Donimoes: Puzzles with Dominoes

There are two kinds of puzzles: blocking and capturing.

The Blocking Puzzle’s Goal

The goal is to slide all the dominoes into a rectangle, without sliding any matching numbers next to each other.

Moves

Move a domino one space along its long axis so that none of its numbers match an adjacent number on a neighbouring domino. In this example, the lower domino can move to the right, because the three doesn’t match the two, and the four doesn’t match the 3. You couldn’t move it another space to the right, because then the threes would be right next to each other.

Stay Connected

All the dominoes in the puzzle have to be connected in one solid group, diagonal connections don’t count. When you move a domino, it can be disconnected during the move, as long as it is connected at the start and the end of the move. Remember that it can only move one space at a time, though.

Problems

Here are the starting positions for several Blocking Donimoes problems. The solutions are listed at the end.

Problem 1

Problem 2
Problem 3

Problem 4

Problem 5

Problem 6
Problem 7

Problem 8

Problem 9
Problem 10

Problem 11

Problem 12
The Capturing Puzzle's Goal

The goal is to collect all the dominoes by sliding matching numbers next to each other.

Moves

There are only two ways a domino can move.

Matching

Move a domino one space along its long axis so that it ends up with at least one of its numbers matching an adjacent number on a neighbouring domino. Then collect the domino you moved and any dominoes that match it, by removing them from the pattern. In this example, the threes match, so you collect both dominoes: solution found!

Adding

Move a domino one space along its long axis so that it ends up with at least one of its numbers next to an adjacent number that adds up to six. With an adding move, no dominoes are removed. In this example, the two adds up with the four above it to make six.
Sometimes, you can collect more than two dominoes at once. In the first example, the two matches twos on both of the other dominoes, and you collect all three dominoes. In the second example, the two matches the two to the left, and the four matches the four above it. You collect all three dominoes.

Stay Connected
All the dominoes must stay in one connected group, you can't split the group after moving or after removing the matching dominoes.

Problems
Here are the starting positions for several Capturing Donimoes problems. The solutions are listed at the end.

Problem 1

Problem 2

Problem 3
Contributing

Found some interesting problems to solve? Ideas to share? Get in touch at donkirkby.github.com/donimoes.

Blocking Solutions

Here are the solutions to the Blocking Donimoes problems. For each step, move the listed domino left, right, up, or down.

1. 24R, 24R, 23D
2. 24U, 02L, 02L, 24D, 46D
5. 65L, 65L, 52D, 14D, 53D, 34D, 04R, 04R, 60U, 10U
6. 04D, 04D, 43R, 43R, 43R, 04U, 04U, 50U, 06L, 51U, 02L, 00U
7. 06L, 54L, 06L, 06L, 06L, 43U, 46L, 43U, 54L, 46L, 16U, 54L, 54L, 43D

Capturing Solutions

Here are the solutions to Capturing Donimoes problems. For each step, move the listed domino left, right, up, or down. Then make captures for any matching numbers.

1. 10D, 14R, 23D, 14R
2. 60R, 10R, 12D, 12D, 53R
3. 21R, 34U, 45R, 34U, 16U
4. 03L, 46L, 05R, 34U, 45R, 46L, 45R
5. 54R, 20D, 46D, 06L, 36R
Donimoes is an original puzzle designed by Don Kirkby.