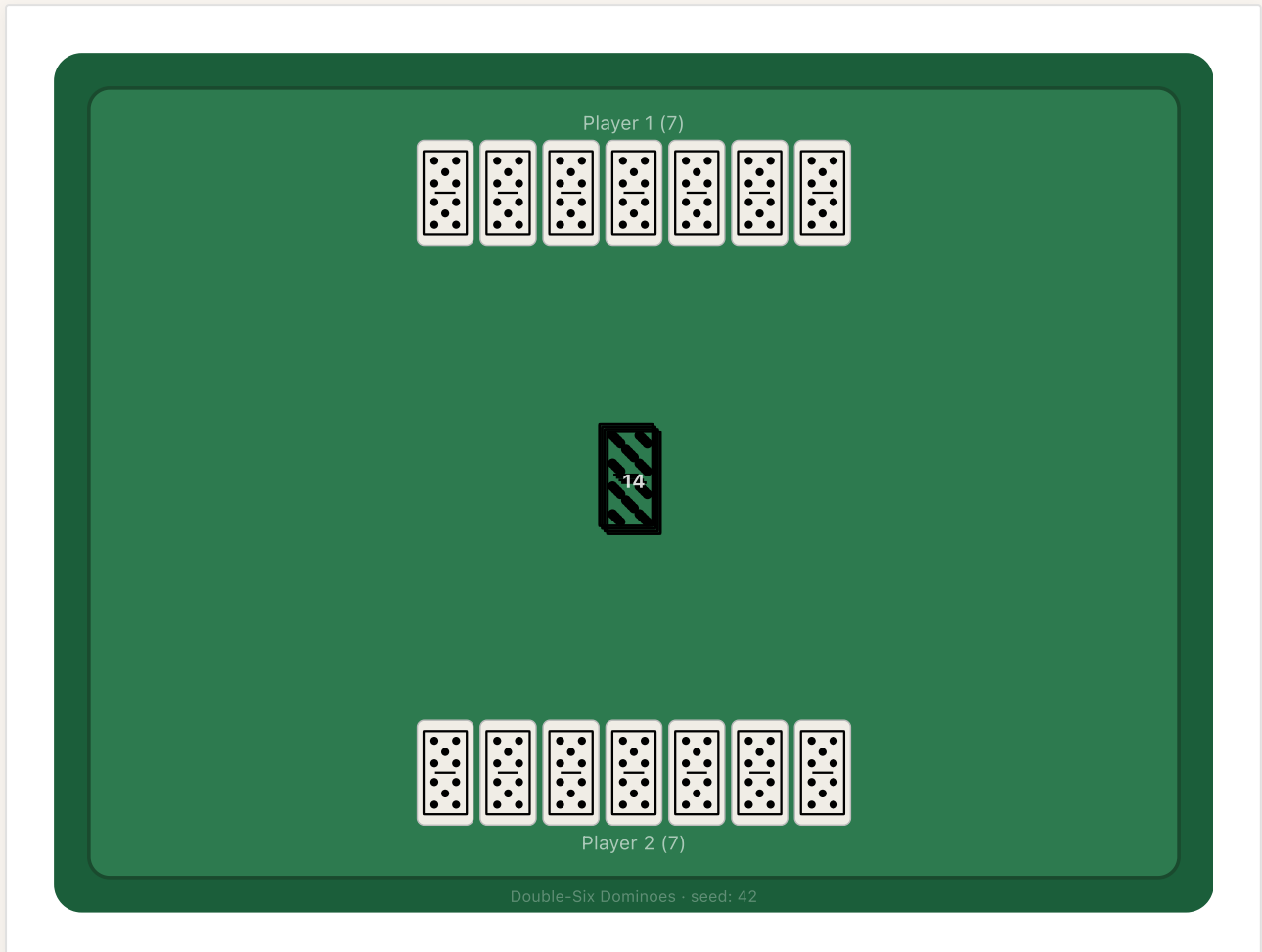


## ALL FIVES

Also called **Muggins**. A scoring domino game played with the double-6 set. Block rules apply, but players score points during play whenever the exposed ends of the chain sum to a multiple of 5. First to 61 (short game) or 121 (long game) wins.



