



# Domino Tracks

**2-6 Players**

**Build a network of tracks  
with your crew!**

[www.JankenDeck.com/Kings](http://www.JankenDeck.com/Kings)

## **Story:**

Prove to your boss that your crew can lay down tracks faster than anyone else! You can set them any which way as long as you're the first to put down all of your tracks.

## **The Object:**

Race to be the first to lay down all of the tracks in your hand.

## **The Deck:**

Remove the Jokers and Kingdom/Color cards. Each player also needs one playing piece (any token, button, or piece borrowed from another game) to represent their crew.

## **The Deal:**

Deal ten cards to each player then set one card face up as a "Starter Card" in the center of the table. Each player puts their crew on the Starter Card. Set the rest of the cards down for a Draw Pile.

## **The Play:**

The player to the left of the dealer begins.

To build onto the "Tracks" connect the end (short side) of a card from your hand with any side of the card that your crew is standing on. Cards can only connect if they have two parts in common with each other (Number and Item, Number and Color or Item and Color).

When it is your turn, choose a card from your hand to connect to the card that your crew is standing on. Set your card against the section of track on the table and move your crew piece on top of it to end your turn.

If you can not connect a card to the section of track where your crew is standing you need to find a section of track that you can connect a card to. Move your crew one space along the track to a connected card. (If you are on the starter card and no card is connected yet, do not move your crew)

If you do not have any cards that can connect to any section of track already on the table, draw one card from the draw pile before you move your crew. You may play that card if it connects to the card your crew is standing on. If you can not play the new card, move your crew one space and your turn ends.



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## **The Play (continued):**

Any section of tracks can only have four other sections of track connected to it (one on each side of the card).

Tracks can not be laid to overlap. You may not set down new tracks if there is a set of tracks blocking your way.

Each time you put down a new section of tracks connect the end of your card to the card on the table. Tracks do not connect side to side.

You can create a loop of track for a short cut ONLY if your track fits both cards that it connects. (See diagram on page 5)

## **The End:**

Continue playing until a player has played out all of the cards in their hand. The first one out is the winner!

Scoring:

Collect one point for each card the other players still hold.

## **Variations:**

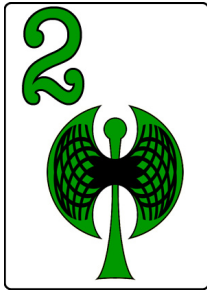
For a fun activity for kids, just connect the cards like dominoes without having crews to move around the track. If you can't make a move, draw one card. Keep going until someone plays all of their cards!

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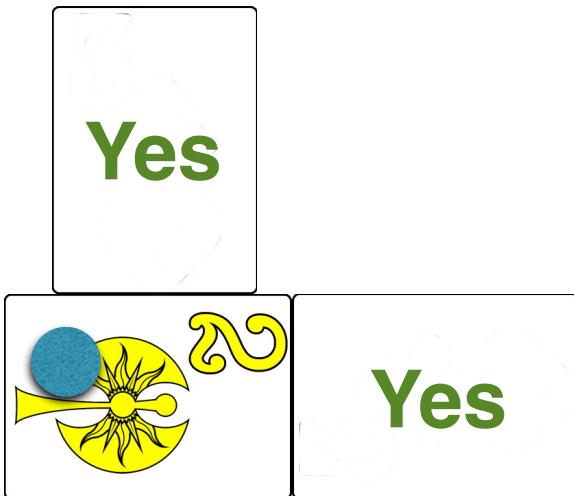
**Build a network of tracks  
with your crew!**



The 2 Green Axes and 2 Yellow Axes have two Parts in common (Number and Item). Play your Two Green Axes next to the Starter Card to connect the tracks and move your crew piece onto the tracks you just laid down.

