



INSTRUCTIONS

NUMBER OF PLAYERS: 2–4

AGES: 8+

CONTENTS: One HIGHRISE base, 36 dominoes and 12 clear spacers (Paper and pencil are needed for scoring).

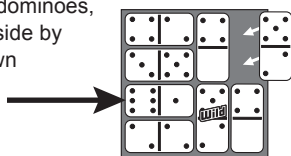
OBJECT:

To score points by laying matching dominoes on top of dominoes already in the base.

SET-UP:

Place the Highrise base in the center of the play area. One player places all dominoes face down near the base and mixes them thoroughly.

That player then randomly selects eight dominoes, one at a time, and places them face up, side by side in the base until it is full. This is known as filling the basement.

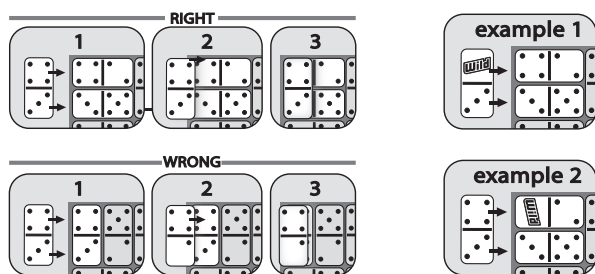


All players each take five of the remaining dominoes to form their hand of dominoes. Players should then arrange their dominoes so they are facing them, but not visible to other players. The dominoes not selected become the draw pile and are put off to the side. Place the twelve clear spacers near the draw pile.

PLAY:

The youngest player has the first turn. The next hand is started by the player to the left of the youngest player, and so on. In your turn, you try to place a domino from your hand directly onto the halves of two different dominoes already in the base. **You must always cover over two dominoes. You can never directly cover just one domino.**

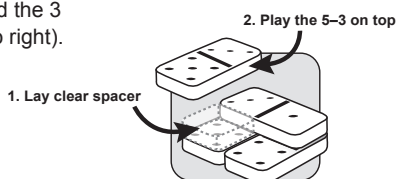
Each half on the domino you place must match the number on the domino half it is covering. For example, if you play a 4–3 domino, the 4 half must cover a 4 half already on the tray, and the 3 half must cover a 3 half already on the tray (see examples below).



CLEAR SPACERS:

In the above cases, both domino halves being covered had to be from dominoes on the same level. (Otherwise, the newly placed domino would slide off, and this is not allowed). However, a player may use a clear spacer, which can be placed on a domino half which is one level lower than the other half being covered. For example, if a 5 and a 3 are to be covered, but the 5 is one level lower than the 3, the player may place a clear spacer on the 5, then cover the spacer and the 3 with a 5–3 domino (see example to right).

NOTE: A player can use one clear spacer per turn if needed. You can never use more than one clear spacer per turn.



After making a play (**you must make a play if you have one**), your turn ends. If you are unable to make a play, then you must draw one domino from the draw pile. After drawing the domino, you must either play it if you can, or end your turn without playing. You never draw more than one domino in your turn. If there are no more dominoes in the draw pile, you must pass your turn if you cannot play.

WILDS:

Some dominoes have wild halves. A wild half may be played to cover anything, and a wild half already on the tray may be covered by anything. For example, a wild–3 domino may cover a 4–3 (see example 1). Likewise, a 4–3 domino may cover a wild–3 (see example 2).

SCORING:

Select someone to be the Scorekeeper. That person writes the names of the players, in order of turn, across the top of a sheet of paper so each player has their own scoring column. The player in the left-most column (the youngest player) should be the player who starts the game.

A player's score is determined by the total number of points on the domino just played, multiplied by the level of the play. **The eight dominoes in the basement at the beginning of the game are not considered to be a level.** The dominoes played directly on top of them (at the "street level") are considered level one. So, any domino played at level one is scored as its total points times one. For example, a 5–2 domino played at level one is scored as 7 times 1, or 7 points $[(5 + 2) \times 1 = 7]$. Any domino played directly on top of level one is considered level two. For example, a 6–3 domino played on level two is scored as 9 times 2, or 18 points $[(6 + 3) \times 2 = 18]$. Scoring tends to go higher as the game progresses. For example, a 6–2 domino played on level five is scored as 8 times 5, or 40 points $[(6 + 2) \times 5 = 40]$.

Blanks count as zero points. Wilds are special and their value is determined by what they cover. For example, a Wild half that covers a 4 is counted as a 4. Also, a Wild half placed on top of a spacer that is on top of a 4 is still counted as a 4. In the rare case that a Wild covers a Wild, the value is counted as a 7.

GOING OUT:

If one player plays their last domino, that player has "gone out." After scoring the points earned for the final play, that player also scores all the unplayed points in the opponents' hands (Wild halves count seven points and blanks count zero points). If no player goes out, and no one can make any more plays, the hand ends and each player must subtract the points remaining in their hand from their score.

THE WINNER:

At the end of the hand, the player with the most points is the winner. Players may play several hands and keep a running total. At the end of a hand, if at least one player has reached a running total of 300 points (or an agreed upon total before the games begins), then the player with highest score is the winner.



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