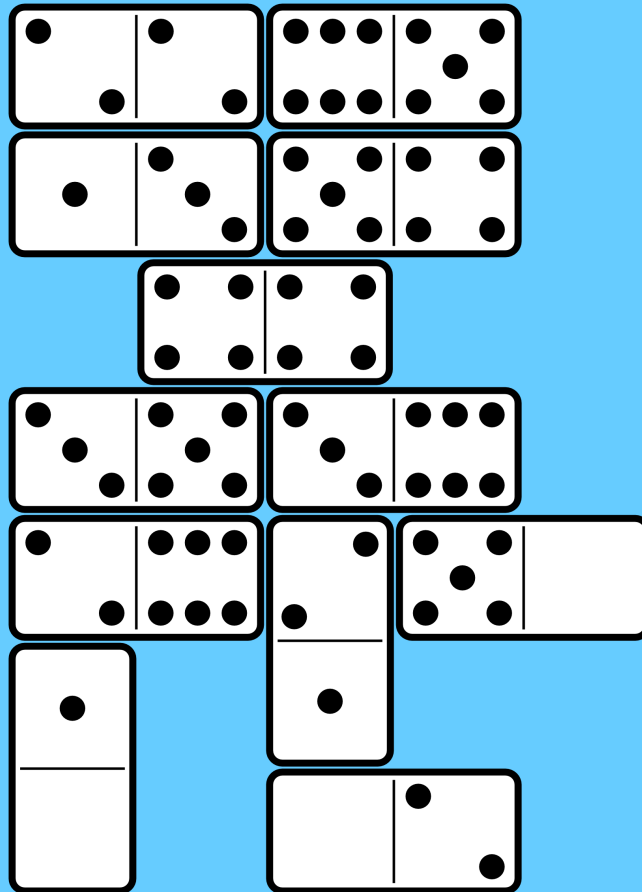


Euronimoes™ 3.0

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Think dominoes are boring? *Think again.*

Overview

Euronimoes is a Euro-style game of dominoes for 2-4 players. Players attempt to play their dominoes **in their own personal area** in such a way as to **minimize** their point count at the end of the game. It takes plenty of planning, quite a lot of strategy, and at least a little luck to come out on top. Playing time averages about 10 minutes per player.

Equipment

These instructions, including a playing mat (market) on the last page.

4 mini chips (or coins, buttons, shells, etc.) per player. Each player should have her own money, distinguishable from the money of other players – different colors of chips, different denominations of coins, etc. I'll use “chips” from here on out.

1 tile rack per player (optional).

One or two sets of double-six dominoes – if 2 are playing, one set is required; if 3 or 4 are playing, two sets are required.

Setup

Turn all the dominoes face-down and shuffle them, creating the bone pile.

Take five of the dominoes from the bone pile and place them, face-up, on the five slots of the market.

Give every player 2 chips of their own color and set their other two chips near the bone pile to create the bank.

Finally, each player draws a hand of three dominoes and sets them up on her rack so that only she can see them.

The player with the largest domino (the one with the highest total pip count) goes first; play then rotates clockwise around the table. If two or more players are tied for having the domino with the highest pip count, then the youngest of the tied players goes first.

A Single Turn

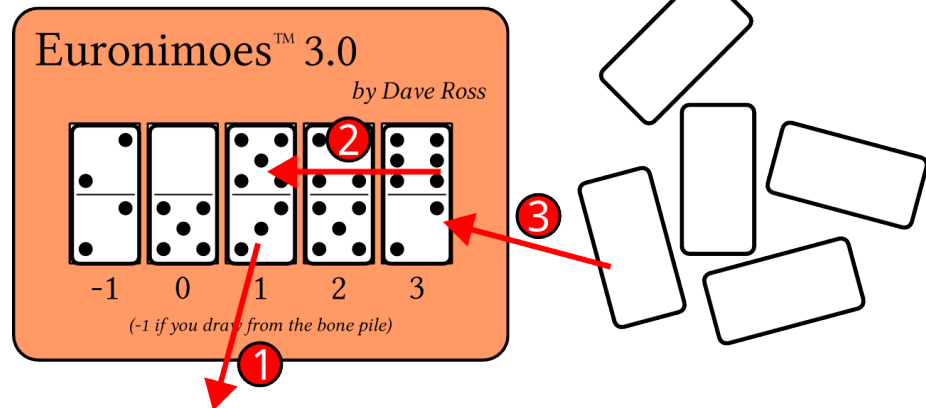
A player does two things on her turn: she first draws one new domino, either from the market or from the bone pile, and then she plays down one domino in her personal playing space. The domino played down does not have to be the domino just drawn.

