



Baneberry 157 Dominoes

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The following are the rules to the Baneberry 157 Domino game. A Double 9 (55 tile) domino set is used and up to 7 players may play. If a Double 6 (28 tile) domino set is used then up to 4 players may play.

1. All tiles are placed face down and are shuffled. Each player draws 7 tiles (55 tile set) or 5 tiles (28 tile set).
2. Player with the highest double starts. If no one has a double, then the highest total count tile starts.
3. Play continues clockwise. Players form a two-ended chain (or *train*) by matching numbers. Doubles are played across, but are not spinners (other tiles can NOT be played from its two exposed ends; play continues only from the open side). The chain end value of a double is the *total* of the tile. A double 6 counts as 12, a double 7 counts a 14, etc. Blanks are not wild; a blank matches with another blank.
4. A player not able to add onto the train draws a new tile from the bone yard and then must pass without laying down a tile. If there are no tiles left in the bone yard the player passes.
5. A player must **knock** or announce "last tile" when he has one tile left (right after playing his 2nd to last tile). This must be done before the next player plays his tile. Penalty for failing to knock on time is:
 - a) *Point game*: a mandatory pass (without drawing from the bone yard) on the player's next turn.
 - b) *Cash Pool game*: the player must re-ante the amount of his original ante **AND** a mandatory pass (without drawing from the bone yard) on the player's next turn.
6. Play continues until someone *dominoes* (plays all his tiles) or the hand blocks.

Baneberry 157 can be played for a cash pool or for points scored.

7. **Cash Pool Game.** Each player antes either 25¢, 50¢ or higher as agreed upon at the start of the game. The winner is the first person to play all his tiles (Domino) or should the hand block, the player with the lowest number of pips on his tiles wins the hand. Tied hands split the pool. The double blank has a value of 36 in a Double Nine set or 24 in a Double Six set (twice the largest double in the set). The winner of the hand collects the cash pool. Players re-ante, shuffle the tiles and play again.

8. **Point Game.** First player to score 157 or more points wins. Players score points as follows:

- a) When making the chain ends total 2, 5, 10, 15, 20, 25 or 30, score the points made (2, 5, 10, etc). No score for the first tile played.
- b) Domino. Winner scores the value of the tiles remaining in the other players' hands plus a bonus of 20 points for *domino*. The double blank has a value of 36 or 24 depending on the domino set.
- c) Blocked hand. Lowest hand scores the value of the other player's tiles LESS the amount left in his hand. The double blank has a value of 36 or 24 depending on the domino set.