

Rules for the “*Domino Roads*” Game

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Domino Roads is a new concept in domino games. It combines elements of luck in drawing dominoes and tossing dice, with exciting opportunities for strategic playing decisions. Domino Roads can be played as a four-person partnership game, or as a three-person game.

GAME FOR 4

Players:

Play in two teams of two. North and South play against East and West.

Game pieces:

2 standard 6-sided dice

40-piece domino set made up of

28 pieces – the normal double-six set

+7 pieces – all the doubles (double blank through double six)

+5 pieces – the 1-6, 2-5, 3-4, 2-6, and 3-5

Winning the Game:

The team with the highest score of 2000 points or more wins.

General Play Process:

The game is played in rounds, or “**hands**.” South is the first player in hand 1. The first-player position rotates clockwise to West in hand two, North in hand three, etc. To start each hand, the dominoes are shuffled and each player draws a “**stock**” of 10. The dominoes are kept so each player can see only his or her own, except that the two double-blank dominoes are immediately exposed and left that way throughout the hand, so everyone knows who is holding them. The hand finishes when a player plays his or her last domino out of stock. At that time, the scores are determined for the hand and added to cumulative team scores for previous hands. If either team has reached 2000 points, the team with the higher score is the winner and the game is over.

First player takes a turn by throwing the dice and then making all possible plays from his or her stock of dominoes. Plays, which are described below, are to lay starters, spans, bridges, and/or road-blocks. If players have dominoes that are playable, they may choose not to play them. If players have dominoes that may be played in two or more ways, the players may play the dominoes in any manner they choose.

For the second player and all subsequent turns in the hand, play is as follows. The player throws the dice and then makes all possible plays with his or her dominoes. Then the person’s team mate makes all possible plays with his or her stock of dominoes, using the existing count on the dice. Then, the dice are passed clockwise for the next player’s turn.

If, after tossing the dice on any turn, neither the player nor the partner plays any starter, span, bridge, or road-block, then the dice toss is said to be “**unused**.” In this case, the

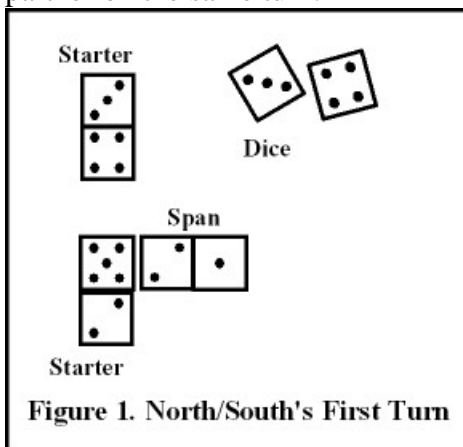
Rules for the "Domino Roads" Game

next player may elect either to use that dice toss as his or her own, or pick up the dice and toss them for a new roll.

Players lay their dominoes in order to create domino "roads." North and South share roads, which are all kept by South. East and West share roads, which are all kept by West. Teams may add dominoes only to their own roads, except for road-block dominoes, which are laid on opponents' roads.

Playing Your Dominoes to Build Roads

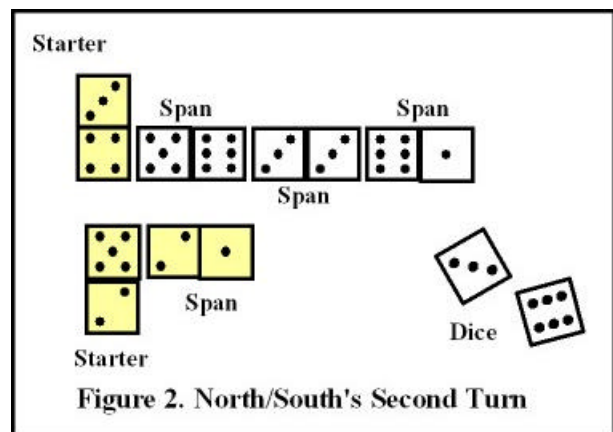
The total on the face of the two dice determines legal plays of the dominoes. For example, if the dice roll was a 4 and a 3, the "play total" for that turn is 7. This play total is used by the person who rolls the dice, and (in every turn after the first) by that person's partner on the same turn.