Drawing a Domino

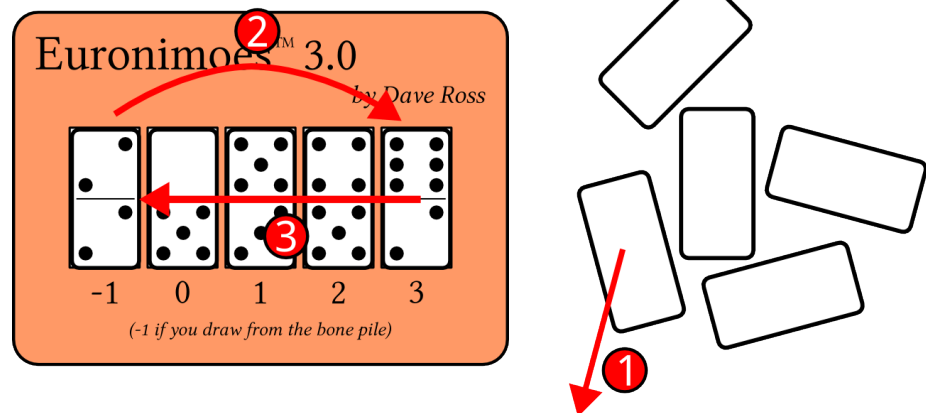
There are two ways to get a domino: buying one in the market, or drawing one from the bone pile.

1. If buying a domino in the market, the cost ranges from -1 (where players receive one chip of their color from the bank if any remain) to 0 (where players get the domino for free) to 3 (where players must pay 3 chips to the bank). If a player buys

from the market, she must also shift the more expensive dominoes down one slot. Thus if she takes and pays for the domino costing one chip, she must slide the dominoes costing two and three chips down to the one- and two-chip slots. She must then fill the three-chip slot with a domino from the bone pile (if any remain). If no dominoes remain in the pile, she still slides the dominoes down in the market to make them cheaper.



2. If drawing from the bone pile, she takes 1 chip of her color from the bank if any remain. Also, she removes the tile costing -1, puts it in the three-chip slot, and shifts all the other tiles down to make room (the 0 moves to the -1, the 1 moves to the 0, and so on).



Note that the chips are intended to be both personal and finite: players can never have more than 4 chips. While players with 4 chips can still draw from the bone pile or take the domino costing -1, they don't get another chip.

Note also that it is always possible to obtain a new domino, either by drawing from the bone pile or by choosing a domino in the market costing 0 or -1. If a player doesn't have enough chips to buy the domino she wants, she must choose a cheaper one.

Playing a Domino

In Euronimoes, there is no common playing area – each player has her own playing area, and this playing area is not shared with others.

Several rules govern the placement of the dominoes that are played down (*please see*

the graphic on the first page as an illustration of correct play).

