

PLAYIRO

How to Play Dominoes (Complete Rules)

Dominoes is a classic tile-based game where players match numbers edge-to-edge and aim to be the first to play all their tiles or win by having the lowest pip total in a blocked game.

Game Overview

Players	2–4 (standard block version)
Equipment	Double-six set (28 tiles)
Starting Move	Highest double placed first
Turn Rule	Match one open end by number
Winning	Play all tiles or lowest pip count in block

Basic Turn Structure

- Place a matching tile on an open end
- If unable to play: pass (Block) or draw (Draw version)
- Only the two open ends are playable
- Doubles are placed perpendicular but match normally

Scoring Rules (Block Game)

Round End	Player plays all tiles OR game is blocked
Round Winner	Lowest pip total if blocked
Points Awarded	Sum of opponents' remaining pips
Game Target	Typically 100 or 150 points

Strategy Tips

- Track numbers opponents cannot play
- Play high pip tiles early to reduce risk
- Use doubles strategically for control
- Block intentionally when opponent is close to winning

Popular Variants

- Mexican Train – multi-train social version (double-12 set)
- Five-and-Three – scoring based on multiples of 3 and 5
- Draw Dominoes – draw from boneyard if no move
- Block Dominoes – pass if no move