You may start a new road by putting out a domino whose "value" matches the play total from the dice. A domino's value is equal to the sum on its two halves. Thus, if the play total for the turn is 7, you may put out a 4-3 domino, a 2-5, and a 6-1. A domino played in this manner is called a "starter" and is laid down vertically in front of South (or West). See Figure 1.

Once a starter is played, additional dominoes called "spans" may be played horizontally from South's (or West's) left to right. You may play a span if the sum of the adjacent sides of two dominoes is equal to the play total. The first road span is played to the right of a starter, and successive spans are played to the right of previous spans in a single line. So, for example, suppose North/South has an existing starter domino that is a 3-4 and on North's turn, North throws dice of 6-3 for a play value of 9. Now North can play the 5-6 domino by laying the 5 side to the right of the 4 side of the 3-4 starter. North can also then play the 3-3 domino by laying either 3 side adjacent to the 6 in the 5-6. Then, North could play the 6-1 domino by laying the 6 side adjacent to the right side of the 3-3. See Figure 2.

You may play off only one side of a starter. In the example above, once the 5-6 domino is played against the 4 side of the 3-4 starter, Nothing may be played against the remaining 3 side of the starter.



In a single turn, you may lay a domino as a starter and then immediately lay other dominoes as spans. For example, if you roll 4 and 1 on the dice (for a play total of 5), you

Rules for the “Domino Roads” Game

could put down a 3-2 starter, then put down a 3-1 span (matching the 3 side against the 2 on the starter), then the 4-0 span (matching the 4 side against the 1 on the 3-1 span), then the 5-4 span (matching the 5 side against the 0 on the 4-0 span). On the same turn, you could also play the 5-0 domino as another starter and, if possible, add spans onto it, as well as playing off other existing roads with the play total 5. See Figure 3.

The Double-Blank Domino

The playing pieces include two double-blank dominoes. These are called “**bridges**” and may not be used as starters or spans (or road-blocks, which will be explained later).