*All Fives – table layout*

<https://engine.moddable.games/play/?game=double-six-dominoes&variant=all-fives>

### SETUP

- ♦ **2 players:** draw 7 tiles each; remainder = boneyard
- ♦ **3-4 players:** draw 5 tiles each; remainder = boneyard

The player with the highest double starts.

## TURN STRUCTURE

On your turn, play a tile matching an open end. If you cannot play, **draw from the boneyard** until you can play or the boneyard is empty; if still unable, pass.

## SCORING DURING PLAY

After placing a tile, count the **pip total of all exposed ends** of the chain:

- ♦ If the total is a **multiple of 5**, score that many points immediately.

### Exposed ends:

- ♦ The two free ends of the main chain contribute their pip values.
- ♦ A double placed as the first tile (the **spinner**) has **four** open ends until all four branches are started; once all four branches have at least one tile, the double contributes 0 (its halves are covered).

*Example: chain ends show 3 and 2 → total 5 → score 5 points. Ends show 5 and 5 → total 10 → score 10 points.*

## SPINNER

The first double played becomes the **spinner** — tiles may branch off all four sides of it. This creates a cross-shaped layout. Non-spinner doubles are placed normally (end-to-end, perpendicular, both halves exposed).

## END-OF-ROUND SCORING

If a player goes out (empties their hand), they score the pip total of all opponents' remaining tiles **rounded to the nearest 5**. If the game blocks, the player with the lowest pip total scores the sum of all other pip totals, rounded to the nearest 5.

## WINNING

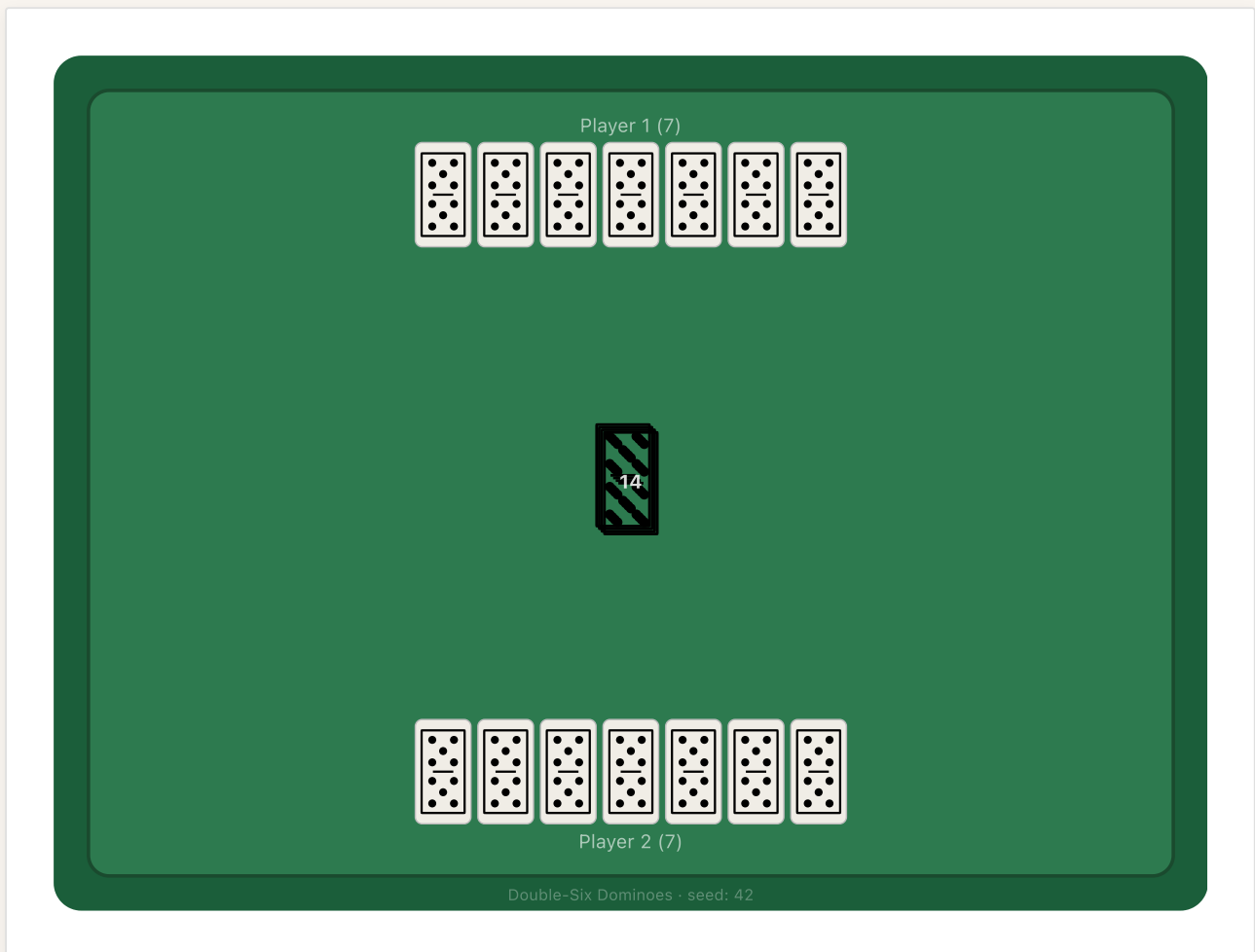
First player to reach **61 points** (or 121 in the long game) wins.

