nestorgames

hexdominoes

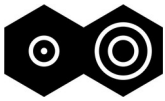
double-seven binary-coding

With four bonus games by **Néstor Romeral Andrés**

INTRODUCTION

Dominoes is a traditional tile game played in many different cultures around the world; the standard set being the 28-tile "Double Six" set.

Double-seven binary-coding hexdominoes includes 36 tiles (with numbers from 0 to 7) composed of two adjacent hexagons. Instead of the standard ‘pips’, this set uses a special concentric binary representation. A central pip equals 1, a small circle equals 2 and a big circle equals 4.



Example: The 3-6 tile

Play dominoes as usual, but each player is dealt 9 tiles instead of 7.

This rulebook includes some games that can be played with the set, designed by yours trully.

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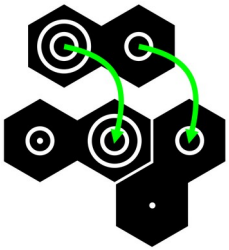
HEXDOMINUP

Hexdominup is a game for 2 to 4 players, derived from *Dominup*, by the same designer.

There are two types of placements in **Hexdominup**. In both cases the tile must be aligned with an imaginary hexagonal grid:

- '**Climb**' placement: The tile is placed atop two adjacent tiles of the same level, so that the numbers (symbols) of the placed tile match the symbols underneath (one of each supporting tile).



Example of a valid 'climb' placement

- '**Expand**' placement: The tile is placed on the table and adjacent to at least one tile already placed. The values of adjacent hexagons don't need to match.

How to play

Randomly distribute the tiles face-down evenly among the players (as in dominoes).

The player with the double-7 starts by placing it in the middle of the playing surface.

Starting with the second player, players take turns in anticlockwise order doing all of the following steps **in order** until the game end condition is reached:

1. If you can make a *climb* placement with at least one of your tiles, then you must do so. You can choose which tile to place, as long as the placement is legal. Repeat this action until you can't make any more *climb* placements.

2. If you have at least one tile left, then make one *expand* placement.

If, at the end of your turn, you have no tiles left, then you've won and the game ends. However, the other players can continue playing to determine 2nd, 3rd, and 4th place if they wish.

Variant: Misere Hexdominup. In this variant, the player who runs out of tiles first loses.

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HEXDOMINOMEGA

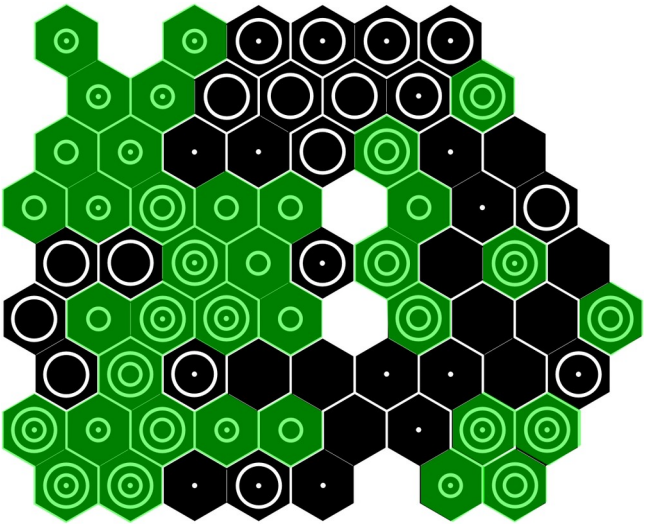
Hexdominomega is a game for exactly 3 players derived from *Dominomega*, by the same designer. It is the result of applying the multiplicative scoring of **OMEGA** to this dominoes set.

Each player has an allocated symbol (pip, small circle or large circle). Before the game starts, shuffle all tiles face down. Each player draws one tile (don't show it to the other players).

Starting with the 'pip' player, players take turns (pip - small circle - large circle) placing their tile on the table and adjacent to at least one previously placed tile if any, so that the tiles fit into an imaginary hexagonal grid, then drawing a new playing tile from the supply (if possible). The values of adjacent tiles don’t need to match.

Once all the 36 tiles have been placed, players calculate their score:

To calculate your score, multiply the sizes of all groups of hexagons (half tiles) containing your symbol. Notice that some half tiles contain several symbols (example: the number 7 contains all three). Notice also that each symbol is present exactly 36 times. The player with the **highest** score wins. The maximum possible score is 531441.



