

# RULES OF THE GAME



# Fundomino™

Wild Action Dominoes!



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## Wild Action Dominoes!

### Quick Rules

The FUNDOMINOES need to match by color but also have to fit. Tiles can show these action symbols :



**"DRAW" Action (The Plus symbol) :**

The next player draws a tile before playing.



**"PLAY AGAIN" (The Arrow symbol) :**

Play again.



**"WILD" Action (The Star symbol) :**

Can match or be matched with any color.

Players draw pieces when they cannot play.

Be the first player to get rid of all your pieces to win!



Fundomino is a game created by Thierry Denoual.

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## Object of the game

Be the first to reach 120 points to win the game.

## Preparation of the game

FUNDOMINO is played in different rounds.

At the beginning of each round, place the 32 FUNDOMINOES face down on the table and mix them.

**If 2 players are playing; each takes 8 FUNDOMINOES.**

**If 3 players are playing; each takes 7 FUNDOMINOES.**

**If 4 players are playing; each takes 6 FUNDOMINOES.**

The remaining pieces represent the stock.

Stand the FUNDOMINOES on their edges facing you so that other players cannot see the numbers or symbols.

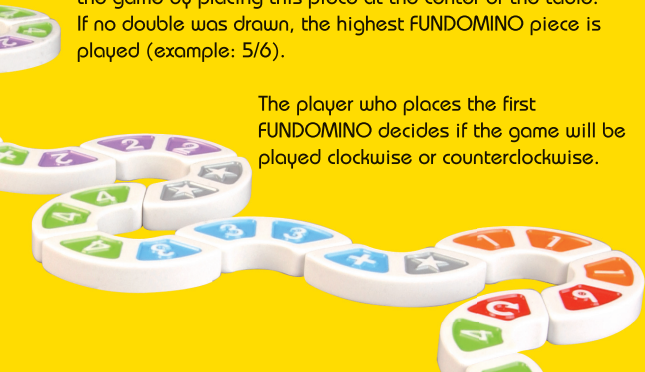
Each player chooses a colored pawn and places it on the "Start" circle of the scoring track.

## Playing the game

The player with the highest FUNDOMINO double starts the game by placing this piece at the center of the table.

If no double was drawn, the highest FUNDOMINO piece is played (example: 5/6).

The player who places the first FUNDOMINO decides if the game will be played clockwise or counterclockwise.



Following the direction of play, each player tries to match a FUNDOMINO by color to either end of the FUNDOMINO chain.

**To be accepted the new piece needs to match by color, but also has to fit!**

**Example ① – Open game position :**

The next FUNDOMINO only needs to match by color; it can be played in two directions (to the right or left).

**Example ② – Closed game position :**

The next FUNDOMINO needs to have a matching color and must turn in the proper direction. In this example, only a Fundomino turning to the right can be played.

Depending on your strategy, you can play your FUNDOMINOES in an open game or a closed game position.



**Special Action Tiles**

The Play Again and Draw Action Tiles have effect only on the turn they are played and only if they become the open end of the domino chain. The Wild Action Tile can match or be matched with any color.

In the example above, the **PLAY AGAIN Action** (The purple Arrow symbol) has effect as it is at the open end of the domino chain. The **DRAW Action** (The yellow Plus symbol) has no effect as it is not at the open end of the domino chain.



### "DRAW" Action (The Plus Symbol) :

Placing The Plus Symbol at the end of the chain requires the next player to draw one tile before playing. If the stock is empty the player draws a random tile from the player who played this action tile.



### "PLAY AGAIN" Action (The Arrow Symbol) :

Players who place a tile with The Arrow Symbol at the end of the chain play again (except if it is their last tile). If they cannot play, they have to draw until a piece can be used. If the stock is empty, it is the next player's turn.



### "WILD" Action (The Star Symbol) :

The Star Symbol can match or be matched with any color.

## Drawing tiles

If a player does not have a playable piece, the player draws until a piece can be played or until the stock is empty.

Once the stock is empty, the player passes and it is the next player's turn.