## ATTRIBUTION

All Fives / Muggins. Traditional game, public domain. Source: Pagat.com (*All Fives*); Wikipedia (*Muggins (domino game)*).

# BLOCK DOMINOES

The simplest Western domino game and the foundation for all others. Players match tiles end-to-end to extend a chain. No drawing from the boneyard — if you cannot play, you pass. First to empty their hand wins.



*Block Dominoes – table layout*

<https://engine.moddable.games/play/?game=double-six-dominoes&variant=block>

## SETUP

Shuffle all 28 tiles face-down.

- ♦ **2 players:** draw 7 tiles each
- ♦ **3-4 players:** draw 5 tiles each

Remaining tiles are set aside face-down (not used in Block — no boneyard draws).

## STARTING

The player with the **highest double** plays it first. If no player holds a double, the player with the highest single tile starts. That tile becomes the first piece of the chain.

## TURN STRUCTURE

On your turn, you must play one tile from your hand by matching one of its halves to an **open end** of the chain. The matching pip value must connect.

- ♦ **Doubles** are placed perpendicular to the chain (crosswise) and both ends remain open.
- ♦ If you **cannot play**, you pass. You may not draw.

## WINNING

**Go out:** first player to play their last tile wins. They score the total pip count of all tiles remaining in opponents' hands.

