

Bendo Mata

Object : See Basic Rules.

Preparation of the game : See Basic Rules.

Playing the game :

Instead of matching numbers on Bendominos laid next to each other you must make the two parts of the Bendominos touching each other add up to 7.

For example : if the two ends of the chain are a six and an three then you can lay a one on the six or a four on the 3.

The 2 two ends touching have to add up to 7 but also the new Bendomino has to fit !

The Matador Tiles

There are four Matador tiles in the game. They are considered as Jokers. These are tiles that add up to 7 themselves (6-1, 5-2, 4-3) plus double blank. You can lay a Matador at any time during the game. One of their uses is to unblock the game. When a blank is laid you can only lay a Matador tile against it and there are more blanks than Matador tiles so they are worth keeping if you want to keep the game open.

Note on Play :

If a player cannot lay a tile or has a Matador that they do not wish to lay then they must draw from the stock. The player keeps drawing until he or she can go or until the stock is empty.

If all the players pass then the round is blocked.

Winning and scoring : See Basic Rules.