

Completing a Round

A round ends when:

- A player **uses all the dominoes** in their hand.
- No player can make a legal play, and the **chicken yard** is empty

Each player then adds up the total number of **pips (dots)** on their remaining dominoes. This total becomes their score for the round.

Optional rule: The double-blank (0-0) may be scored as 50 points if left unplayed.

Completing the Game

The game ends after all **10 rounds** have been played — starting with double-9 and ending with double-0. The player with the lowest total score wins!



Version 2-16

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Chickenfoot Dominoes

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Chickenfoot Dominoes

Chickenfoot (also known as Chickie Dominoes) is a fun, easy-to-learn domino game. The objective is to get rid of as many dominoes as possible and finish each round with the **lowest score**, which is calculated by **counting the total number of pips (dots) on any dominoes left in your hand**.

Equipment

- **1 Centerpiece (optional)** – Used as the starting placement area in the center of the table
- **55 Double-9 Dominoes** – A full domino set containing all possible pairs from 0 to 9
- **Scorepad** – For recording points at the end of each round

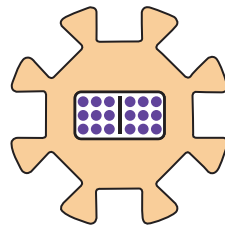
Starting Off Rounds

Each player draws dominoes from a shuffled, facedown pile to form their hand, keeping tiles hidden from opponents. The number of tiles drawn depends on the number of players:

- 2 players: 21 tiles each
- 3 players: 14 tiles each
- 4 players: 11 tiles each
- 5 players: 8 tiles each
- 6 players: 7 tiles each
- 7 players: 6 tiles each
- 8 players: 5 tiles each

The remaining dominoes are placed aside as the **chicken yard** (draw pile), from which players draw when they can't play a tile.

Each round begins with a designated starting double — a tile with the same number on both ends — placed in the center of the table. In a double-9 set, the first round begins with the **double-9**.

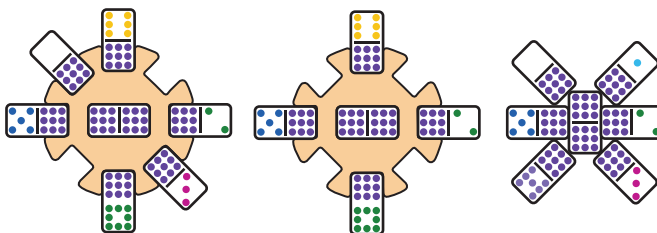


Subsequent rounds begin with the next highest double (double-8, then double-7, etc.), continuing down to **double-0**, for a total of 10 rounds.

If no player has the required starting double, each player draws one domino from the chicken yard at the same time until it is found. The player who draws it starts the round. Play proceeds clockwise. Each player attempts to play a tile that matches the starting double. If they cannot, they draw one tile from the chicken yard and play it if possible. If not, they say “Pass.”

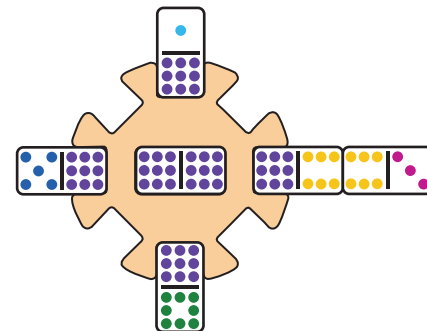
This process continues until **all sides of the centerpiece double are filled**.

Note: Some groups play with only 4 or 6 sides around the starting double, or even without a centerpiece. This is up to personal preference.



Playing After the Center is Filled

Once the center double is filled on all required sides, players continue building off any **exposed domino ends**, as long as the numbers match.

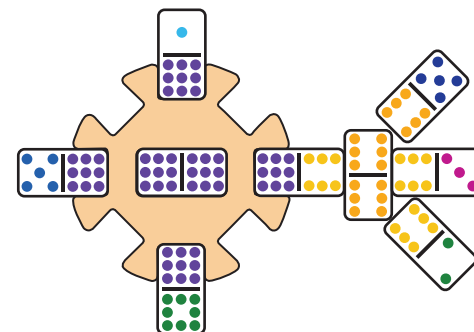


If a player cannot make a legal move, they must draw one tile from the chicken yard. If the drawn tile can be played, they must play it immediately. Otherwise, they pass. If the chicken yard is empty and the player cannot play, they simply say “Pass.”

The Chickenfoot

When a player plays a **double tile**, it must be placed **perpendicular** to the tile it is played off of. The player must then call out, “**Chickie [number]**” (e.g., “Chickie Fives” if placing a double-5). This signals a temporary pause in normal play until the chickenfoot is completed.

After that, the **next three plays must be made off that double**, forming a “chickenfoot” shape.



If a player cannot play on the double, they must draw from the chicken yard and play if possible. If not, they pass. Once the chickenfoot is completed with three matching tiles, normal play resumes from any exposed end.