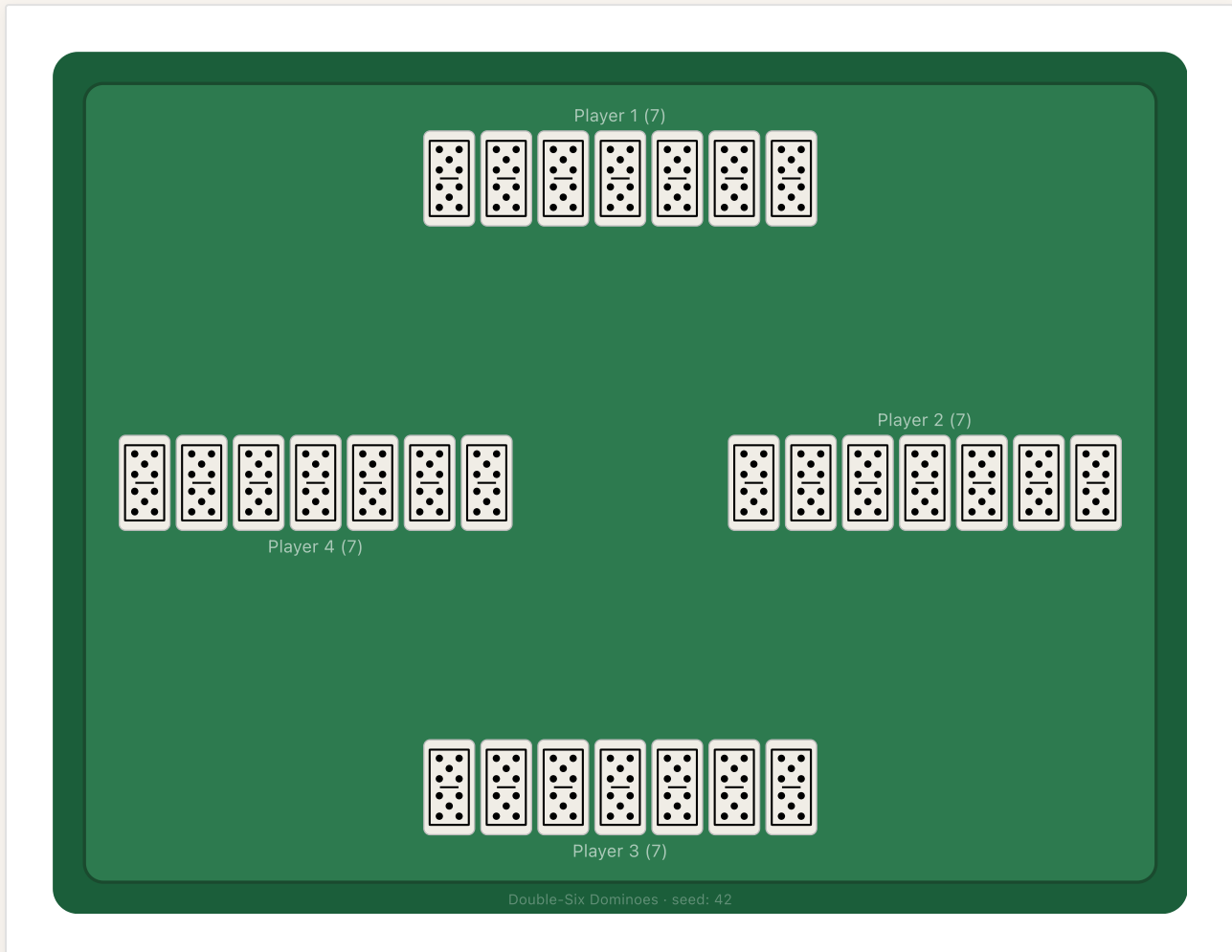
**Blocked game:** if no player can play and no one has gone out, all players reveal their hands. The player with the **lowest pip total** wins, and scores the pip totals of all other players minus their own.

## ATTRIBUTION

Block Dominoes. Traditional game, public domain. Source: Pagat.com (*Domino games*); Wikipedia (*Dominoes*).

# CHICKENFOOT

Chickenfoot is a dominoes variant where doubles create a three-pronged branch called a **chickenfoot** — named for its resemblance to a chicken's foot. All three prongs must be filled before play can continue on any other open end of the layout.



*Chickenfoot – table layout*

<https://engine.moddable.games/play/?game=double-six-dominoes&variant=chickenfoot>

## SETUP

Use a standard double-six set (28 tiles). Each player draws tiles:

| PLAYERS | TILES DRAWN |
|---------|-------------|
| 2-3     | 15 each     |
| 4       | 12 each     |
| 5-6     | 10 each     |
| 7-8     | 7 each      |

Remaining tiles form the **boneyard**.