1. The domino can be oriented either vertically or horizontally. (*Note the 2-1 in the third column played vertically.*)
2. The domino must line up with any dominoes that player has previously played, so that her dominoes form a grid. Also, all her dominoes must be connected (touching at a corner doesn't count).
3. Numbers that are next to one another vertically (in the same column) must differ by exactly one. Furthermore, once a run has been started, it cannot reverse direction. If, for example, an 5-4-3-2 has already been played in a given column, a 6 (but not a 4) could be played next to the 5; a 1 (but not a 3) could be played next to the 2. (*Only the consecutively-numbered dominoes can be played vertically: the 0-1, the 1-2, the 2-3, the 3-4, the 4-5, and the 5-6. As a result, these dominoes are a little more versatile than the rest.*)
4. Runs can go from 0 to 6 or from 6 to 0, but they cannot wrap around. Only a 1 can be played next to a 0; only a 5 can be played next to a 6.
5. Runs can be played so that they either increase or decrease as they get closer to the center of the table. (*Note that the run in the second column decreases as you go up, whereas the run in the third column increases as you go up.*)
6. Numbers that are next to one another horizontally (in the same row) need not have any relation whatsoever to one another. (*It is always possible to play, as it is always legal to play a horizontal domino adjacent to ones that have already been played. This does, however, result in unwanted points and so is to be avoided if possible.*)
7. Dominoes can't be moved once they've been played. It is never allowed to rearrange the dominoes in one's playing area.

Note that the score for a column is equal to the sum of the scores for the runs in it; the score for a run is equal to the smallest number in that run. Also, if a run goes all the way from 6 to 0, it is known as a "bomb" and scores -3.

It is also possible to play a domino on top of dominoes that have been played on a previous turn – and there are a number of rules that govern this, too.

1. The numbers on both ends must match the numbers beneath them.
2. No domino can be played directly on top of another domino – the two halves of the domino just played must rest on two *different* dominoes. (*It would be possible, for example, to play a 2-3 on top of the 2 and the 3 in the first column, but it is not allowed to play a 0-1 on top of the 0-1 in the first column.*)
3. Dominoes played on top of other dominoes may be oriented either horizontally or vertically, just like dominoes on the first level.
4. Once two or more dominoes have been played on the second level, it may become possible to play on the third level, and so on.

Note that the score for any domino played on the second level is -2, the score for any

domino played on the third level is -3, and so on.

After a player has both drawn a tile and played a tile in her personal playing area, play rotates to the player on her left.

Game End

Play continues in this fashion until first the bone pile and then the market is depleted. The last five dominoes will always be purchased in the market, and they will shift down as usual – the last domino drawn will cost -1.

When the market is depleted, players simply skip that part of their turn. They continue playing dominoes down in front of them **until they have either 0 or 1 dominoes left on their racks**. Players may either play their last domino or leave it on their rack; there is no penalty for leaving one domino unplayed.

Note that it is possible, if desired, to save a little time by allowing all players to play simultaneously once the market is exhausted.

Final Scoring

A player's final score is made up of three parts: (1) the score for her columns, (2) the score for any dominoes played on the second, third, and fourth levels, and (3) the score for her chips.

1. **Columns.** The score for a run is generally equal to the smallest number in that run (a 5-4-3-2-1, for example, counts 1 point). "Bombs" (runs that go all the way from 6 to 0), however, **count -3**. If there are two or more runs in a given column, the score for that column is equal to the sum of the scores for each of the runs in it.
2. **Levels.** Any dominoes played on the second level count -2, any dominoes played on the third level count -3, any dominoes played on the fourth level count -4, and so on.
3. **Chips.** Each chip in your possession counts -1.

The player with the lowest score wins. If two players are tied, then the player who went later in turn order is the winner.

Scoring Example

Let's score the graphic on the first page. Her overall score is equal to the score for her columns plus the score for her levels plus the score for her chips:

1. **Columns.** The score for the first column is $1+0 = 1$; the score for the second column is 2; the score for the third column is -3 (it's a bomb); the score for the fourth column is $4+5+2 = 11$, and the score for the fifth column is 0. The score for all the columns, therefore, is $1+2-3+11+0 = 11$.
2. **Levels.** If this player played twice on the second level, then the score for those dominoes would be $-2 \times 2 = -4$.

3. **Chips.** If this player had 1 chip in her possession at the end of the game, then the score for her chips would be -1.

Her overall score would therefore be $11-4-1 = 6$.

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-1 0 1 2 3

(-1 if you draw from the bone pile)