

# dominoes

double-seven binary-coding

Four games by **Néstor Romeral Andrés**

## INTRODUCTION

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**Dominoes** is a traditional tile game played in many different cultures around the world; the standard set being the 28-tile "Double Six" set.

**Double-seven binary-coding dominoes** includes 36 tiles (with numbers from 0 to 7). Instead of the standard 'pips', this set uses a special concentric binary representation. A central pip equals 1, a small circle equals 2 and a big circle equals 4.



Example: the 3-6 tile

You can play dominoes as usual, but each player is dealt 9 tiles instead of 7.

This rulebook includes four games that can be played with the set, but I encourage you to design your own.

## DOMINOMEGA

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**Dominomega** is a game for exactly 3 players derived from **OMEGA** (a game by Néstor).

Each player has an allocated symbol (pip, small circle or large circle). Before the game starts, shuffle all tiles face down. Each player draws one tile (don't show it to the other players).

Starting with the 'pip' player, players take turns (pip - small circle - large circle) placing their tile on the table and orthogonally adjacent to a previously placed tile if any, so that the tiles fit into an imaginary orthogonal grid, then drawing a new playing tile from the supply (if possible).

Once all the 36 tiles have been placed, players calculate their score:

To calculate your score, multiply the sizes of all groups of squares (half tiles) containing your symbol. Notice that some half tiles contain several symbols (example: the number 7 contains all three). Notice also that each symbol is present exactly 36 times. The player with the highest score wins. The maximum possible score is 531441.

Variant for 2 players: The small circle is not used.

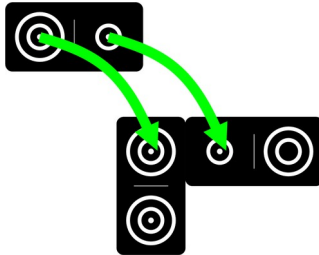
## DOMINUP

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**Dominup** is a game for 2 to 4 players.

There are two types of placements in **Dominup**. In both cases the tile must be aligned with an imaginary orthogonal grid:

- '**Climb**' placement: The tile is placed atop two adjacent tiles of the same level, so that the numbers (symbols) of the placed tile match the symbols underneath (one of each supporting tile).



Example of a valid 'climb' placement

- '**Expand**' placement: The tile is placed on the table and orthogonally adjacent to at least one tile already placed.

Randomly distribute the tiles face-down among the players (as in dominoes).

The player with the double-7 starts by placing it in the middle of the playing surface.

Starting with the second player, players take turns in anticlockwise order doing all of the following steps in order until the game end condition is reached:

1. If you can make a *climb* placement with at least one of your tiles, then you must do so. You can choose which tile to place, as long as the placement is legal. Repeat this action until you can't make any more *climb* placements.
2. If you have at least one tile left, then make one *expand* placement.

If, at the end of your turn, you have no tiles left, then you've won and the game ends. However, the other players can continue playing to determine 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> place if they wish.

**Variant: Misere Dominup:** In this variant, the player who runs out of tiles first loses.

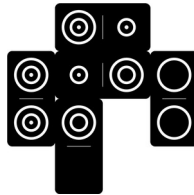
## DOMINIMUM

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**Dominimum** is a derivative of *Mystique Energy* (by the same designer) that can be played with this dominoes set. **Dominimum** is for 2 to 4 players.

To set up, shuffle the tiles face-down on the table. Each player then draws a tile without showing it to the other players, looks at it, then places it before them so the other players can't see it. If both symbols are the same (i.e. it is a double tile) then discard the tile to the supply and re-draw until you get a tile with two different symbols; then reshuffle the supply. This is your "*mission tile*". Each player then draws a second tile; this is your "*playing tile*".

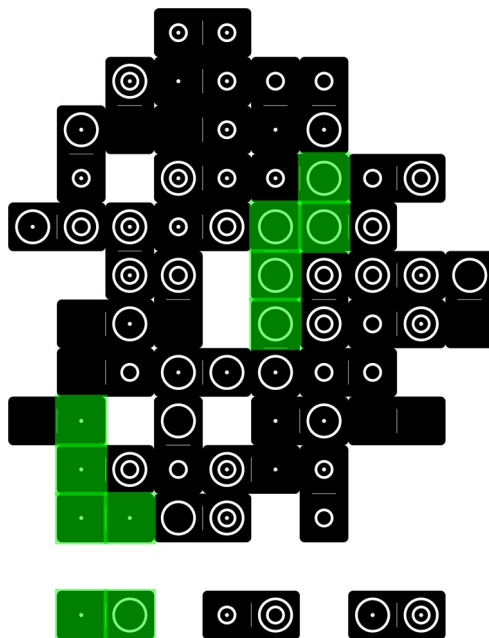
The first player places her *playing tile* on the table face-up. Then, starting with the second player, players take turns in anticlockwise order, placing their *playing tile* on the table adjacent to at least one placed tile so that the tiles fit into an imaginary orthogonal grid, then drawing a new *playing tile* from the supply (if possible).



Example of legal placements

The game ends when the last tile has been placed on the table, and each player then calculates her score. For each of the two symbols on your *mission tile*, find the largest contiguous, orthogonally connected group of that symbol. Count the number of squares in that group. **Note:** Diagonal connections do not count! Once you have counted the largest group for each of your two symbols, multiply these two values to determine your score.

The player with the **lowest** score wins. In case of a tie, the tied player who played her final tile first wins.



Example: The player with the 1-4 *mission tile* scores  $4 \times 5 = 20$  points

## THE TREE

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**The Tree** is a game for 1 to 4 players.

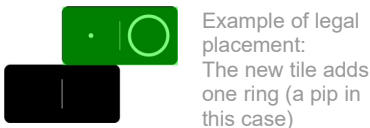
Place the double blank tile on the table. The tree will grow away from her, so leave enough room (see picture below). Deal 9 tiles to each player (as in Dominoes) and keep the rest face-down (the supply). For a 4 players game, the last player receives only 8 tiles.



**Definitions:** the central pip and the small and big circles that form the symbols of the tiles are called '*rings*'. A tile placed '*above*' means placed horizontally on the table, adjacent to at least one tile already placed, and in the direction of growth (no stacking).

From now on, and starting with the first player and playing in anticlockwise order, players take turns placing one tile from their hand so that:

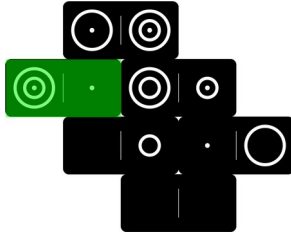
- a) It must be placed *above* a previously placed tile so that half of it touches half of the tile already placed (remember the definition of '*above*').
- b) The symbol above has exactly the same rings as the symbol below, plus one more.



- c) If the other half of the tile also rests *above* a tile, the corresponding symbols must also obey rule 'b'. In this case, *play an extra turn*.



- d) If the placed tile has been '*inserted*' inside a hole so that there are tiles *above* it, the corresponding symbols of the tiles *above* it must also obey rule 'b'. In this case, *play an extra turn*.



Example of legal insertion:  
The new tile adds one ring to the symbol below, and has one ring less than the symbol above.

If, *at the beginning of your turn*, you can't make a valid move, draw a tile from the supply (if any) and pass your turn to the next player.

If, *at the end of your turn*, you've run out of tiles, then you win and the game ends; however, the other players can continue playing to determine 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> place if they wish. If, at the end, a tree with all tiles has been built, please post a picture on boardgamegeek!

If the supply is empty and all players pass in succession, then nobody wins and you have to play again.