## STARTING THE ROUND

The player holding the **double-six** plays it to start the layout. If no player holds it, players draw from the boneyard until one does. On subsequent rounds, use double-five, double-four, down to double-zero.

## THE CHICKENFOOT RULE

When any player plays a **double** tile onto the layout, play pauses. That double becomes a chickenfoot junction with **3 open ends**. All three ends must be filled — each with a tile matching the double's number — before any player may play on any other open end. During a chickenfoot phase, only tiles matching the double value may be played.

## NORMAL PLAY

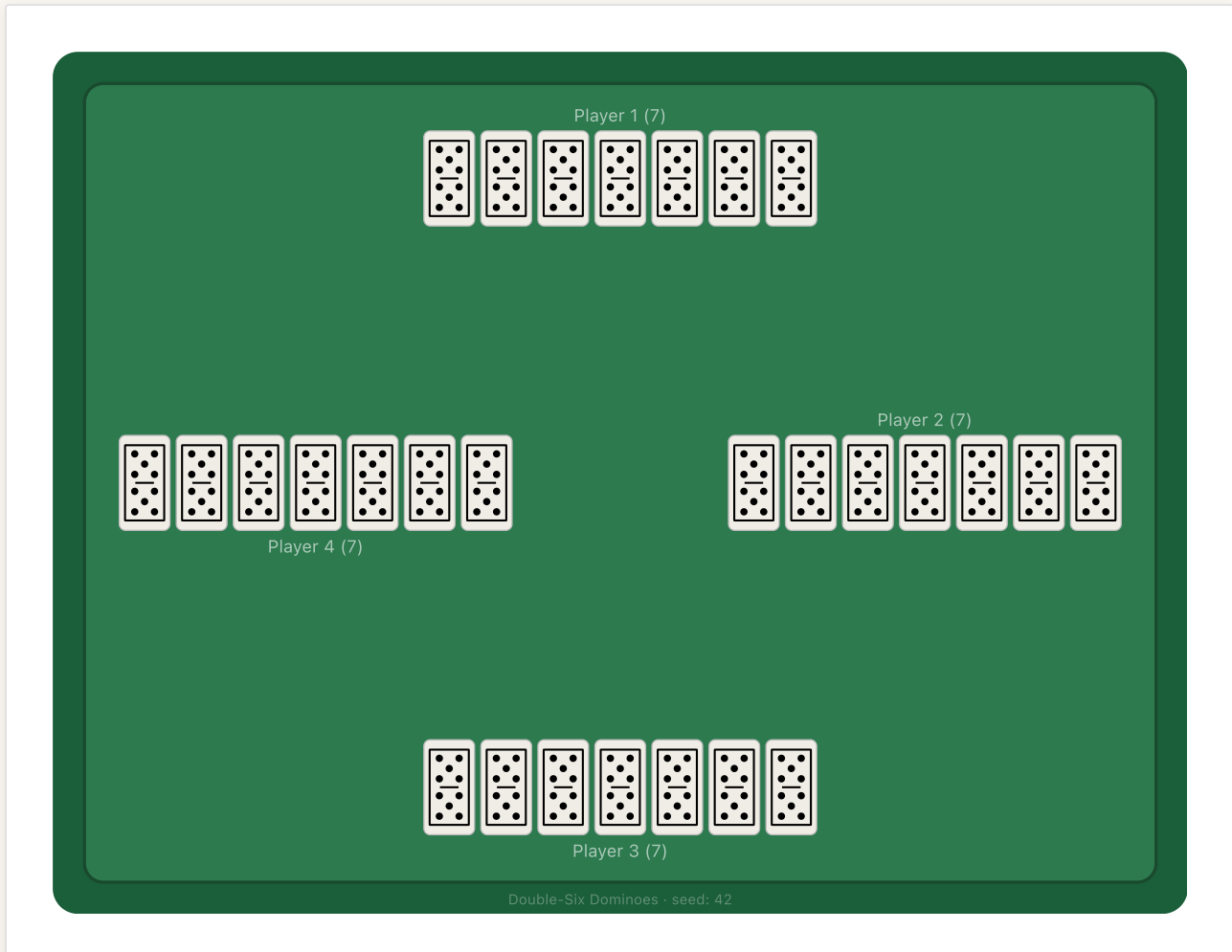
When no chickenfoot is active, the current player may play a tile matching **any open end** of the layout. If unable to play, the player draws from the boneyard until they can play or the boneyard is exhausted (then they pass).