If a player has a playable tile, the player cannot pass but can decide to draw additional pieces before playing.

## Blocked positions

Either end of the FUNDOMINO game can be blocked when :

**A** - No more matching colors are available.

**B** - No matching pieces can fit.

**C** - One end of the game is trapped in a dead end.

**Note :** It is forbidden to connect the two ends of the Fundomino chain !

### Strategy tip :

Only block the two ends if you are sure to win.



## "DOMINO !"

As soon as players have one remaining piece they must say "Domino!". If they do not, the other players can ask them to draw one penalty tile from the stock. If there are no tiles in the stock, the player draws a random tile from the player who first noticed.

## Connecting pieces

Each FUNDOMINO must be connected evenly with other pieces to ensure accuracy of the game.

## End of a round

**FUNDOMINO is played in several rounds.**

**A round ends when :**

- Only one player has tiles remaining. All other players have finished their hands.
- The game is blocked; the stock is empty and no tiles can be played.

## Scoring

Scores are given to each player according to their rank at the end of the round.

**1 - Basic Scoring : When only player has tiles remaining.**

**In a four player game :**

Win 40 points if you are the first player to get rid of your pieces, 20 if you are the second, 10 if you are the third and none if you have remaining tiles.

**In a three player game :**

Win 40 points if you are the first player to get rid of your pieces, 20 if you are the second and none if you have remaining tiles.

**In a two player game :**

Win 40 points if you are the first player to get rid of your pieces and none if you have remaining tiles.

## **2 - Blocked Game Scoring Method : The round ends when the game is blocked.**

Start by determining the tile total in each hand.

The tile total is calculated by the sum of each player's tiles :

Numbers count for face value.

Arrow and Plus symbols count for 10 points each.

Star symbols count for 20 points each.

Once player rank is determined, basic scoring applies.

If players share the same tile total there is a tie in ranking.

All tying players sharing that rank receive the same score.

### **Keeping track of score**

Once players have determined their rank and score, they move their pawn to the corresponding point total on the scoring track.

### **Winning the game**

The first player to reach 120 points wins the game.

If more than one player reaches 120 points during the same round, the player with the highest total score wins the game.

### **Variations**

#### **For 2 to 4 players : Fundomino Face Value**

This game plays the same as the basic game, except that the round ends when one player finishes. If the game is blocked, the player with the lowest score wins the round.

**Scoring** : The winner of the round scores the cumulative points of their opponent's tiles rounded to the next ten.

If played in teams, the winning team scores the total points of the opposing team's remaining tiles, rounded to the next ten.

## For 4 players : FUNDOMINO TEAM PLAY

Players form two teams. Partners sit diagonally allowing each team member to alternate their turns. Each player takes 6 FUNDOMINOES. Each team chooses one colored pawn and places it in the circle labeled "Start" on the scoring track. This game plays the same as the basic game except the first player to finish scores 30 points for their team, the second scores 20, the third scores 10 and the last player gets none. Each team member's score is added to the team total. Once teams have determined their score, they move their pawn to the corresponding point total. The first team to reach 120 points wins the game.

## FUNDOMINO "CARIBBEAN STYLE" FOR AFICIONADOS

This game plays exactly as the Fundomino Team Play, except that each of the four players takes 8 FUNDOMINOES. There will be no stock. When players cannot play they pass.

## Additional Twists

These additional twists can be added to any of the above games.

**Double Back :** Players who play doubles can choose to reverse the order of turns (example: if players take turns clockwise, they will switch to counterclockwise).

**Doubling on a Double 2 :** The player who places the double 2 can challenge their opponents to double the stakes of the round. Players would double their score at the end of the round. E.g. the first player would score 80 points instead of 40. If the other players refuse to double the stakes, the game is over and the "Blocked Game Scoring" applies.

**The Perfect 10 :** If a player makes the two ends of the Fundomino chain add to a multiple of 10, the first player to say "Perfect 10" scores the corresponding point total. They then get to immediately move their pawn. The arrow and plus symbols have a face value of 10 and the star symbol of 20.