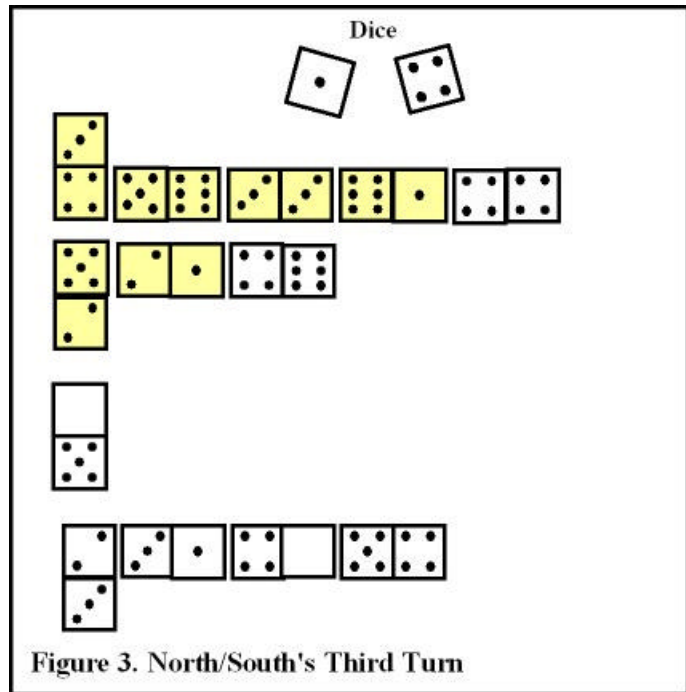


Figure 3. North/South's Third Turn

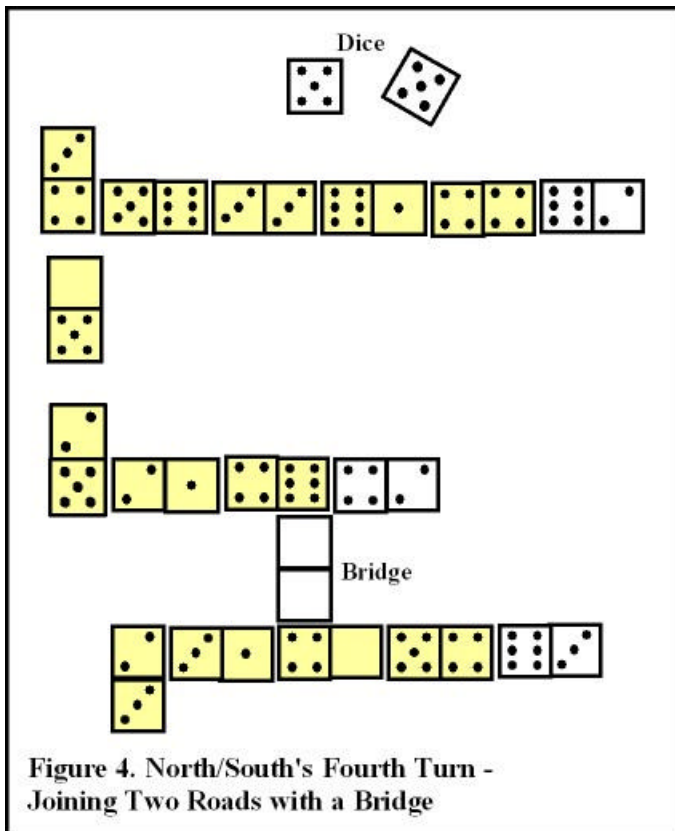


Figure 4. North/South's Fourth Turn - Joining Two Roads with a Bridge

To play a bridge, you may use it to “**join**” together two separate roads. You do this by placing the bridge vertically to join the domino halves from spans (not starters) on two different roads that sum up to the play total. For example, suppose it is North’s turn and the play total from the dice is 10. North is holding a bridge domino. One of the span dominoes in front of South is a 4-6, and a span domino in a different road in front of South is a 4-0. North can play the bridge by arranging the two roads so the bridge can be laid vertically to join the 6 on the 4-6 with the 4 on the 4-0. See Figure 4.

A road may be joined to only one other road with a bridge. Thus, although the game includes two

bridges, no single road may be joined with both bridges.

Rules for the “Domino Roads” Game

You may play additional spans to either or both parts of a joined road.

Ending a Road

The “**length**” of a road is limited to 10, which is a starter and nine spans. If two roads are joined into one, the limitation is still 10: two starters and a combined total of eight spans in the two road parts. If two roads would have a combined length of more than 10 if they were joined, then they may not be joined. If two roads are joined into one, the bridge is not counted in its length.

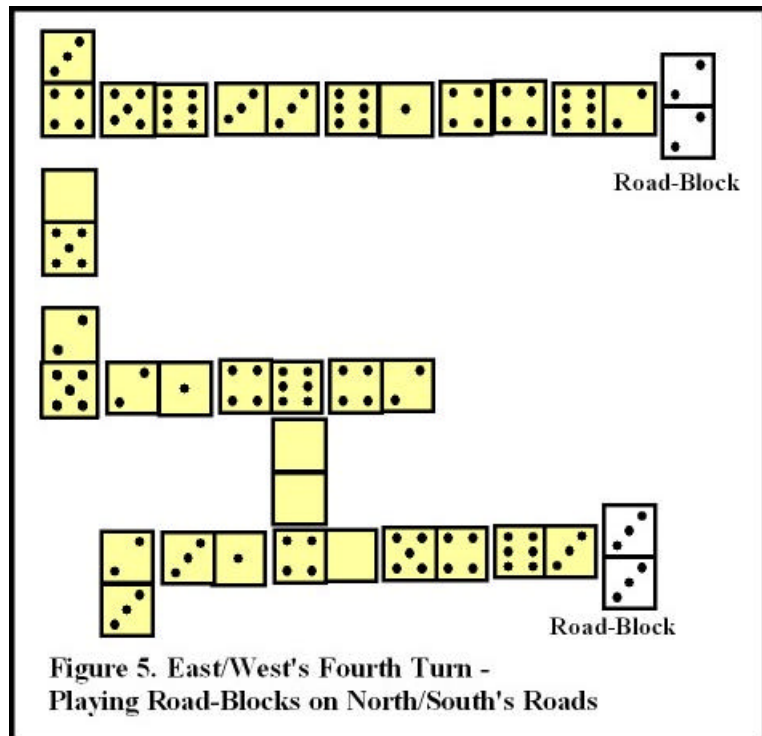
Any domino that is a double (except the double blank) may be played for your own team as a starter or span. Or, if you choose, you may play a double (except the double blank) as a “**road-block.**” On your turn, if you have a double that matches the right-most span on one of your opponent’s roads, you may place the double in a vertical position against that span. (This is the only situation in which you may play a domino to your opponents’ roads.) Thereafter, the road is blocked, its scoring value is cut in half, and your opponent may play no

