

DOMINOES

GENERAL INFORMATION

Domino games may be played by any number of persons from two to ten. Sets in sizes known as Double-Six, Double-Nine and Double-Twelve are manufactured by Halsam Products Company, 3610 Touhy Avenue, Chicago 45, Illinois.

The Double-Six set contains 28 tiles, the Double-Nine 55 tiles, and the Double-Twelve 91 tiles. The Double-Nine and Double-Twelve sets are especially adaptable to groups of more than four players and are essential to certain round games such as Matador and Tiddie-A-Wink.

Rules which apply to Double-Six sets are equally applicable to Double-Nine and Double-Twelve sets, with such changes as necessary to take care of the larger number of tiles with their corresponding larger counts because of the greater number of "spots". As the number of players participating in a game cannot be predetermined in our instructions, it is suggested that where Double-Nine and Double-Twelve sets are used to play the games of Block, Draw and Muggins, the number of tiles distributed to each player before starting play be increased in proportion to the size of the set used.

Domino games begin by turning the pieces face down so the spots do not show after which they are shuffled. Players then draw the required number of pieces, and the balance is set to one side for further use as covered by the rules. Pieces are matched end to end, but all doubles are set upright across the line. In games where highest double tile drawn determines lead, that is, player who starts play, it is assumed that at least one double will be distributed in the general deal. If this does not occur, it is suggested that all tiles be returned to the pool, reshuffled and dealt.

In practically all games each player tries to block the game so that an opponent cannot make a play, that is, match one of the tiles in his hand to a similar end tile already played. While trying to block his opponent, a player attempts to play out his own hand and go "Domino". This happens when he plays his last piece before any opposing player can do likewise.

7. If the game is blocked and no player can make Domino, the one whose hand contains the least number of spots scores the difference between his hand and the total of each opponent. Doubles left in the hand count their full value instead of half their value when played.

TIDDLE-A-WINK (6 to 10 players) (Use a Double-Nine or Double-Twelve Set)

1. Shuffle dominoes. If six or more play, distribute 6 dominoes to each player; more if a double-twelve set is used.
2. Player holding highest double, leads. This is arranged by calling for double-nine first, when double-nine set is used. If a double-twelve set is used, a double-twelve lead is called for. If no player has these doubles, the next highest double is called for and so on, until a start is made.
3. When a player plays a double, either when leading or during the game, he is allowed a second play, thus having two turns instead of one.
4. When a player is unable to match, he says "Go" and passes.
5. Player playing his last tile first calls "Tiddle-A-Wink". This player receives one point for each spot left in his opponents hands.
6. If game is blocked and no player is able to match an open end player holding least number of spots, or in case of a tie, the least number of tiles, scores the number of spots left in the opponents hands.
7. 200 points wins game — or more or less, by agreement.

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A game becomes "blocked" when no player can match a tile from his hand with the end tiles exposed on the table. Rules for determining a winner, when a game is "blocked", will be found in the directions covering each game.

BLOCK GAME

1. Each player draws 7 tiles from pool. Player with the highest double leads. After that, each player plays alternately until the end of the game.
2. Tiles are played one at a time, and each tile played must match the end of a piece that does not join any other.
3. If a player cannot play, the next plays. If no one can play, the games is blocked. Spots are counted on the tiles each player still holds. Player with the lowest number of spots adds to his score the total spots held by each of his opponents. If there are two players with the same number of spots lower than their opponents, there is no score.
4. If any one player is able to play his last tile while his opponents hold their, he calls "Domino", wins the hand and scores the number of spots the other players hold.
5. Game is 100 points or less by agreement.

DRAW GAME

Each player draws 7 tiles from the pool, and the game is subject to the same rules as Block Game, with one exception. When a player cannot play, he must draw from the pool or bone yard, as it is sometimes called, until he can play, or until he has drawn all the pieces. If game becomes blocked and no one is able to play, Rule 3, as found in Block Game, applies.

MUGGINS

1. Each player draws 5 tiles from pool. Player with highest double leads. After that, each player plays in turn.
2. If the player who leads can put down any domino containing spots that total 5 or 10, such as the double-five, six-four, five-blank, three-two, etc., he adds that number to his score in the game.
3. In matching, if a player can put down a tile to make five, ten, fifteen or twenty, by adding the spots contained on both ends of the row, it is added to the score of the player setting it.

4. The player who makes a count must announce it immediately when he plays his tile. If he fails to do so, or calls the wrong count and any of his opponents call "Muggins", he is not allowed to score the count.
5. If a player cannot match, he must draw from the pool or bone yard until he can play or exhausts the pool.
6. As in Block and Draw games, first player who plays his last piece scores the count of the spots remaining in his opponent's hands. When the game is blocked, player having the lowest number of spots wins and adds to his score the spots other players have in excess of his. The sums added to the winner's score must be the multiple of five nearest the actual count.
7. Game is 200 points if two play or less in accordance with number of players.

MATADOR (3 to 8 players) (Use a Double-Nine Set)

1. Shuffle dominoes face down as usual.
2. If there are three to six players, each draws 7 tiles, six to eight players, each draws 5.
3. Player having highest double or highest domino, leads. Doubles count only half their full value in playing. Thus, a double-nine counts 9, a double-eight counts 8, etc.
4. Next player, instead of playing a matching domino, must play a piece, one of whose ends, when added to an open end, will make a count of 10. Thus, a nine requires a one to be played on it; an eight, a two; a seven, a three, and vice versa.
5. Since no piece can be added to a blank to make 10, there are six Matador tiles. They are nine-one, eight-two, seven-three, six-four, five-five and double blank. These six Matadors can be played anywhere, at any time, and are, of course, the only ones which can be played on a blank.
6. When a player cannot make the required 10 and does not wish to play his Matador or has none, he must draw from the pool until he gets a playable domino. If he still does not get one, he must play his Matador if he has one, or pass. Failure to play when he can deprives him of any count he may make with that hand.