

HOW TO PLAY DOMINOES

PARKER BROTHERS, Inc.

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BLOCK GAME

Each player draws seven from the pool. The highest double leads in the first hand, and after that each player leads alternately until the end of the game. The pieces are played one at a time, and each one played must match the end of a piece not joining any other. If a player cannot play, the next plays. If neither can play the set is blocked and they count the number of spots on the pieces each still holds. Whoever has the lowest number of spots adds to his count the number held by his opponents. If there are two with the same number, and lower than their opponents, there is no count. Any one able to play his last piece while his opponents hold theirs, cries "Domino!" wins the hand, and adds to his count the number of spots the rest hold. The number required to win the game is one hundred, or less by agreement.

DRAW GAME

Each player draws seven, as in the Block game, and the game is subject to the same rules as Block, except when a player cannot play he is obliged to draw from the pool until he can play, or has exhausted it, even though the game be blocked by his adversary. The player may draw as many pieces as he pleases. He *must* draw until he can match. After a lead has been made there is no abridgment to this right. Many confound the Draw game with Muggins and the Bergen game. In those games the rule is different, for when a player *can* play he is obliged to.

The object of drawing is to enable him to play. Having drawn the required piece the rule to play remains imperative as before. The *Draw game* is based upon the unbridged right to draw, and is known as a distinctive game by this only.

MUGGINS

Each player draws five pieces. The highest Double leads, after that they lead alternately. The count is made by fives. If the one who leads can put down any domino containing spots that amount to five or ten, as the Double-Five, Six-Four, Five-Blank, Trey-Deuce, etc., he counts that number to his score in the game. In matching if a piece can be put down so as to make five, ten, fifteen or twenty, by adding the spots contained on both ends of the row, it counts to the score of the one setting it. Thus a Trey being at one end and a Five being at the other, the next player in order, putting down a Deuce-Five, would score five; or if Double-Trey was at one end, and a player was successful in playing so as to get Double-Deuce at the other end, it would score ten for him. A Double-Six being at one end, and Four at the other if the next player set down a Double-Four, he counts twenty—Double-Six, *i. e.*, Twelve, plus Double-Four, *i. e.*, Eight, equals Twenty. The player who makes a count must instantly announce it when he plays his piece, and if he fails to do so, or if he counts wrongly and any of his opponents call "Muggins" he loses the count. If a player cannot match he draws until he gets the piece required to match either end, or exhausts the pool. As in the *Draw game*, the first one who plays his last piece adds to his count the spots his opponents have; and the same if he gains them when the game is blocked, by having the lowest count. But the sum thus added to the score is some multiple of five nearest the actual amount. His opponents having twenty spots and he nineteen, he adds twenty to his score. If they have twenty-two he adds twenty, as nearest multiple of five; but if they have twenty-three he adds twenty-five, twenty-three being nearer than that to twenty. The game is two hundred, if two play; but one hundred and fifty, if more play.

BINGO

Is played as similarly to the card game of Sixty-Six as the difference between dominoes and cards will permit. Pieces rank the same as in other domino games, excepting that Blanks count as seven spots. The Double-Blank called Bingo, counts fourteen, is the highest domino, and will take the Double of trumps.

The game is played by two persons, and is commenced by drawing for the lead; the lowest piece has the lead. Each player then draws seven pieces, after which the eldest hand turns up another piece, the highest spot on which is trumps. The eldest hand then leads, and the play is conducted in the same manner as Sixty-Six at cards.

The game is seven points, made as follows: The player who first counts seventy, scores one point towards game; if he makes seventy before his opponent has counted thirty, he scores two points; if before his adversary has won a trick, three points. If Bingo capture the Double of trumps, it adds at once one point to the winner of the trick.

The pieces count as follows to the winner of the trick containing them; the Double of trumps always twenty-eight; the other Doubles and all the other trumps according to their spots; the Six-Four and Three-Blank for ten each, whether trumps or not; the other pieces have no value.

If the player has two Doubles in his hand, he can, at his turn to lead, play one, show the other and announce twenty points, which are added to his count as soon as he has won a trick. Three Doubles count forty; four Doubles, fifty; five Doubles, sixty; six Doubles, seventy points. If Bingo be among the Doubles held, it adds ten more to the count.

In all other respects the game is conducted in the same manner as Sixty-Six. Laws 1, 2, 3, 4, 5 and 6, and 14 of Sixty-Six, as well as the directions for playing the three-handed game, all apply to Bingo, except that wherever "sixty-six" occurs, "seventy" must be substituted for it.

MATADOR

Played with a Double Six Set

This differs from all other games of Dominoes, in that each player, instead of matching pieces, must make up the complement of seven. For instance, a Five requires a Two to be played to it, because two added to five makes seven; a Six, an Ace; a Four, a Three-spot; and *vice versa*.

It will be seen that there is no piece capable of making Seven of a Blank; to obviate this, there are four *Matadors*, the Double-Blank, and the three natural Seven-spots, namely, Six-Ace, Five-Two and Four-Three. These can be played anywhere, at any time, and are, of course, the only ones which can be played on a Blank.

Each player at the commencement, draws three pieces; the one who has the highest Doublet commences; or, if neither has a Doublet, then the highest piece.

If Double-Four is led, the next player must play a Three to it; or, failing to have a Three must draw till he gets one. Supposing it to be a Three-five, the end spots will be a Four and a Five—the next player must then either play a Three on the Four, or a Two on the Five, and so on.

This game may be played by two, three or four persons. When two play, there must be three pieces left undrawn to prevent each from knowing exactly his opponent's hand. When more than two engage in the game, all the Dominoes may be drawn. The player who makes Domino first counts the spots on the other hand, or

hands, and scores them towards game, which is one hundred or more, as agreed on before commencing.

If Domino be not made before the drawing ends, and a player cannot play in his turn, he must pass, and await his next turn, but he must play if he can; the failure to do so deprives him of any count in that hand.

In playing, a Doublet counts as a single piece. Thus: Double-Six is a Six, and can only be played on an Ace-Spot, or on Double-Ace; but, if left in the hand after Domino is called, it counts twelve to the winner.

If the game be blocked, and neither player can make Domino, then the hand containing the least number of spots wins, but it does not count to its own score.

The Blanks are very valuable at this game,—the Double-Blank being the most valuable of all the Matadors, as it is impossible to make a Seven against a Blank; so that, if you hold Blanks you may easily block the game and count.

When you have the worst of the game, and, indeed, at other times as well, guard against your adversary's Blanks, and prevent him from making them; which you may do by playing only those Dominoes which fit with the Blanks already down.

Never play a Blank at the lead unless you have a Matador or a corresponding Blank.

Keep back your Double-Blank till your opponent makes it Blanks all; you can then force him to play a Matador, or compel him to draw until he obtains one. It is better to have a mixed hand.

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