

# Bendomino™

**Dominoes with a twist !**

**ONE TWIST OF STRATEGY,  
TWO TWISTS OF FUN !**

**BENDOMINOES PLAY JUST LIKE  
REGULAR DOMINOES  
BUT THEIR INNOVATIVE CURVED,  
DESIGN GIVES YOU MUCH MORE  
CONTROL OVER THE GAME.**

**FULL OF CHALLENGES, BENDOMINO  
OFFERS PASSIONATE GAMES IN WHICH  
STRATEGY, LUCK AND GOOD TIMES ARE  
ALWAYS COMBINED.**

**A GREAT GAME FOR ALL GENERATIONS!**



## Contents

### **28 BENDOMINOES**

## Object of the game

**BE THE FIRST TO REACH 100 POINTS.**

## Preparation of the game

**BENDOMINOES ARE PLAYED IN ROUNDS.  
AT THE BEGINNING OF EACH ROUND,  
PLACE THE 28 BENDOMINOES FACE DOWN  
AND MIX THEM.**

**2 PLAYERS : EACH PLAYER TAKES 7 BENDOMINOES.**

**3 PLAYERS : EACH PLAYER TAKES 6 BENDOMINOES.**

**4 PLAYERS : EACH PLAYER TAKES 5 BENDOMINOES.**

**STAND THE BENDOMINOES ON THEIR EDGES  
FACING YOU SO THAT OTHER PLAYERS  
CANNOT SEE THE DOTS.**

**THE REMAINING PIECES REPRESENT THE STOCK.**

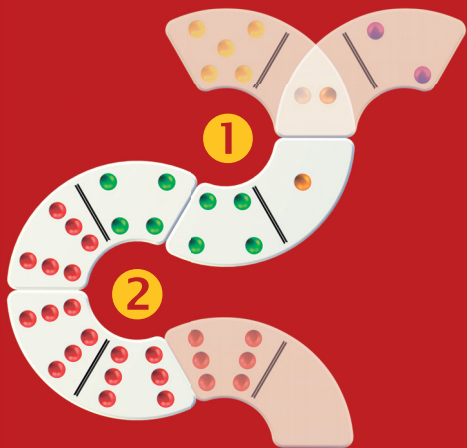
## Playing the game

**THE PLAYER WITH THE HIGHEST BENDOMINO DOUBLE STARTS THE GAME BY PLACING THE PIECE ON THE CENTER OF THE TABLE.**

**IF NO DOUBLE WAS DRAWN, THE HIGHEST BENDOMINO NUMBER SHOULD BE PLAYED. (EXAMPLE: 6/5)**

**TAKING TURNS IN A CLOCKWISE DIRECTION, EACH PLAYER TRIES TO MATCH A BENDOMINO BY NUMBER TO EITHER END OF THE BENDOMINO CHAIN.**

**TO BE ACCEPTED THE NEW PIECE NEEDS TO MATCH BUT ALSO HAS TO FIT!**



### **EXAMPLE ① – OPEN GAME POSITION :**

**THE NEW BENDOMINO ONLY NEEDS TO HAVE A MATCHING NUMBER, SINCE IT CAN BE PLAYED 2 WAYS (TO THE RIGHT OR LEFT)**

### **EXAMPLE ② – CLOSED GAME POSITION :**

**THE NEW BENDOMINO NEEDS TO HAVE A MATCHING NUMBER AND NEEDS TO TURN IN THE PROPER DIRECTION. IN THIS EXAMPLE, ONLY A BENDOMINO TURNING TO THE RIGHT CAN BE PLAYED.**

### **CONNECTING PIECES :**

**EACH BENDOMINO MUST BE CONNECTED EVENLY WITH OTHER PIECES TO ENSURE ACCURACY OF THE GAME.**

### **DRAW :**

**IF PLAYERS DO NOT HAVE A BENDOMINO THAT CAN BE PLAYED, THEY MUST DRAW ONE PIECE FROM THE STOCK. IF THE PIECE THEY DRAW CAN BE PLAYED, THEY CAN IMMEDIATELY PLAY IT.**

### **NOTE ON PLAY :**

**PLAYERS CAN DECIDE TO DRAW A BENDOMINO AND PASS THEIR TURN EVEN IF THEY HAVE PLAYABLE PIECES.**

## **BLOCKED POSITIONS :**

**EITHER END OF THE BENDOMINO GAME CAN BE  
BLOCKED WHEN :**

- A- NO MATCHING NUMBERS ARE AVAILABLE.**
- B- NO MATCHING PIECES CAN FIT,**
- C- ONE END OF THE GAME IS TRAPPED IN A DEAD END,**
- D- BOTH ENDS CONNECT (RARE).**

