

Latin Partnership Dominoes

[*Author's note:* These are rules I have compiled after reading various sites online, such as [Pagat](#), this [set](#) of tournament rules, this [document](#) from the [International Domino Federation](#), Board Game Geek pages [here](#) and [here](#), the [Dominaxo site](#), and [Jose Carillo's website](#). The rules are mostly derived from Jose Carillo's rule set. One change made in my rules is that play proceeds *clockwise*, rather than counter-clockwise as in the Caribbean, since that is how I plan to play with my family and friends. The part of the game rules below that I am least confident about is which player starts subsequent games after the first game. (Jose Carillo's website is a bit unclear about who starts the next game following a blocked game, so in the rules below I have opted in favor of simply rotating the first player, a practice that appears to be quite common.)]

Alternative names of the game: Doscientos; Partners Block Dominoes; Puerto Rican Dominoes.

Domino set: The standard double-6 set with 28 bones.

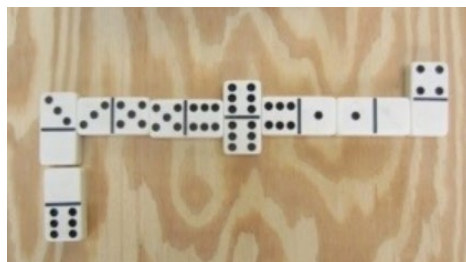
Players: Four players, two against two as partners, sitting alternately and facing each other.

Object of the game: A match consists of a series of individual games, with the first team to score 200 points winning the match.

The deal: All bones are shuffled face down into a boneyard and each player draws seven bones. If any player's hand contains five or more doubles, then that player reveals their hand; that deal is cancelled for all players and the bones are shuffled and drawn again.

Play: In the first game of a match, the player who holds the double-6 bone starts the game. Once the first domino is played, the next player to the opener's left plays a bone to the layout (or passes) and the game continues clockwise in turn.

The layout always has exactly two open ends, each sprouting from one of the long sides of the starting double. All bones played must be played to a free end and must match numbers. i.e. a 6 must be played to a 6, a blank to a blank, and so on. When a double is played to the layout, it is turned perpendicularly, i.e. its long side is set next to the short side of the domino it joins to. (Subsequent dominos can only be played to the one remaining long side of the double, not from the short sides. So, there are NO "spinners" in this game, i.e. no doubles that can be played on all four sides.) When playing a non-double on a non-double, to conserve table space you are permitted if you wish to put the bone at a right angle to the one it joins, as below. (This is purely for saving table space and has no other significance.)



If a player can legally play a bone, then that player must do so. If a player can't legally play a bone, then that player must *pass* (i.e. skip their turn). When a player passes, it is customary to knock a bone on the table as a signal that they are passing.

Game end: The game ends (i) when one player “goes domino,” i.e. plays the last bone of their hand; or (ii) when the game is blocked (“**trancado**” in Spanish), i.e. when all players have consecutively passed.

- In the case of a player going domino, the team of that player wins the game.
- In the case of a blocked game, the team with the “lightest” hands wins, i.e. the team with the fewest combined number of spots on their unplayed bones wins. (That is, both partners’ spots are added together and compared to the combined spots of the other team.) If the two teams have the same number of combined spots, then the game is a draw and neither team scores anything.

Score: If the game has a winner (as opposed to being drawn), then the winning team scores points equal to the total number of spots on the unplayed bones left in the hands of *all four players* summed together.

Continued play: Continue playing games until one or both teams has 200 or more points, at which point the team with the highest total wins. (If tied, continue playing further games until the tie is broken.) The starting player for subsequent games is the player to the left of the starting player in the previous game. This starting player can play any bone they wish as their first bone (i.e. it need not be the double-6 or any kind of double at all).

Variants:

Starting player variant A: The starting player in Game 2 and thereafter is determined as follows:

- If a player went out in the previous game, then that player starts the next game.
- If the previous game was blocked but not drawn, then the player on the winning team who had the lowest number of spots in hand between the two players starts the next game. If both players on the winning team had the same number of spots, then after seeing their new hands, these players can discuss and determine which among them will start the new game. (They cannot, however, say what bones they have in their hands.)
- If the previous game was blocked and drawn, then the player with the double-6 bone starts the next game by playing that bone.

Starting player variant B: Prior to Game 1, each player draws a bone and adds its spots together. The player with the most spots starts Game 1, and can play any bone to start. (If tied in the spot count, the tied players each draw a second bone and compare spots; if tied again, keep drawing until the tie is broken.) Bones are returned to the boneyard and reshuffled, and players draw their hands of seven bones each. In subsequent games the deal rotates, as in the rules above.

Target and scoring variant: Play to 100 points instead of 200 points. In this variant, the winning team scores only the total number of spots left on *the losing team's unplayed bones* (i.e. summing both losing players' bones together), NOT the spots left on all four players' bones.

Bonuses for causing passes:

- A player's team scores 10 points if that player's move causes the next player to pass. (*Exception:* the very first pass of the game is worth 20 points.)
- If Player A plays a tile that causes both his opponent player B *and* his partner Player C to pass, then only A&C's team is awarded 10 points. B&D's team does NOT get 10 points because B did not cause Player C to pass.
- If in the scenario above Player A's play also causes Player D to pass (in effect, Player A has made everyone else pass), then A&C's team is awarded 20 points (i.e. 10 for B's pass and 10 for D's pass.)
- If a player causes the game to end by playing a tile that blocks the game, then that player's team is awarded 20 points. (These 20 points are the 20 points that the team would get for making both opponents pass, i.e. they are not points additional to this.)
- These bonuses are scored immediately. If due to these bonuses a team reaches 200 points before the end of the current game, then the match ends immediately (i.e. the current game is not finished).
- Typically, this game is played with poker chips (or sometimes plastic jewels) worth 10 and 100 points. A 10 point chip (or two) is immediately given to a team scoring for a pass. At the end of a game, the winning point total is rounded down to the nearest 10 score (e.g. 39 becomes 30) and the appropriate number of chips is given to the winning team. (*Variant:* Less commonly, players round up or down to the nearest 10 score, e.g. 33 becomes 30 and 37 becomes 40.)

Quinientos

In this version of the game, the first team to score 100 points wins the match. The match is made of a series of basic games as described above with the addition of several bonus point situations described below. (It can also be played with the bonuses for causing passes, as described above.)

Bonus points: The winning team of the first game in the match scores a bonus 100 points, the winner in the second game scores a bonus of 75 points, 50 points in the third game, and 25 in the fourth. No bonus points are scored for winning the fifth game and on.

Special play bonuses: If a game is won by a "Chuchazo" (a player going out by playing the double-blank) or a "Capicú" (a player going out by playing a non-doubles bone that could

have been played at either end of the chain) then the winning team scores an additional 100 points in that hand. Note: NO bonus points are scored in a blocked game. .



A game in progress in Puerto Rico, using colored plastic jewels (in the cup holder area in the corner)