

## General Rules Muggins

- 1) Check to see if you have 28 dominos.
- 2) Draw lots (one domino each) to see who goes first (largest number wins).
- 3) Draw 5 dominos each (for 3 or 4 players) 7 if just 2 players.
- 4) After the first player goes, the turns rotate to the right.
- 5) **ONLY COUNT THE END PIPS (dots),**
- 6) Pips must total a multiple of 5 to count towards your score
- 7) A player can call **Muggins**, if a player doesn't declare their multiple of 5 on their turn when placing the domino. The person who called "Muggins," receives the points.
- 8) A false Muggins is a -10pts to the violator's total.
- 9) Only the first double can be played in 4 directions.
- 10) Doubles on the end can be turned perpendicular to the line to count 2x or left linear to count 1x. For example the double 3 domino.



6pts



3pts

- 11) If you can not play, you must pull one domino from the boneyard. If you can play that domino, you pass your turn to the next player.
- 12) When a player reaches their last domino, they must tap the table, forgetting to do so, they must draw one domino from the boneyard.
- 13) The first person to play all their dominos declares "Out" and totals up the remaining unplayed dominoes. That score is divided by 5, then rounded to the nearest 5 and added to their score.
- 14) A new round is started, with the drawing of lots.
- 15) At the end of the class period, all participants must sign the card validating the game.