

Stackernoes Rules

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Played with a normal set of dominoes. We use a Double-Nine set.

In this game, dominoes can be stacked or played end to end.

When stacking just as when playing end to end, only one number on the domino needs to match. The matching number is either played end to end, or directly above the matching number in a stack.

Players start with nine tiles each. Lowest double goes first. That domino goes on the table face up.

The next player puts a domino with a matching number end to end with the first domino on the table. The matching numbers touch.

Runs

The row of dominoes under construction is called a **RUN**.

- **Runs** continue until they are **CAPPED** by a domino stacked directly upon the last domino at one end of the **run**.
- Capping an end means no more tiles can be added horizontally to that end, only vertically.
- **Runs** must be a minimum of **seven** dominoes long before they can be **capped** at either end.

Spans & Bridges

A player can put a match on top of any matching number in the run.

- It is acceptable to **SPAN** two touching dominoes in a play. This can only be done using a double tile.
- A **bridge** is a tile supported by dominoes on both sides of a **root**. This is allowed only if both numbers on the tile played match the two tiles supporting the played tile. In this way, a gap can be spanned, and the player gets to add the value of that tile plus the two supporting tiles to their score.

The initial **run** continues in a straight line until both ends are **capped**.

- No 90-degree angles are permitted.
- No leaners. All tiles must be fully supported by tiles or the table.

- No "splitting" a double on the table is permitted. (Splitting is laying a domino perpendicular to the double tile centered on the line at the middle of the tile.)

Roots and Branches:

If two stacks are separated by a single number (one half of a domino) **on the table**, this is called a **ROOT**.

The player who places the second tile defining a root gets one extra turn.

If a player creates two roots with one domino, they get one extra turn for each root.

Once a **root** has been defined by two stacks, **BRANCHING** can occur.

A **branch** can run perpendicular on both sides of the run.

Branches must remain straight. If you run out of room, you must **cap** that branch run.

Drawing & Ending the Game

If you do not have a number in your hand that matches the eligible numbers on the table, you must draw one tile from the pile of unused tiles.

First player to run out of dominoes ends the game. If you are not scoring, this player wins.

Scoring (if desired)

If you must keep score, do it thus:

- Write down tile values as you play. It's too late when the game is over.
- **Players get points for:**
 - capping either end of a run or branch: **played tile value + 6 points**
 - creating a root: **played tile value + 12 points**
 - creating a branch: **played tile value + 8 points**
 - creating a bridge: **played tile value + two supporting tile values**
- The player who finishes the game (runs out of tiles) **adds 20 points to their score.**

The winners are everyone who has fun and keeps their cool during the entire playing experience.

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Game name (Stackernoes) and concept by Gregory A. Sanders (dr.gerg@drgerg.com) with the aid of the Stackernoes Development Team: Cassidy McGuire and Cheryl Sanders.

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