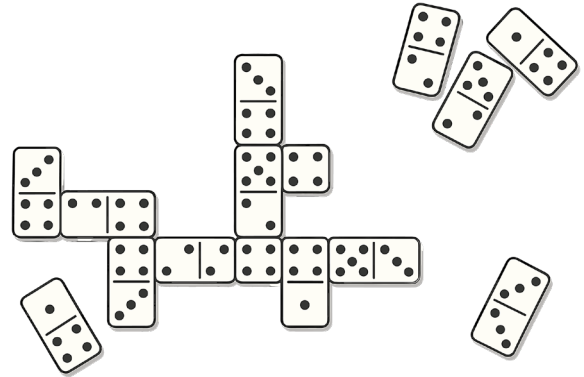
Setup

Shuffle the dominoes face down.

Each player draws dominoes:

- 2 players – 7 dominoes each
- 3-4 players – 5 dominoes each
- 5-6 players – 4 dominoes each

The remaining dominoes form the **boneyard**.



Starting the Game:

- The player with the highest double places that domino to start the layout.
- If no player has a double, players draw from the boneyard until a double is found.

Basic Play:

- Players take turns placing dominoes by **matching numbers**.
- Example: A 5|3 domino may connect to another 5 or 3.
- Dominoes may only be played at the **open ends of the layout**. If more than one open end matches a domino, the player may choose where to place it.
- When a double domino is played, it is typically placed crosswise to show that both sides are open for matching dominoes.

If You Cannot Play:

Two common versions exist:

- **Block Game:** If you cannot play, your turn ends.
- **Draw Game:** If you cannot play, draw from the boneyard until you can play or the boneyard is empty.

Ending the Round

A round ends when:

- A player plays **all their dominoes**, or
- The game becomes **blocked** and no player can move.

Scoring

Players count the **pips remaining on their dominoes**. The player with the **lowest total wins the round**.

Domino Variation: Chickenfoot

When a double domino is played, the next three dominoes must be placed against that double before play can continue elsewhere.

These three dominoes form the “chicken foot.”

The players taking turns place these three branches. No other plays may be made until the chicken foot is completed.

Domino Variation: Spinner

The first double played becomes a spinner, allowing dominoes to be played from all four sides.

Once all four sides are filled, play continues from the open ends of the layout just like in classic dominoes.

Domino Variation: Mexican Train

Mexican Train is a popular domino game where players build their own train of dominoes while also contributing to a shared train.

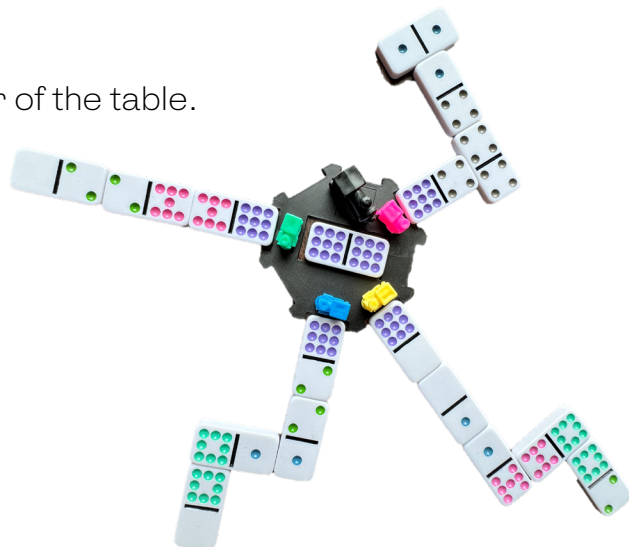
Setup:

Place the black Mexican Train hub in the center of the table.

Each player draws dominoes:

- 2 players – 15 dominoes each
- 3 players – 13 dominoes each
- 4 players – 10 dominoes each
- 5–6 players – 8 dominoes each
- 7–8 players – 7 dominoes each

The remaining dominoes form the boneyard.



Starting the Round:

After drawing dominoes, players check their hands for the highest double.

The player holding the highest double places it into the center slot of the Mexican Train hub to begin the round. If no player has the double-9, the next highest double starts the round.

Each player places a train marker next to one of the hub's spokes to mark their personal train.

Basic Play:

Players take turns placing dominoes that match the number on the center double or the end of a train.

A player may place a domino on:

- Their own train.
- The Mexican Train (the shared line).
- Another player's train if it is marked.
- Any player may start the Mexican Train by playing a matching domino off the center hub.

Drawing Dominoes:

If a player cannot play:

- Draw one domino from the boneyard.
- If it can be played, play it immediately.
- If it cannot be played, place your train marker next to your train.

When a train is marked, other players may play on that train until the owner plays on it again.

Doubles:

When a double domino is played, it must be covered by another matching domino.

Until the double is covered, players must complete that double before playing elsewhere.

Ending the Round and Scoring

Same rules as traditional play.