FUNDEX games
where fun comes first!

HIGH FIVE ™

ENGLISH INSTRUCTIONS

Dominoes are often called "**bones**," "tiles" or "rocks." Each bone is divided into two halves, or **ends**. The **side** is the lengthwise area of the domino. Dots, or **pips,** are grouped in a **suit**. Bones with an end without pips are known as "**blanks**." Bones containing matching ends (6-6, 5-5, ect.) are known as "**double dominoes**," or "**doubles**." Doubles are also called "**Big 6, Big 5**" and so on.

ANATOMY OF A BONE

pips

side

end
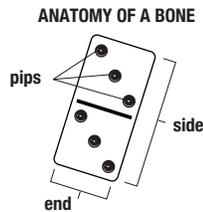
OBJECTIVE
High Five™ is the same high-stakes domino game the professionals play on television! Players earn scoring chips by leaving open-ends that add up to multiples of five. Collect all of your opponent's colored chips to win!
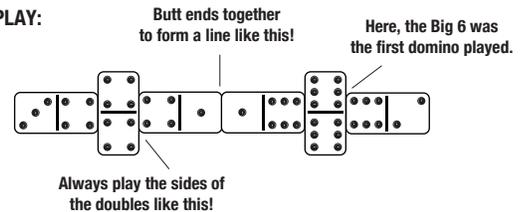
SET UP (TWO PLAYERS)
Each player selects a set of colored chips. The remaining chips are set aside and will not be used. Both players will count chips for their opponents to verify that the correct number of chips are in play. Each player begins with ten 10-point chips and ten 5-point chips (150 points).

Both players **shuffle** the dominoes by sliding them face-down around the playing surface. Dominoes exposed during the shuffle will be reshuffled. The last player to shuffle will push the dominoes to the center of the table. Players will then draw seven dominoes each. Dominoes exposed while drawing must be accepted by the player exposing them. Players may either cup dominoes in their hands or stand each domino on its side to set up their **hands**. Bones that remain in the shuffled pile become the draw pile or **boneyard**.
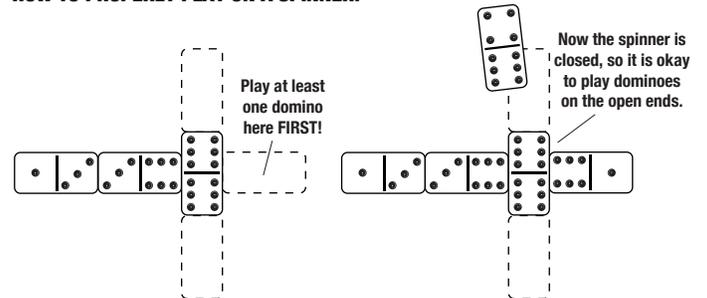
HAND ONE
The first hand of High Five™ always begins with a double. Everyone calls for the "Big 6." If no one has the Big 6, continue calling, "Big 5, Big 4," and so on until a double is played. If neither player possesses a double, the hands are discarded and the dominoes are reshuffled and redrawn. Repeat this process until a double is found. The player who has it will place the double at the center of the table. That player's turn is over. The next player will **join** ends by matching suits.

EXAMPLE OF PLAY:

Butt ends together to form a line like this!

Here, the Big 6 was the first domino played.

Always play the sides of the doubles like this!

A double used to start a game is always a **spinner**. This means that dominoes may be added to both the ends and sides of this double. In High Five™ *only the first double on the board* may be played as a spinner. Play on any other double may only continue on it's sides.

HOW TO PROPERLY PLAY ON A SPINNER:

Play at least one domino here FIRST!

Now the spinner is closed, so it is okay to play dominoes on the open ends.

Only one domino may be played per turn. If someone is unable to make a play, that player must draw one domino from the boneyard. If still unable to play, the player must continue to draw one domino at a time until a playable domino is drawn. If the boneyard is cleared, that player says "Pass" and the turn moves to the next player. Players **must** play a domino if able to do so (*see "Bogus Play"*).

HOW TO SCORE
Each time someone leaves open ends that add up to a multiple of five, that player is awarded that value in chips of the opponent's color.