## SCORING

The round ends when one player plays their last tile, or when no player can play. The player with the **lowest pip total** remaining in hand wins the round and scores the total pips held by all other players. Play a round for each double (double-six through double-zero). Lowest cumulative score after all rounds wins.

# MEXICAN TRAIN

A domino game for 2–8 players using a **double-12 set** (91 tiles). All trains radiate from a central double (the **hub**). Each player builds their own personal train; a shared **Mexican Train** is always open for anyone to play on. A match consists of 13 rounds (starting from double-12 down to double-0).



*Mexican Train – table layout*

<https://engine.moddable.games/play/?game=double-six-dominoes&variant=mexican-train>

## COMPONENTS

- ♦ **Double-12 set:** 91 tiles (pips 0–12 per half)
- ♦ **Hub:** a central station piece (or an empty tile slot) where trains begin
- ♦ **Train markers:** one per player (coins or tokens) to mark an open personal train

*Double-9 (55 tiles, 10 rounds) is a common alternative for smaller groups.*

## SETUP

- 1 Place the **hub** in the centre.
- 2 The starting double for the round (double-12 in round 1, double-11 in round 2, etc.) is placed on the hub. If no player holds it, draw from the boneyard until found.
- 3 Deal tiles to each player:

| PLAYERS | TILES PER PLAYER |
|---------|------------------|
| 2-3     | 16               |
| 4       | 15               |
| 5       | 14               |
| 6       | 12               |
| 7-8     | 10               |

Remaining tiles form the **boneyard** (face-down draw pile).

## STARTING TRAINS

In the first phase, starting with the player left of the dealer and proceeding clockwise, each player lays down as many tiles as they can to start their **personal train** from the hub. The train must begin with a tile whose pip matches the hub double.

If a player cannot start their train, they draw one tile and play it if possible, or place a train marker on their train space.

## TURN STRUCTURE

On your turn you **must** play at least one tile. You may play on:

- ♦ **Your own personal train** (always, if open or marked)
- ♦ **The Mexican Train** (always open to everyone)
- ♦ **Another player's train** only if it has a **train marker** on it (it is open)

If you cannot play on any available train:

- 1 Draw one tile from the boneyard.
- 2 If it can be played, play it.
- 3 If not, place your **train marker** on your personal train (marking it open for others).

**Removing your marker:** when you successfully play on your own marked train, remove the marker. Your train becomes private again.

## DOUBLES

Playing a double on any train **immediately requires** the player who placed it to play another tile on that same double before their turn ends. If they cannot (no matching tile in hand, nothing drawable that matches), they draw once; if still unable, place a marker and the double remains open — **all players must satisfy the open double** before playing anywhere else on their turn.

## END OF ROUND

A round ends when a player plays their last tile (**goes out**) or no player can play (blocked). Each player counts the pip total of their remaining tiles. Record scores. The player who went out scores 0.

## MATCH

13 rounds (double-12 through double-0). After all rounds, the player with the **lowest cumulative pip total** wins.

## ATTRIBUTION

Mexican Train. Origin disputed; popularised in the United States in the 1990s. Rules in the public domain. Source: Pagat.com (*Mexican Train*); Wikipedia (*Mexican Train*).