

RAILOMINOS is played similar to dominos in that pieces are layed down end to end in a matched fashion, that is a BN piece must be played off a BN open end, IC off of IC, SCL off of SCL and so on. Each player select 7 pieces and then a LEADER piece which is placed face up in the center of table to start the game. First player plays off of leader, other players follow suit.

SCORING.....
 Score 2 points for each DOUBLE PIECE (Dbl. UP, Dbl. ATSF, Dbl. SOO, etc.) played OR LEFT OPEN (not played OFF of.) on table. Example: if LEADER PIECE is a WP/ATSF, and first player plays Dbl. ATSF, first player scores 2 points.

ATSF
 WP//ATSF ATSF

If second player plays WP/UP off of WP on the west, 2nd. player would also score 2 points because the Db. ATSF was still left open (not played off of.)

ATSF
 UP//WP WP//ATSF ATSF

If third player plays a Dbl. UP off of UP on the west, 3rd. player scores 4 points; 2 points for the Dbl. UP and 2 points because the Dbl. ATSF still not played off of.

UP ATSF
 UP//WP WP//ATSF
 UP ATSF

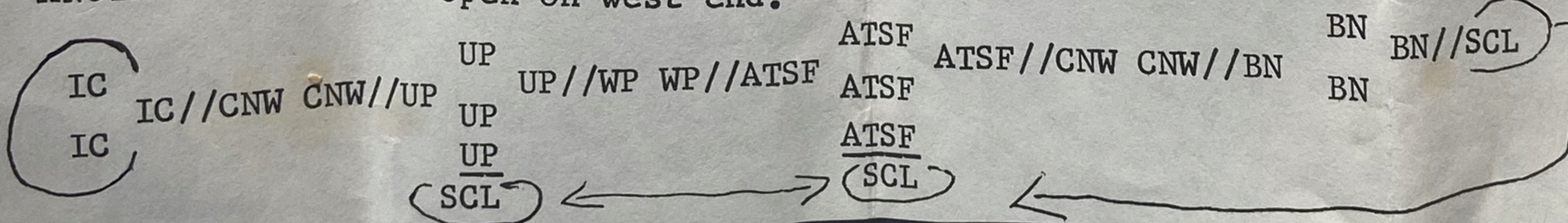
If 4th. player plays an ATSF//CNW (Northwestern piece) this would close off the Dbl. ATSF and no one can score from it any longer. 4th. player here would score 2 points because Dbl. UP still open.

UP ATSF ATSF//CNW
 UP//WP WP//ATSF ATSF
 UP

1st. player again; plays a UP/CNW, closing off Dbl. UP on the west. However, both ends, east and west are alike, both being CNW, thus a match. SCORE 1 point for each extreme end matched or left matched on the table! First player would score 2 points here because CNW ends match.

UP ATSF
 CNW//UP UP//WP WP//ATSF ATSF ATSF//CNW

ANOTHER EXAMPLE: Scores 5 Points; 3 SCL ends and 2 for Dbl. IC open on west end.



FRISCO piece scores only once in the game, that 1 point going to the player who actually plays it. FRISCO piece can be played at any time & on any other piece providing it is your turn.

First player to play their last piece scores 1 point for going out. All other players DEDUCT 1 point from their score for each piece remaining in their hand. ---- OR, if no one can play, all players deduct 1 point from their score for each piece left in their hand. Round is over, carry score forward to next round. Suggested limit, 3 rounds per game.