

DOUBLE 15 DOMINOES RULES

Ages 8 and Up
1-10 Players

CHICKENFOOT®

Number of players: 2-10.

Object of the game: Get rid of as many dominoes as possible during each round, to get the lowest total score at the end of all rounds.

Preparation: Place the highest double domino, Double 15, at the center of the table. Turn the rest of the dominoes face down and shuffle them. Each player draws an equal number of tiles based on the number of players (*Diagram 1*).

Number of tiles drawn at the beginning of each round

Number of Players	2	3	4	5	6	7	8	9	10
Tiles Per Player	20	14	11	9	7	5	5	4	4

Diagram 1

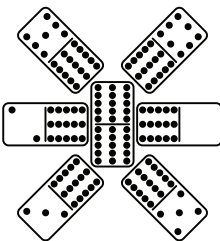
Each player’s dominoes should be concealed from other players. Gather the remaining dominoes into a bone pile which will be used for draws during play.

Starting: Designate a player to start the game. Thereafter, rotate the starter of each round in clockwise order.

Forming the Double Chickenfoot: Once the first double has been placed in the center, the next 6 plays must be made on that initial tile as follows: 1 tile played sideways (*at right angle*) and 2 played diagonally, on each side of the set tile, for a total of 6 tiles forming the Double Chickenfoot (*Diagram 2*).

Example (*Diagram 2*): If the first double is a Double 15, players must match a tile from his/her hand of the 15 suit (*number*) to the Double 15 tile. A player must always play if there is a playable (*end-matching*) tile. If all 6 tiles have not been played on the

Diagram 2



Double 15, and a player does not hold a tile from the 15 suit in his/her hand, that player must draw a single tile from the bone pile.

- If the player draws a tile with a 15 end, it is played at once, the turn is over and the next player’s turn begins.
- If the player does not draw a tile from the 15 suit, play must pass to the player to the left.
- After all 6 tiles have been played on the Double 15 tile, plays can be made on any of the 6 Chickentoes* by matching tiles end to end, until someone plays another double tile.

**Chickentoes* – Tiles played on a double tile are called “Chickentoes.” A Double Chickenfoot and a Chickenfoot must have all their “Chickentoes” before any other plays can be made.

Forming a Chickenfoot: Once any double tile has been played on one of the Chickentoes, it must be played horizontally. The next 3 plays must be made on the double tile; 1 tile played sideways (*at right angle*) and 2 played diagonally on only one side of the set tile, for a total of 3 tiles forming a Chickenfoot.

Only after the new Chickenfoot has been completed may the players return to adding tiles to any of the Chickentoes, until someone plays another double (*Diagram 3*).

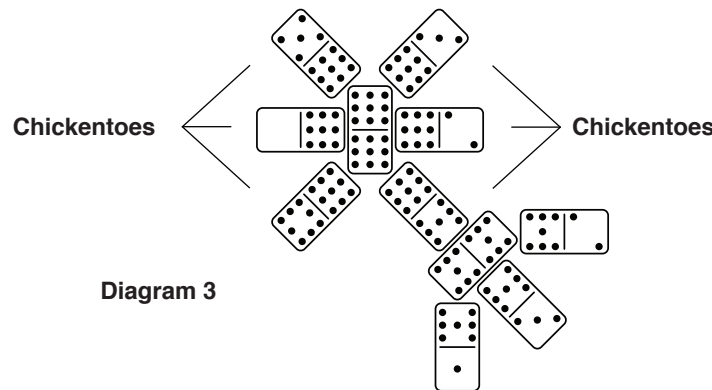


Diagram 3

Ending a round and scoring:

- A round ends when a player has “Dominoed” (*played his/her last tile*), or when the game is blocked, i.e.: the bone pile is depleted and all players have passed on their turn.
- Each player adds up the numbers appearing on the dominoes in his/her hand and gives the total to the scorekeeper.
- Keep score with paper and pencil.
- 50 points are added to a player’s score for any player left holding the Double 0 (*or blank*) tile.

Subsequent rounds: Dominoes are reshuffled before each round. Each new round begins with the next-lowest double tile(*assuming a Double 15 is first, the 2nd round would begin with the Double 14 tile, then the Double 13, and so on, the last round beginning with a Double 0 tile*).

This game lasts 16 rounds. Or the players can decide, at the start of the game, to play fewer rounds.

Final scoring and winning: After the last round, the player with the lowest total score wins the game. The game is won if only two dominoes remain.

CASTLE ROCK (SOLITAIRE)

Number of players: 1.

Object of the game: Rid yourself of all the dominoes in the set.

