

Giant Dominoes

Official Rules Guide — Premier Disco Giant Games

2-4 Players	28 Tiles per set	8+ Recommended age	15-30 min Average game
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About the Game

The classic tile-matching game, scaled up so the whole set becomes a satisfying toppling hazard as much as a proper game in its own right.

What's included: a standard double-six set (28 tiles), giant-sized — each domino measures 13.5cm × 7cm × 2cm thick.

How to Play

- 1 Shuffle the tiles face down. Each player draws 7 (for 2 players) or 5 (for 3-4 players).
- 2 The remaining tiles form a "boneyard."
- 3 Whoever holds the highest double starts.
- 4 Players take turns matching one end of a tile to a matching number already on the table, extending the line.
- 5 If a player can't play, they draw from the boneyard until they can (or pass, if it's empty).
- 6 First to play all their tiles wins the round. If play blocks completely, lowest total pip count in hand wins.

A Few Strategy Tips

- **Hold onto doubles if you can.** They're harder for opponents to play around.
- **Get rid of high-value tiles early.** In case you're stuck holding them if play blocks.
- **Track which numbers keep appearing.** It tells you what's likely left in the boneyard.

Variations

- **Running score.** Add up pip totals across multiple rounds, first to 100 wins.
- **Block scoring only.** Skip the draw pile for a faster game.

Frequently Asked Questions

How many players does Dominoes need?

Two to four — each player draws a hand of tiles at the start.

How many tiles are in a set?

A standard double-six set has 28 tiles, running from double-blank through to double-six.

What happens if I can't play a tile?

Draw from the boneyard until you can play, or pass if the boneyard is empty.

How does a round end?

Either a player plays their last tile and wins outright, or play blocks completely and the player with the lowest total pip count in hand wins.