further spans on that road. A road that is blocked also may not be joined to any other road with a bridge. If you block either part of a joined road, then the other part of the joined road is also blocked from further play. Only one road-block may be played on a joined road.

You may not play a road-block on a double that has been laid as a span. For example, if the right-most span on a road is a double five, you may not use the other double five to block that road. You may not play a road-block on a road that has reached a length of 10.

Scoring

The hand ends when any person “**goes out**” by playing his or her last domino from stock. The team that goes out gets a bonus of 50. Each team is credited with points for their roads, according to the length of the roads, as shown below.



Rules for the “Domino Roads” Game

Road Length	Points For Unblocked Road	Points For Blocked Road
1	10	Cannot be blocked
2	30	15
3	50	25
4	70	35
5	90	45
6	120	60
7	150	75
8	180	90
9	210	105
10	250	Cannot be blocked

To calculate road length, count the starters and the spans. Do not count bridges or road-blocks.

Each team is also credited with points equal to the values of the unplayed dominoes in the opponents’ stocks. If your opponent is holding a bridge (double blank) in stock, you are also credited with 100 points for that (200 points if your opponents have both bridges). Thus, if North goes out, the North/South team is credited with the value of all the dominoes in both East’s and West’s stocks, and the East/West team is credited with the value of the dominoes remaining in South’s stock.

GAME FOR 3

The game for 3 follows all the rules given above, except as noted below.

Players:

Play as three individuals.

Game pieces:

Two standard 6-sided dice. The domino set is 39 pieces. It uses the domino set as described for the four-person game, except that the 1-0 domino is removed from play.

Winning the Game:

The person with the highest score of 1000 points or more wins.

General Play Process:

The game is played in rounds, or “**hands**,” with turns and starting player for subsequent hands rotating clockwise. To start each hand, the dominoes are shuffled and each player draws a “**stock**” of 9 and a “**pile**” of 4. The dominoes are kept so each player can see only his or her own stock dominoes. The double-blank dominoes are not exposed to the other players. The dominoes in the pile are kept face down and the player is not allowed to look at them until later turns, in which they are added to the player’s stock. The hand finishes when a player plays his or her last domino out of stock, regardless of whether the player has any dominoes remaining in the pile. At that time, the scores are determined for the

Rules for the “*Domino Roads*” Game

hand and added to cumulative team scores for previous hands. If any person has reached 1000 points, the person with the highest score is the winner and the game is over.

Play proceeds as in the four-person game, except that each person takes his or her turn and everyone plays independently.

At the start of each player’s turn, the player counts the dominoes in his or her stock. If the stock has fewer than nine, and if the player has any dominoes in his or her pile, the player takes dominoes from the pile and adds them to the stock until the number of dominoes in the stock is nine, or until the pile is depleted.

Players lay their dominoes in order to create domino “**roads**.” A person may add dominoes only to his or her own roads, except for road-block dominoes, which are laid on opponents’ roads.

Playing Your Dominoes to Build Roads

Dominoes are played to build roads as in the four-person game.

The Double-Blank Domino

The double blank is played as in the four-person game.

Ending a Road

Roads are constructed using the rules of the four-person game.

Scoring

The hand ends when any person “**goes out**” by playing his or her last domino from stock. The person who goes out gets a bonus of 50. Each person is credited with points for their roads, according to the length of the roads, as shown in the rules for the four-person game.

The person who goes out is also credited with points equal to the values of the unplayed dominoes in the two opponents’ stocks. No points are given for dominoes remaining in the piles. If an opponent is holding a bridge (double blank) in stock, the person who went out is also credited with 100 points for that (200 points if the opponents have both bridges).