Endgame example. The ‘Small Circle’ player scores
25 x 4 x 1 x 1 x 1 x 4 = 400 points.

Variant for 2 players: The small circle is not allocated to any player (but still can win!).

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HEXDOMINIMUM

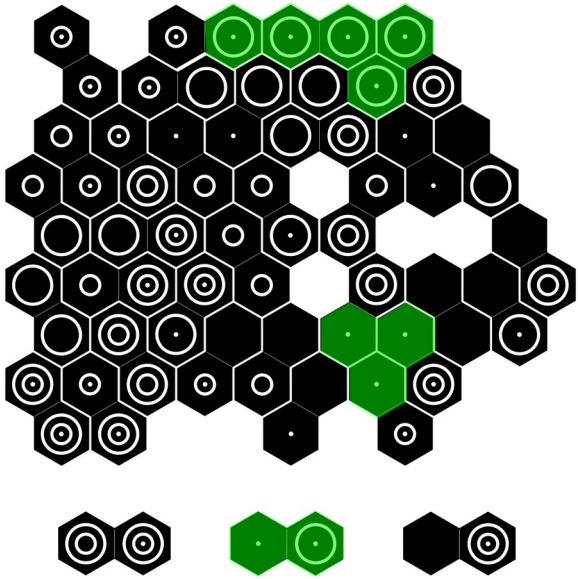
Hexdominimum is a derivative of *Mystique Energy* and *Dominimum* (by the same designer) that can be played with this dominoes set. **Hexdominimum** is for 2 to 4 players.

To set up, shuffle the tiles face-down on the table. Each player then draws a tile without showing it to the other players, looks at it, then places it standing up before them so the other players **can't** see it. If both symbols are the same (i.e. it is a double tile) then discard the tile to the supply and re-draw until you get a tile with two different symbols; then reshuffle the supply. This is your "*mission tile*". Each player then draws a second tile; this is your "*playing tile*".

The first player places her *playing tile* on the table face-up. Then, starting with the second player, players take turns in anticlockwise order, placing their *playing tile* on the table adjacent to at least one placed tile so that the tiles fit into an imaginary hexagonal grid, then drawing a new *playing tile* from the supply (if possible). The values of adjacent tiles don't need to match.

The game ends when the last tile has been placed on the table, and each player then calculates her score. For each of the two symbols on your *mission tile*, find the largest contiguous, connected group of that symbol. Count the number of hexagons in that group. Once you have counted the largest group for each of your two symbols, multiply these two values to determine your score.

The player with the ***lowest*** score wins. In case of a tie, the tied player who played her final tile first wins.



Example: The player with the 1-5 *mission tile* (green) scores 3×5=15 points

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HEXTRA

Hextra is an upgrade on Dominoes for 2 to 4 players.

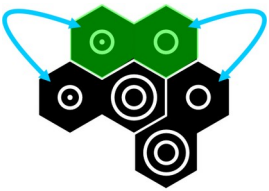
Shuffle the tiles facing down and deal all them evenly among the players. Each player places her tiles standing up before her so the other players can't see them (as in Dominoes).

The player with the double blank starts by placing **any** tile in the middle of the playing surface.

From now on, starting with the second player, players take turns in order placing a tile adjacent to a previously placed tile so that **at least** one of its values matches the value of its adjacent hexagon (this is, you must create a new pair of equal symbols). The tile can be adjacent to more than one placed tile. Consider the imaginary hexagonal grid as always. If none of the player's tiles can be legally played then she passes the turn (this is very rare).

Examples of valid placements (green):
At least two adjacent symbols match
(even if touching other tiles).

Additionally, if **each** of the two symbols of the newly placed tile match with adjacent symbols of **different** tiles, the player gets an extra turn. As a result of this, the player might achieve a chain of extra turns.



Notice that if both symbols of the new tile match with the **same** hexagon of an already played tile, no extra turn is awarded:

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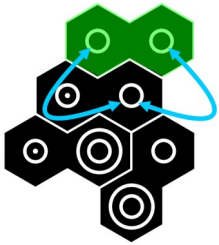

… but if they match different hexagons (even if both symbols are the same) the player gets the extra turn:

The game ends when a player gets rid of all her tiles, thus becoming the winner.

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