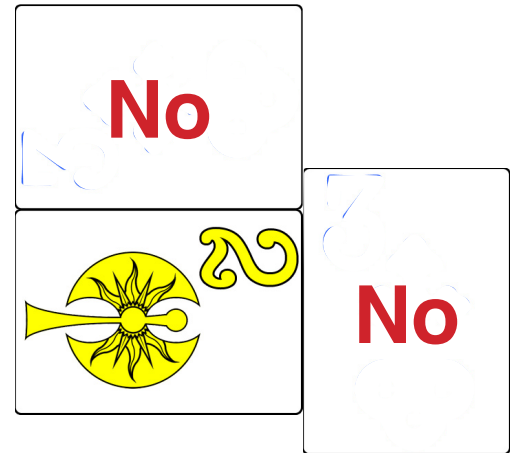


Your  
Crew  

**Starter Card**

**Connect your tracks by the end of  
your card to the card on the table**



**Do not connect your tracks  
from the side**

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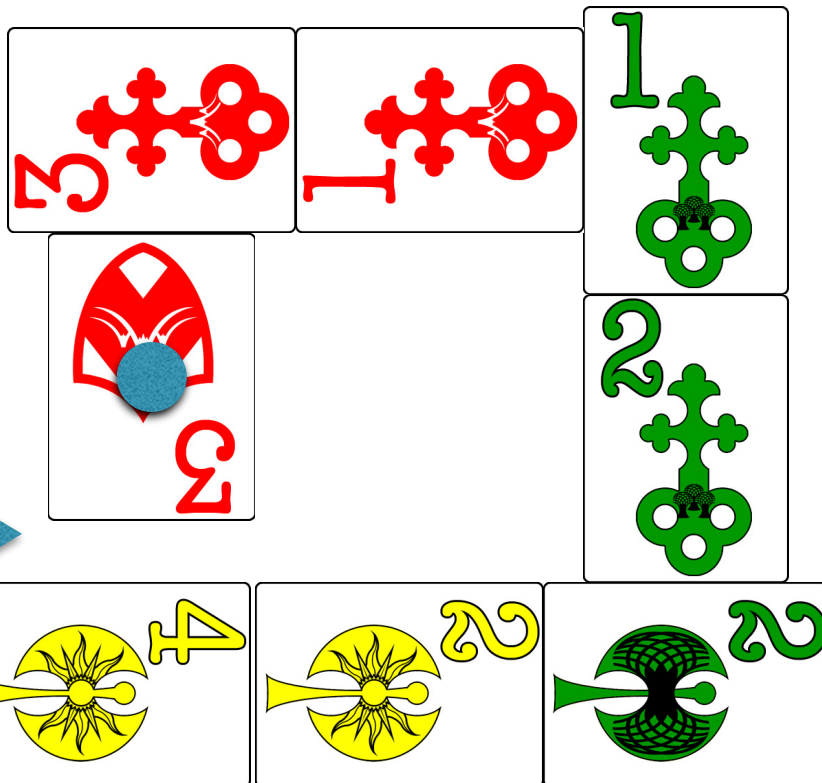
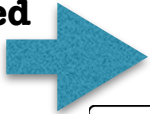
**Build a network of tracks  
with your crew!**



**Draw Pile**

**To build onto the 3 Red Shields you must go to one side.  
The pathway below is blocked by more tracks.**

**This pathway  
is Blocked**



**Before you can build your 4 Blue Axes onto the 4 Yellow axes  
you must move your crew onto the 4 Yellow Axes card. Move  
one card each turn until you get there. After you get your crew  
to the card wait one more turn to build and move your crew.**

## Domino Tracks

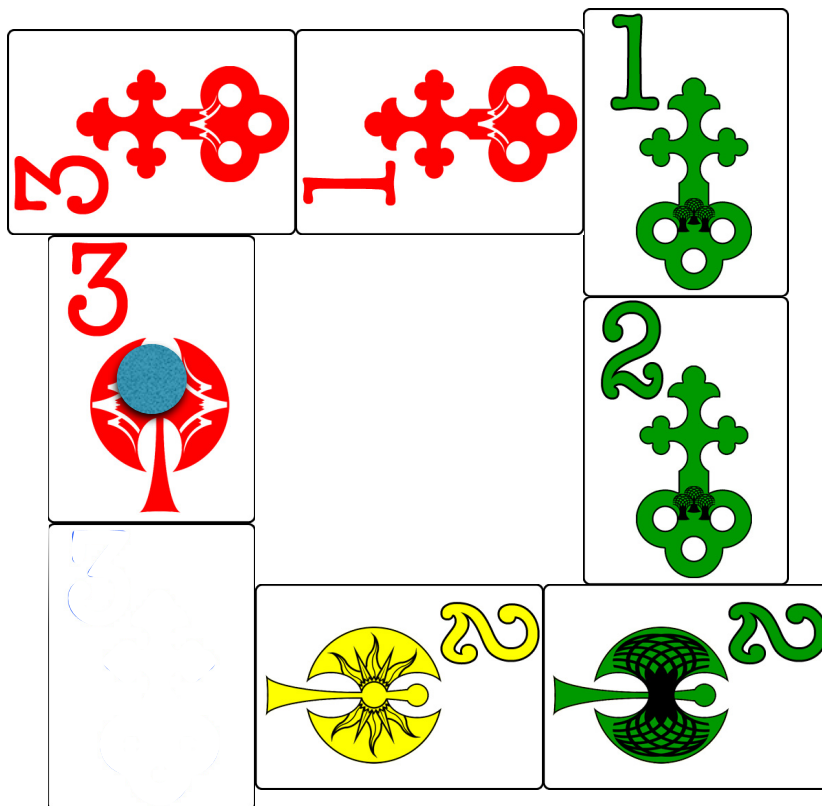
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**Build a network of tracks  
with your crew!**



**Draw Pile**



**You can create a loop of track for a short cut ONLY if your track fits both cards that it connects. In this example the only card that will fit is the 2 Red Axes.**