



**THE**

**DOMINOES**

# Anleitung für Dominos

Das Ziel beim Domino ist es, als Erster alle seine Steine abzulegen, indem man sie aneinander anlegt, wobei die Augenzahlen der aneinandergrenzenden Hälften übereinstimmen müssen. Jeder Spieler legt abwechselnd einen Stein an eine offene Kette an. Wer nicht anlegen kann, muss Steine vom Talon (verdeckter Stapel) ziehen, bis er einen passenden findet oder der Talon leer ist.

## Spielablauf

1. **Vorbereitung:** Die Dominosteine werden verdeckt gemischt und verteilt. Bei 2 Spielern erhält jeder 7 Steine, bei 3 Spielern 6 Steine, bei 4, 5 oder 6 Spielern 5 Steine. Die restlichen Steine bilden den Talon.
2. **Spielbeginn:** Der Spieler mit dem höchsten Doppelstein (z.B. Doppel-6) beginnt oder, falls kein Doppelstein vorhanden, der Spieler mit dem höchsten Stein (z.B. 6/5).
3. **Anlegen:** Jeder Spieler legt abwechselnd einen Stein an eine offene Kette an. Die Augenzahlen auf den aneinandergrenzenden Hälften müssen übereinstimmen.
4. **Nachziehen:** Kann ein Spieler nicht anlegen, muss er Steine vom Talon ziehen, bis er einen passenden Stein hat oder der Talon leer ist.
5. **Spielende:** Das Spiel endet, wenn ein Spieler alle seine Steine abgelegt hat oder wenn das Spiel blockiert ist, d.h. keiner der Spieler kann mehr anlegen und der Talon ist leer.
6. **Punkte:** Der Gewinner ist der Spieler, der zuerst alle seine Steine abgelegt hat oder, falls das Spiel blockiert ist, der Spieler mit den wenigsten Punkten auf seinen restlichen Steinen.

# Tutorial for Dominoes

## Drawing Lots to Determine Who Will Make the First Play

After the tiles are shuffled, each player draws a domino from the stock. The player who draws the heaviest tile will make the first play. If there is a tie, it is broken by drawing new dominoes from the stock.

## Number of dominoes drawn

For 2 to 4 players, each player draws 7 tiles. If 5 or more are playing, prior to the start of the game players should determine and agree upon the number of tiles each player should draw from the deck. (If 2 players, each draws 7 or 8 tiles; 3 or 4 players, draw 5 or 6 tiles.)

After each player draws his hand from the deck, the remaining tiles are pushed to one side to make up the boneyard.

If a player cannot match a tile with one in the layout, he must draw from the boneyard until he picks a tile that can be played. He must keep the tiles he drew but couldn't use on that play. If there are no tiles left in the boneyard, the player passes his turn to the player on his left.

## Set

The player who is holding the heaviest double leads with that tile. The set double is a spinner. Before you can play any tile from your hand, there must already be a double in the layout of the same suit as the matching end of the tile that you wish to play.

Here is an example, a player wishes to play the 3-4 tile in his or her hand by matching the 3 end to another tile in the layout with an exposed end of 3. A player can only do this if the 3-3 has already been played and is, therefore, in the layout. There does not have to be a 4-4 in the layout because the other end of the 3-4 tile the player wishes to play (the 4 end) is not the end of the tile that is being matched in that particular play.

1) Highest double, and in the event no double is drawn, re-shuffle and re-draw; 2) 6-6, and in the event the 6-6 is not drawn, re-shuffle and re-draw. After a tile has been set, play continues to the left.

## How to play

If a player is unable to match a tile from his hand with a double in the layout, the player passes his turn to the player on his left. Each player may play only one tile per turn. The first player to get rid of all dominoes announces "Domino!" and wins the game. If none of the players can make a play, the game ends in a block. If a game ends in a block, all the players turn the tiles in their hands faceup, count the pips on each tile, and add them together. The player with the lowest total wins the game and earns the points (1 point per pip) of all the tiles left remaining in his opponents' hands. The player who first reaches 100 points or more is the overall winner.

## Other rules

The game can be played with no spinners (which seems the most often used rule) or by using the first double as the only spinner of the game.

In most places, Doubles is played to 100 points. However, there are many different variations, including to 50, 150, 200, or 101 points.