

STACKOMINOES – Official Rules

Objective

Score points by strategically **connecting** and **overlapping** dominoes while building stacks up to three levels high.

Key Definitions

Connect

A domino *connects* when **one end matches the value of an adjacent domino**.

- Connections can be made:
 - On the **same level**, or
 - To a domino on a **lower or upper level**
 - Connect can only occur between two dominos, NOT between a domino and the game board.

Overlap

A domino *overlaps* when **the opposite end of the connect end matches the value of the domino directly underneath it**. Overlap can take place on a domino OR on the game board.

Basic Rules of Play

- You **must connect** a domino on every turn.
- **Overlapping is optional**
- The game is played across **up to 3 levels**:
 - Level 0 (game board)
 - Level 1 (base)
 - Level 2
 - Level 3 (maximum height)

You **cannot stack above Level 3**.

Starting the Game

1. Shuffle all dominoes face down.
2. Each player draws **7 dominoes**.
3. Remaining dominoes form the **Drawing Pile**.
4. Each player's **first move** must:
 - Be placed on an **identical domino on the game board** so that both values (ends) on the played domino match the domino illustration on the game board
5. After a player's first move, all subsequent moves are played following the connect and overlap rules.

Gameplay

- Players take turns placing one domino at a time.
- Each domino must:
 - **Connect** to a matching value (may also overlap a matching value for more points)
- After placing a domino:
 - Draw one domino from the **Drawing Pile**
- Continue until:
 - The Drawing Pile is empty **and**
 - No more valid plays can be made
 - If a player cannot play a domino, they skip a turn.

Stacking Rules

- Stacking on Levels 2 and 3 follows the **same connection and overlap rules** as Level 1.
- Higher levels **increase scoring potential**.

Scoring System

Points are earned per move based on:

- **Connect** = 1 point **Overlap** = +1 point (bonus)

Level Multipliers:

- Level 1 → ×1 points Level 2 → ×2 points Level 3 → ×3 points

Examples:

- Connect only on Level 1 → **1 point**
- Connect + Overlap on Level 1 → **2 points**
- Connect + Overlap on Level 2 → **4 points**
- Connect + Overlap on Level 3 → **6 points**

End of Game

The game ends when:

- No players can make a valid move,
 - The player with the highest score wins. If there is a tie, the tying players play again with 11 dominoes each and **DO NOT** draw from the pile.
- Multiple games and the first player to reach a score of (either 50, 100, 250, 300) wins.

Optional Advanced Rule

On **Level 3 only**: Every domino stacked on level 3 **must BOTH connect AND overlap**

See the Stackominoes Visual Guide on web site for rules and additional information.