NOTE: when doubles are played, both ends count toward their value. This means that a double 6 counts as a 12, a double 5 as a 10 and so on. Once both sides have been joined with other dominoes, the double is closed and their pips no longer count toward the total.

Player One begins with a double 5.
There are 10 open pips on the board.
Player One is awarded a 10-point blue chip
**OR two 5-point blue chips (10 points).**
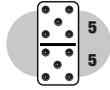
Player Two joins a 0-5.
There are 10 open pips on the board. (5 + 5 + 0 = 10)
Player Two is awarded 10 points in red chips.
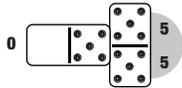
Player One adds a 5-6, which closes the double 5.
There are now 6 pips on the board. (6 + 0 = 6)
This is not a multiple of five so Player One does not score.
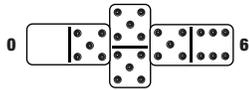
Player Two lays a 4-0.
There are now 10 pips on the board. (4 + 6 = 10)
Player Two is awarded 10 pips in red chips.
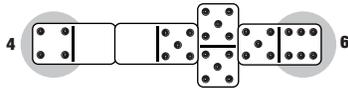
ENDING THE HAND
The first player that finishes the hand by getting rid of all their dominoes has "**dominoed**" and wins the round.

If no one can play a domino to the table, the game is **blocked**. To decide the winner of a blocked game, count the number of pips remaining in each player's hand. The player with the fewest remaining pips is the winner of the hand.

No matter if the hand ends in domino or block, round the loser's remaining pips to the nearest five and award that number in scoring chips to the winning player. For example, if Player One has 11 pips and Player Two has 13 pips, then Player One wins and is awarded 15 points in chips (but if Player Two has 12 pips, Player One only receives 10 points).

In the rare case that the game is blocked and both players have the same amount of remaining pips, no chips are awarded to either player.

BEGINNING A NEW HAND
The person who lost the previous hand will shuffle the dominoes and allow the winner to draw first. Depending on how the previous hand finished, play resumes in two different ways.

1. If the hand ends in a domino, the winning player receives the **winner's advantage**. The winner may lay down **any** domino in the new hand to start the next round (it does not have to be a double).

2. If the hand ends because it is blocked, the next hand begins with the highest double by calling for the "Big 6" and so forth.

WINNING THE GAME
The first player to score 150 points (all of the opponent's chips) is the winner.

BOGUS PLAY
Players must use dominoes from their hand if they are able to do so. **Bogus play** occurs when a player has a domino that could be played but draws or passes the turn. When this happens, the hand is over and the non-offender begins the next hand with the **winner's advantage** (the ability to start with any domino from the new hand). The non-offender is additionally given the chips equal to the value of the pips remaining in the offender's hand **or** 50 points in chips, whichever is greater.

There will be no penalty if the person who makes a bogus play realizes that there was a playable domino in hand **before** the bogus domino makes contact with the board. The bogus domino must be shown to the opponent and then reshuffled in the boneyard. *However*, if a second domino is drawn when a playable domino was in hand or the domino drawn by mistake makes contact with the table, the play is immediately considered bogus.

OTHER PENALTIES
If a player draws the wrong number of dominoes at the start of the game, that player will give the opponent 50 points in chips.

GAMES WITH MORE THAN TWO PLAYERS
High Five™ may easily be played as a three or four-player game. Play just like the two-player game, but turns pass to the left and score using the following variations:

THREE-PLAYER GAME:
Each player draws six dominoes. A scoring player will be awarded with chips from the person seated to their right. For example, if Player Three scores 5 points, only Player Two pays Player Three 5 points in chips. If a player "dominoed," only the remaining pips of the player to the right can be counted toward bonus points received at the end of the hand. The first player to score 150 points (all of the chips of the player to the right) is the winner.

FOUR-PLAYER GAME:
Seat players so that Player One is facing Player Three and Two is facing Four. Each player draws five dominoes. A scoring player will be awarded with chips from the person seated opposite. For example, if Player One scores 15 points, only Player Three pays Player One 15 points in chips. The first player to score 150 points (all of the chips of the opposite player) is the winner.