## **NOTE ON BLOCKED POSITIONS :**

**IF BOTH ENDS OF THE BENDOMINO CHAIN ARE  
BLOCKED, EACH PLAYER DRAWS A BENDOMINO UNTIL  
THE STOCK IS EMPTY.**

**End of a Round**

## **A ROUND ENDS WHEN :**

- A PLAYER HAS NO BENDOMINOES  
LEFT TO PLAY.**
- THE STOCK IS EMPTY AND PLAYERS CANNOT  
PLAY ANY PIECES.**

## Winning a Round

**YOU WIN A ROUND WHEN :**

- **YOU PLAY ALL YOUR PIECES.**
- **NO PIECES CAN BE PLAYED BY ANY PLAYER AND YOU HAVE THE LOWEST POINT TOTAL.**

**(THE POINT TOTAL IS THE TOTAL NUMBER OF DOTS ON YOUR REMAINING BENDOMINOES).**

## Scoring

**THE WINNER OF A ROUND SCORES THE DOT POINTS FROM ALL OPPONENTS' REMAINING BENDOMINOES.**

## Winning the game

**THE FIRST PLAYER TO SCORE 100 POINTS WINS THE GAME.**

## Variations

### **WILD DRAW :**

**FOR A MORE AGGRESSIVE GAME, WHEN PLAYERS DO NOT HAVE A PLAYABLE PIECE THEY MUST CONTINUE TO DRAW UNTIL THEY GET A PLAYABLE PIECE OR UNTIL THE STOCK IS EMPTY.  
(ALL OTHER BASIC RULES APPLY)**

### **NO DRAW :**

**WHEN PLAYERS DO NOT HAVE A MATCHING PIECE, THEY PASS THEIR TURN INSTEAD OF DRAWING.  
(ALL OTHER BASIC RULES APPLY)**

### **NO DRAW – 2 TEAMS OF 2 PLAYERS :**

**IN THIS VERSION, EACH PLAYER DRAWS 7 PIECES AT THE START OF THE GAME, SO THERE IS NO STOCK. PLAYERS TAKE TURNS AND ONLY USE THEIR INDIVIDUAL PIECES.**

**A TEAM WINS A ROUND WHEN ONE TEAM MEMBER IS DECLARED THE WINNER (SEE BASIC RULES).**

**THE WINNING TEAM SCORES THE DOT POINTS FROM THE REMAINING BENDOMINOES OF THE LOSING TEAM.**

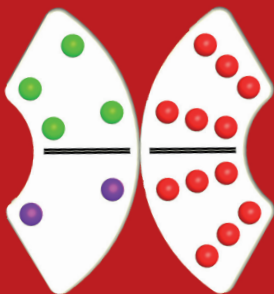
## **ALL FIVE :**

**THE OBJECT OF ALL FIVE IS TO MAKE ALL 4 ENDS OF THE BENDOMINO CHAIN ADD UP TO MULTIPLES OF FIVE.**

### **PREPARATION OF THE GAME :**

**EACH PLAYER DRAWS A NUMBER OF PIECES ACCORDING TO THE BASIC RULES.**

**2 PIECES ARE RANDOMLY SELECTED FROM THE STOCK AND PLACED ON THE TABLE BACK-TO-BACK, AS SHOWN BELOW.**



## **PLAYING THE GAME :**

**THE PLAYER WITH THE HIGHEST DOUBLE  
BEGINS.**

**TAKING TURNS IN A CLOCKWISE DIRECTION,  
PLAYERS ADD A MATCHING PIECE THAT  
NUMERICALLY FITS TO ONE OF THE FOUR ENDS.**

**IF THE NEW TOTAL OF THE FOUR ENDS IS A  
MULTIPLE OF 5, THAT PLAYER SCORES  
THE TOTAL OF THE FOUR ENDS.**

**IN THE EXAMPLE BELOW THE PLAYER WOULD  
SCORE 10 POINTS (3+5+2+0).**



**DRAWING :**

**SAME AS BASIC RULES.**

**END OF A ROUND :**

**SAME AS BASIC RULES.**

**WINNING THE ROUND :**

**THE PLAYER WITH THE HIGHEST SCORE WINS  
THE ROUND.**

**SCORING :**

**THE WINNER ADDS TO HIS/HER SCORE THE  
TOTAL DOTS ON THE OTHER PLAYERS  
REMAINING BENDOMINOES.**

**ALL OTHER PLAYERS RETAIN THE SCORE THEY  
EARNED DURING EACH ROUND.**

**WINNING THE GAME :**

**THE FIRST PLAYER TO REACH 200 POINTS  
WINS THE GAME.**

**A GAME CREATED BY THIERRY DENOUAL**

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**2 TO 4 PLAYERS – 5 TO ADULT**

**PLAY TIME : 10 TO 20 MN**

**ADDITIONAL RULES TO PLAY BENDOMINOES  
ON [WWW.BLUEORANGEGAMES.COM](http://WWW.BLUEORANGEGAMES.COM)**



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