

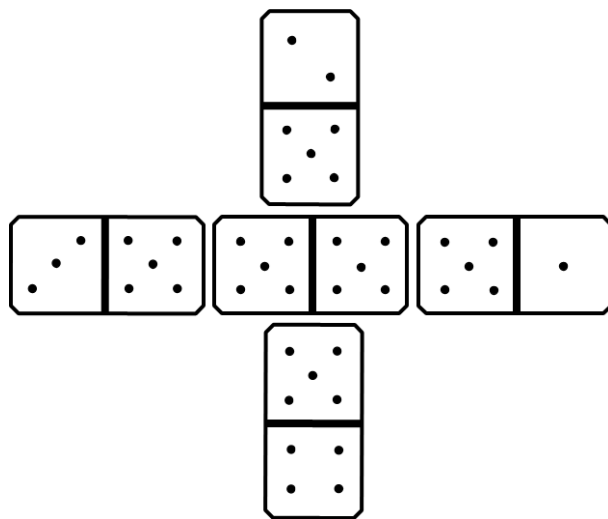
BLOCK DOMINOES

OBJECTIVE To be the first player to get rid of all his dominoes & score 100 points. Can be 2-4 players.

***Play Instructions:**

1) SET UP. Shuffle all the tiles, face down. Players draw Seven pieces randomly & keep them hidden from other players. If 3-4 players, only draw Five tiles. Remainder tiles, "boneyard", are not used. Player with highest double (6-6, 5-5) lays it face up in the center of magnet board. If no doubles, reshuffle & repeat.

2) MOVING. Tiles are played end to end, but all doubles are set crosswise. Moving clockwise, next player adds a single piece to either end of layout. See illustration.



PASSING: Player passes if he can't play.

If game ends in a block, no one can play, & all players turn up their tiles & counts points. Player with lowest total wins points of other player's hand(s).

BUYING: No buying tiles.

SPINNERS: Only initial double can be played on Four sides.

3) SCORING. If more than 1 game, winner takes total number of points in losing player's hand(s).

4) WINNING. First player to reach 100 points.

VARIATION: A) Any "double" played allows same player to play a second tile on his double. B) Winner is 2 of 3 games played.

C) End of game is first player to 50 points.