Preparation: Turn the dominoes face down and shuffle them. Gather all the dominoes into a bone pile which will be used for draws during play. Draw 3 random tiles from this bone pile and place them face up and side by side, vertically, to form a row.

Play: For explanatory purposes, as shown in Diagram 4, these 3 dominoes, from left to right will be called, “Domino 1,” “Domino 2,” and “Domino 3.”

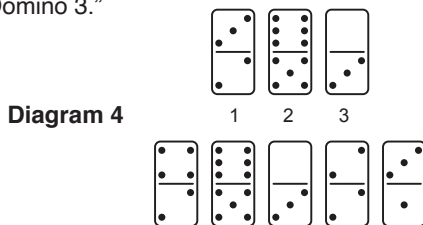


Diagram 4

There are 2 removal options:

- Option 1 - Removal of the middle domino. If the number on one end of Domino 1 matches (*for example, the 3*) the number on one end of Domino 3 (*the 3*), then Domino

2 is removed from the row. Continue to draw dominoes from the bone pile, one at a time, always adding them to the right side, or end, of the row. When a match occurs between the ends of any 2 dominoes being separated by 1 domino, the domino in the middle of the matching dominoes is removed.

- Option 2 - Removal of 3 adjacent dominoes. When a match occurs between the ends of 3 dominoes in a row, all 3 dominoes can be removed from the row. You may decide it is not the best strategy to remove all 3 dominoes, depending on what the situation will be like after either move. However, you must always remove at least 1 domino when the opportunity arises.

Discarding all the dominoes during play: Should you discard all the dominoes from the array during play, while the bone pile is not depleted yet, simply draw 3 tiles and start a new array (see *the Preparation point above*).

End of play: Play ends when the bone pile is depleted and you cannot discard any more dominoes from the array. The game is won if only two dominoes remain.

MEXICAN TRAIN

Number of players: 2-10.

Object of the game: Get rid of as many dominoes as possible during each round, to get the lowest total score at the end of all rounds.

Preparation: Place the highest double, Double 15, (*called the engine tile*) in the middle of the table. Turn the other dominoes face down and shuffle them. Each player draws an equal number of tiles based on the number of players (*Diagram 4*).

Number of Players	2	3	4	5	6	7	8	9	10
Tiles Per Player	16	15	14	12	11	10	9	8	7

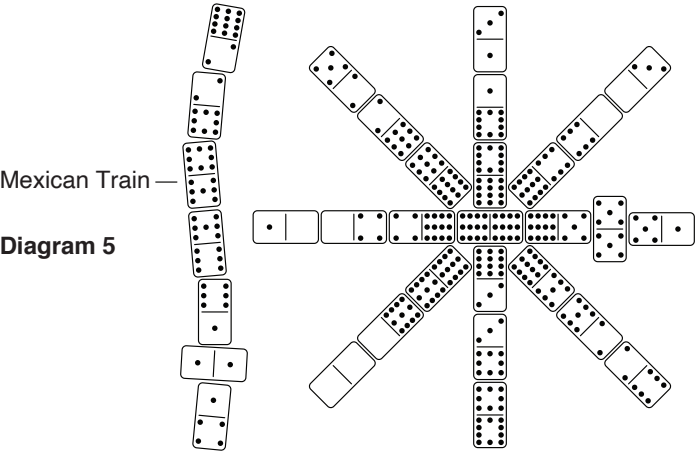
Diagram 4

Each player’s dominoes should be concealed from the other players. Gather the remaining dominoes into a bone pile which will be used for draws during play.

Starting: Designate a player to start the game. Thereafter, rotate the starter of each round in clockwise order. Each player selects one of the eight train station sidings to build their train towards them.

Players first turn: Players may play a domino or string of

dominoes from their hand as long as the initial domino matches the initial train engine number and all subsequent dominoes match ends. For example, if the engine tile is a Double 12, then a domino with 12 dots (*pips*) on one end can be played off the engine tile. After all tiles in a matching sequence have been played, the leftover tiles in a player’s hand are extras and will be used in subsequent turns (*Diagram 5*).



If a player cannot start the player’s personal train with the dominoes initially drawn from the bone pile, then the player must draw one additional domino from the bone pile. If the domino matches the engine tile, the player must play it at that time. If, however, the player still cannot start the train, the player ends the turn by placing his/her train marker in the position where the train would have started. No player may play on an opposing players train during the first turn and they may only play on an opposing players train when marked with a train token.

