

Muggins!

How to Play this Fun Dominoes Game

Number of Players: 2, 3, or 4

Domino Set Required: Double-Six – 28 tiles total.

Objective: Muggins is considered by many to be one of the very best domino games. The goal of the game is to earn points by making the open ends of the layout add up to 5 (or a multiple of five..10,15, 20, 25, etc.).

Setup: After shuffling the dominoes face down, each player draws a single tile to determine who goes first (“drawing lots”); the lead goes to the heaviest tile (tile with most total pips.) These tiles are then returned to the stock and reshuffled. Drawing lots only happens at the very start of the game, subsequent hands are started with the person with the lowest overall score.

Each of the players then draws tiles to make up their hand. The remainder of the tiles make up the bone yard (or "stock"), and are held in or reserve to be drawn upon at need.

How many tiles to draw: 2 players = 7 tiles each. 3 or 4 players = 5 tiles each.

Game play: The first player (as decided by the drawing of lots or low score) places the first domino. The first tile down can be of any value, and need not be a double. (A double is when both sides of the tile are the same number. ie: 6-6, 5-5, etc.)

However, the first double played, whether it is the initial tile or not, can be played off of on all four edges. This initial double is known as the Spinner. All subsequent doubles can only connect on the two lengthwise edges.

Play proceeds to the left (clockwise). Each player adds a domino to an open end of the layout, if he can. If a player is unable to make a move, he must draw dominoes from the “bone yard” until he can make a move. If there are no dominoes left, then the player must pass.

The object of the game is to make the open ends of the layout add up to 5 or a multiple of five (5, 10, 15, 20, etc.). The player who makes such a score receives that number of points.

At any time there may be many open ends. Each of the open ends count towards the point total. For the first double played (spinner), all of its dots exposed count toward the total.

If a player makes a score but fails to announce it to the scorekeeper, an opponent may call out “Muggins!” and steal the points. Points must be announced when the tile is laid with the hand still on the tile.

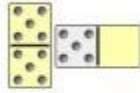
Play continues until one player “dominoes” (plays all of their tiles) or the board is blocked.

Muggins Scoring Examples

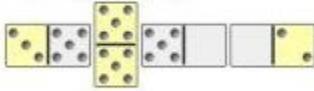
a) $5 + 5 = 10$



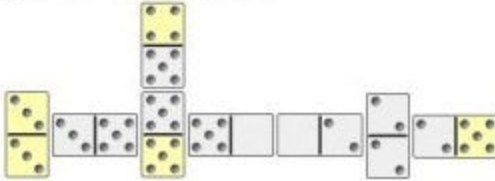
b) $5 + 5 + 0 = 10$



c) $5 + 5 + 3 + 2 = 15$



d) $5 + 4 + 3 + 3 + 5 = 20$



Examples Description:

- If the first tile placed is a 5-5, then the player scores a 10. The next player must play a 5 or draw from the boneyard. When the next tile is played, it must be played on either of the lengthwise sides.
- If the second tile placed is a 5-0, then the player scores a 10. At this point the other side of the 5-5 is available for play, as well as the blank side.
- If a 3-5 is played on, the 5-5, the total is 13 ($5 + 5 + 3 + 0$), so that move scores no points. If the next move is a 0-2, then the total is 15 ($5 + 5 + 3 + 2$), so the player scores 15 points. The top and bottom of the initial 5-5 are still available for play, as is the 3 and 2.
- Four moves later, a 5-4 has been placed atop the 5-5, a 2-2 has been placed off the 0-2, a 2-5 has been connected to the 2-2, and a 3-3 has been connected to the 3-5. The total is 20 ($5 + 4 + 3 + 3 + 5$), so the player scores 20 points. There are now 4 open ends: the bottom of the initial 5-5, the 3-3, the 4, and the 5 on the right. Note that the top and bottom of the 2-2 are not open.

Ending a Hand

- A hand ends when a player plays all his tiles – then the other players add up their total pips and round to the nearest multiple of 5. Those bonus points go to the winner.

$1, 2 = 0$	$3, 4, 5, 6, 7 = 5$	$8, 9, 10, 11, 12 = 10$
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- A hand can also end when the board is blocked and no player can make a move. In that case the round is over with no winner and the next hand is dealt.

Winning: A game is played to 200 total points. (likely earned over multiple rounds) If a player reaches 200 points during the hand, the game ends at that point.