

Snake Eyes Dominoes™



Texas 42

A domino game that is played like a card game. In fact, unlike most domino games, there is no connecting of dominoes at all. The object of the game is to win tricks; 42 is a bidding game.

The game goes like this:

42 can be played with up to seven players. It is best as a four-handed partnership game which is the version described here.

Tricks and Honors:

Each hand is played as a series of seven "tricks", and each trick is worth one point. In addition, each of the dominoes whose pips add up to 5, or a multiple of five, have special values. These are known as the "honors":

- 0-5 = 5 points
- 1-4 = 5 points
- 2-3 = 5 points
- 4-6 = 10 points
- 5-5 = 10 points

The honor points are won by the player taking the trick in which they are played. Together the 7 tricks and 5 honors make up 42 points, hence the name of the game.

After shuffling the dominoes, each player draws seven dominoes for their hand. There is no boneyard in this game.

The player holding the 0-1 tile bids first. Each player may either bid or pass. Each bid must be a number from 30 to 42, and must raise the previous bid. If the bid is maxed out (42), it may be doubled (84), and then doubled again (168). Bids of 42 or greater are made only by taking all 42 points.

If no one bids, the tiles are reshuffled and dealt again. The highest bidder names the trump suit (0, 1, 2, 3, 4, 5, 6, or doubles).

Play

The highest bidder leads, and must play a trump, and call out which of the numbers on the domino is the trump suit. If possible, each player must follow suit. If they cannot follow suit (that is, if a player does not hold a tile containing the trump suit), then they may play any tile. The trick is won by the highest trump, and the winner of the trick leads the next. A double is always the heaviest tile in its suit.

In subsequent tricks, the lead may either be a trump (containing the trump suit), or a non-trump (not containing the trump suit). If the lead is a trump, then the other players must play trump dominoes if they can. If the lead is non-trump, then the suit is the higher of the two ends, and the other players must either play from that suit, or play a trump. A trick is won by the highest tile of the suit led, or the highest trump.

Scoring

If the highest-bidding player meets their bid, both teams score their totals of tricks and Honors. If the highest-bidding player fails to make their bid, they score zero, and the opponents score their own totals plus the bid.

If the bid was 42 or higher, then the score is the bid. If the bid was 84 points, and the bidder made 42 points, they score 84 points. If they did not make 42 points, the opposing team scores 84. The game is played to 250.

Concentration

The game requires a double six set of dominoes and a pencil and paper if playing multiple rounds.

Play

This game is generally played with two players, but can be played with more. The tiles are placed face down on the ground, shuffled and then arranged in a simple rectangular grid.

The goal is to collect the largest number of pairs of tiles. Pairs consist of any two tiles whose pips sum to 12. For example, the 3-5 and the 0-4 form a pair.

Players, in turn, try to collect pairs by turning over and exposing the faces of two tiles from the grid. If the four values of the two sum to 12, the player takes the two tiles and plays again. If the tally is any other number, the dominoes are turned face down and the player's turn is over.

The player with the most matches wins the round.

Block

The game requires a double six set of dominoes and a pencil and paper.

Play

This game is generally played with two players, but works with 3 or 4. The tiles are placed face down on the ground. Each player draws a domino, the domino with the highest pip count determines who starts. The tiles are turned over and shuffled. When playing with 2 players, each player draws 7 tiles and the remaining are put aside for the rest of the game. With 3 or 4 players draw 5 tiles each.

The first player places a tile on the ground which starts the line of play. Players alternately extend the line by matching dominoes at one of its two ends. A player that cannot play must pass.

The game ends when a player lays their last tile, or when the game is blocked because neither player can play.

Scoring

The player with the lowest hand (i.e. the lowest number of dots on their dominoes) wins. That player adds the points in all of their opponents hands, minus the points in their own hand. If there is a tie, the win goes to the player with the lowest individual domino. For example, if one player has a 1-3, 3-4, and 3-5, and the other player has a 6-6 and a 3-4, they both have a total of 19, but the first player wins because his lowest domino (1-3) is smaller than the second player's lowest domino (3-4).

Games are often played in a number of rounds, where the score in each individual round is added to the score in the previous rounds. When one player's total score exceeds a pre-established "winning score" (100, for example), the game is over and the winner declared.

Chickenfoot

Setup

The object of the game is to play all your tiles and have the lowest score at the end of the game. Your score is counted by the number of dots on the tiles remaining in your hand. Played with one round for each double domino in the set. Using this set there are seven rounds. The scorekeeper creates 7 columns (0 through 6) on the top of the score sheet. All dominoes are face down in the center. Each player picks 5 dominoes to make their hand.

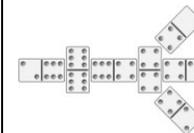
The First Round

The player with the double-6 plays. If no player has the double-6 then the next highest double starts. Play begins clockwise. Play any domino in your hand that matches the

first tile on one of the four sides of the initial tile. The next player plays another matching tile on a remaining side until all four sides are filled. If a player cannot play because they do not have a matching tile, then the player draws one domino from the boneyard and either plays it because it has a 6 or calls "Pass". No other plays can be made until all four sides of the double are filled. Once all four sides are filled, the player to the left of the last person to fill the 6 may play any domino in their hand that matches an exposed end of a played domino. If a player is unable to match any exposed dominoes, they must draw one domino from the boneyard and either play it if possible or call "Pass". If no dominoes remain to draw from, the player simply calls "Pass".

The Chickenfoot

Any time a player plays a double of any number on the exposed domino with the same number as the double, the player calls "Chickie (Number)". For example, if a player played a double-4 on the end of a 6-4 domino they would lay it against the end with the 4 and call "Chickie Fours". No other dominoes can be played until three more 4's are played against the double 4 (see below). Any player who does not have a 4 must draw a domino from the bone pile and either play it if it has a 4 or call "Pass". Once all three 4's are played, the next player may play any domino in their hand on any exposed end that matches. Play continues until a player is out of dominoes or no player can make a legal play.



Ending A Round

When a player plays the last domino in their hand or no players can make a legal play (i.e. if someone chickie's a number that no longer has free dominoes to play on it) the round is over. Players add the pips on the dominoes in their hand and add this to their score. The scorekeeper crosses out the double that led the round and the next round begins with the highest double left. When all 7 rounds are played, the player with the lowest score wins.

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