It is possible, though not likely, that a player can play all dominoes on the first turn. Should this occur, other players get to play their first turn before the round ends and scores are counted. **Subsequent turns:** Players may play only one domino. If a player is unable to play, one extra domino is drawn from the bone pile. If the domino is a match, the player must play it at that time. If a player is unable to play a domino, then the player must place a train marker on the player’s personal train designating that the turn is over. The player’s train is now open for play by other

players. A player may remove the train marker from the player’s personal train on a future turn when the player is able to play a matching end. Each player has one train marker for use during the game.

- Players may rid dominoes from their hand in one of three ways:
1. By playing an “end matching” domino to the engine and building their personal train.
 2. By playing an “end matching” domino on the Mexican Train.
 3. By playing an “end matching” domino on an opponent’s train once it is made “public” (*marked by a train token*).

The Mexican Train: A train separate from all players’ personal trains may be started on any turn (*except the first turn*) by any player who so chooses to play a domino from his/her extras, but must have one end that is the same number of dots (*pips*) as the engine tile in the center. The Mexican Train grows as others play. The Mexican Train is always “public,” and there can only be one Mexican Train built with each round (*Diagram 5*).

Playing Doubles: If a player plays a double (same number of dots on both ends) it is placed sideways and the player must play a second domino perpendicular to the double or onto any other eligible train. It is not required for the second domino to be played on the double just played. If that player cannot play a second domino (*even after drawing one tile from the bone pile*), the player must then place a train marker on the player’s personal train, and the turn is over.

If after the player’s turn is completed, the double is open (*not played on*), all other trains become ineligible for all players until a player can play on the open double. The double must be closed before any other trains can be played on. If subsequent players cannot play on the double after drawing, they must place a marker on their personal train. Once a player has satisfied (*played on*) the double, all players are then free to play on any eligible train.

- Ending a round and scoring:**
- A round ends when a player has “Dominoed” (*played his/her last tile*), or when the game is blocked, i.e.: the bone pile is depleted and all players have passed on their turn.
 - Each player adds up the numbers appearing on the dominoes in his/her hand and gives the total to the scorekeeper. The totals are added to the score pad.

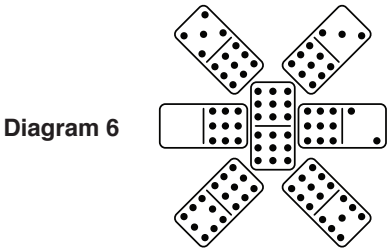
Subsequent rounds: Dominoes are reshuffled before each round. Each new round begins with the next-lowest double tile being placed in the center engine tile location. With the first round starting with a Double 15, the second round starts with a Double 14, and so

on until the last round, starting with the blank (*Double 0*) tile. This game lasts 16 rounds. Players can decide, at the start of the game, to play fewer rounds.

Final scoring and winning: After the last round, the player with the lowest score wins the game.

SUPER 15 DOMINOES

Number of players: 2-10.
Object of the game: Be the first to get rid of all dominoes from his/her hand or have the fewest number of dominoes when no one can make a move.
Preparation: Turn the other dominoes face down and shuffle them. Each player draws 9 dominoes.
Each player’s dominoes should be concealed from the other players. Gather the remaining dominoes into a bone pile which will be used for draws during play.
Starting: Designate a player to start the game. The first player starts play with any double in his/her hand. If the first player has no double, the next player, clockwise, plays any double. In case no player has a double to start, play returns to the first player. Then, in turn, players draw one tile from the bone pile until a player draws a double to start.
Playing off the starting domino: Play can be made off the starter domino in six directions, or branches (*Diagram 6*).



Play by matching ends to either the starter double, or starting a new branch. Each player attempts to play one domino before play passes to the next player. If a play cannot be made, then the player draws two tiles and may play one of these drawn tiles before the turn is over.

Special plays:

- Whenever a play leaves a 15, every other player must pick a tile from the bone pile immediately.
- If a play leaves a 14, that player can play again.
- Doubles can play on their matching number, or on any 13.
- If a 13 is played a “spell” is cast. The next player must break the spell by playing immediately on that piece, with another 13, or with a double. If unable, that player draws two tiles, and plays either if it can break the spell. Until the spell is broken, play continues in this way. Each player in turn drawing two tiles if unable to break the spell. If turns continue a second time around, the player who cast the spell is exempt. (*Note: breaking the spell by playing 13-13 merely casts a new spell!*)
- Whenever a 3 is played, the direction of play reverses immediately. This is inapplicable when there are only two players.
- If a double is played, the next player loses a turn. This does not apply to the starter double or the 13-13.

Winning: The first player out of tiles is the winner. In case no one is able to play, and all the pieces have been drawn, the winner is the one with the fewest dominoes left. (*In case one or more tie for the fewest dominoes left, the lowest point-total amongst these players is the winner.*)

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