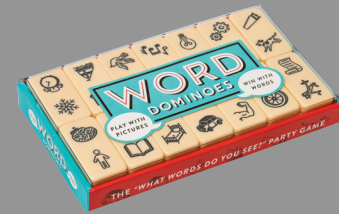


# HOW TO PLAY! WORD DOMINOES



## CONTENTS:

- 42 Word Domino Tiles
- Rules Sheet

3 or More Players  
Ages 14 and Up



# WORD DOMINOES


## RULES

### Object

Score the most points by putting images together to form compound words, titles, names, or well-known phrases—and having other players match your answer.

### How to Play

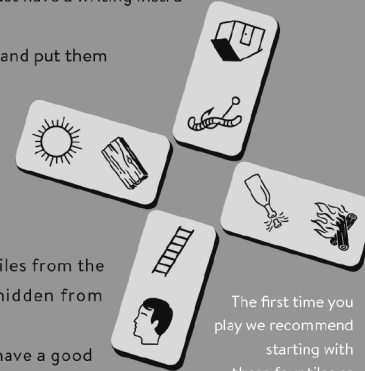
Put two images from different tiles together, combining the images in any order to mean anything you think they mean. For example, connecting  with  could result in answers like “weatherman,” “brainstorm,” or “head in the clouds.”

You could use  as the word “bird” but you could also use it to mean “fly,” “wing,” “animal,” “sky,” “glide,” “crow,” or any other word you think other players are likely to recognize and match. There are no right or wrong words for a given image, but remember that your goal is to match answers with other players.



### Set Up

1. Before you play, everyone must have a writing instrument and paper.
2. Mix all of the tiles face down and put them in a central draw pile.
3. Draw four tiles, flip them over, and place them in a cross in the center of the table for everyone to use. **See diagram on the right.**
4. Each player now takes two tiles from the draw pile and keeps them hidden from other players.
5. Any player who thinks they have a good word or phrase to play announces, “I can go” and takes the first turn.
6. The first player can add a tile to the end of any one of the four starter tiles.



### On Your Turn

(The player that is taking a turn is known as the “turn player.”)

1. Place one of your tiles face up so that an image on your tile is directly adjacent to one of the four images at the **end of the tile train**. Choose the tile you play carefully so that the two adjacent images suggest a compound word, title, name, or well-known phrase.
2. Write down your idea on your sheet, but do not show anyone, give hints, or say anything that could give it away. Make sure no other players give hints or talk about the pictures that are in play.
3. Each of the other players write down what they think you wrote down, on their own sheet.
4. When all players have written their guesses, starting with the player on your left and continuing clockwise, players reveal their guesses of what they think you wrote down.
5. Now reveal your answer. Score the round according to the rules on the next page.
6. Draw a new tile to replace the one you played.
7. The player on your left takes a turn and play continues clockwise.

### NOTE:

On any of your turns, if you cannot think of a good play, you may draw an additional tile and play the rest of the game with an extra tile. This ends your turn.

### Scoring

- Every player who matches the turn player scores one point.
- The turn player gets one point for every player who correctly matches his answer, unless everyone matches the turn player. In that case, the turn player only scores **one** point this round. As the turn player, you want to have all but one player match correctly to receive the most points possible.
- **Bonus Points**—If you are the **ONLY** player to match the turn player, you score an additional **two** points for a total of three points this round.

### EXAMPLE

Player 1 placed the tile connecting



- Player 2 wrote down: “bird feeder”
- Player 3 wrote down: “a bird in the hand”
- Player 4 wrote down: “pet bird”

Player 1 revealed her answer was “bird feeder.” She scored one point. Player 2 scored **three** points because he was the only player who matched the turn player.



### Winning the Game

The first player to 11 points wins.



CHRONICLE BOOKS