

Helen Keller's Game

Games of speed blur the line between the tiles and the time.

Game Rules:

Dominoes is a 2-8 player game. At the start of the game each player draws a number of tiles proportional to the number of players. If a player draws double twelves, the domino where both halves have twelve pips) they place it in the middle of the black centerpiece. That player then proceeds to play their first tile. The first tile of every player must have one half that has the same number of pips as the pips in one half of the center domino (e.g. if Jimbob plays a double 12 his next tile could be a tile with 12 pips on one side and 4 on the other). The next player (turns happen going clockwise around the circle) plays their first tile in the slot of the centerpiece closest to them. For all players subsequent turns the domino must be placed so that one end is touching the end of a domino already on the table and such that the end of the new domino matches (shows the same number pip) the end of the domino it is adjacent to.

If a player cannot play a tile they pick a tile from the excess tiles on the board. If the tile they picked does not work they then put their train figurine up on the centerpiece. When a player's train figurine is on the centerpiece anyone can play on the sequence of dominoes they have created.

When a player plays a double tile they get to play another tile either right after the double tile to "satisfy it" or on any player's sequence who has their train up. If they chose not to satisfy the double every player after then must try to satisfy it. If a player cannot satisfy a double their train goes up.

The game has 13 rounds that follow a sequential order (first start with double twelves, then double elevens, then double tens, so on and so forth)





