

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 for the Milton Bradley Company, Springfield, Massachusetts, 01101.

The Double-Six set contains 28 tiles, the Double-Nine 55 tiles, and the Double-Twelve 91 tiles. The Double-Nine and Double-Twelve are especially adaptable to groups of four or more players and are essential to games such as Matador and Tiddle-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. As the number of players participating in a game cannot be predetermined in our instructions, it is suggested that when Double-Nine or 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 can then draw the required number of pieces. 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 the 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 redrawn.

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 with 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.

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 (2 to 4 Players)

1. Each player draws 7 tiles from the pool. Player with the highest double leads. After that, they play 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 game 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, minus his count. 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 theirs, 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 (2 Players)

Each player draws seven 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), until he can play, or until he has drawn all the bones (pieces). If the game becomes blocked and no one is able to play, Rule 3, as found in Block Game, applies.

MUGGINS or ALL FIVES (2 to 4 Players)

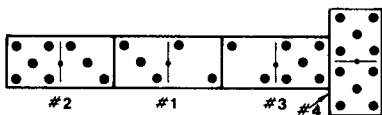
In the United States this is the most popular of all the Domino games.

1. At the start of a two-player game, each draws a hand of seven Dominoes. For three or four players, each draws five Dominoes.

Player with the highest Double, or if no Double, the highest Domino, plays first, playing any Domino he wishes from his hand.

2. The OBJECT OF THE GAME is to score points when the piece played makes the ends of the line(s) of Dominoes equal to five or multiples of five, as illustrated below:

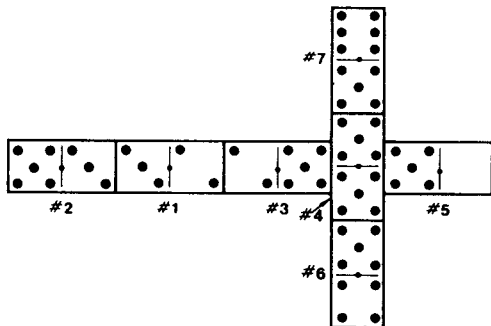
FIGURE 1 (Illustration)



Here the leader played 3-2 (#1) and scored five points. The next player layed down 3-5 (#2), making seven points, no score. The first player then played 2-5 (#3) and scored ten points. His opponent then played Double 5-5 (#4) scoring 15 points.

All sides of the FIRST DOUBLE Domino played may be used, one piece to each side and later one to each end. All other Doubles are played at right angles to the line and the total of both ends of them is counted, as $6-6 = 12$, $5-5 = 10$, $4-4 = 8$, etc.

FIGURE 2 (Illustration)



Continuing the play as shown in Figure 2, the leader played 5-0 (#5) and scored 5 points. His opponent played 5-4 (#6) now totaling the THREE ends $5+4+0 = 9$ points, no score. Next 5-6 (#7) is played. The total of the FOUR ends $6+5+4+0 = 15$ points.

(Pick seven pieces out of a set of Dominoes. Play them one at a time as you read the above directions.)

Rules for "Going Domino" are the same as in Block Game. The count of the opponent's Dominoes still unplayed is obtained by taking the nearest five. If the spots amount to 28 or 29, the points scored would be 30. If it were 26 or 27, the score would be 25. If both players are blocked, the player with the lowest number of spots on his remaining Dominoes scores the difference between the amount he has on his Dominoes and the amount his opponent has. The player to score 100 points first wins the game.

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

1. Shuffle Dominoes face down as usual. If there are 3 to 6 players, each draws 7 tiles. If there are 6 to 8 players, each draws 5.

2. 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.

3. 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 9 requires a 1 to be played on it, 8 and 2, 7 and 3, and vice versa.

4. Since no piece can be added to a blank to make 10, there are 6 Matador tiles. They are 9-1, 8-2, 7-3, 6-4, 5-5 and Double Blank. These 6 Matadores can be played anywhere, at any time and are, of course, the only ones which can be played on a blank.

5. 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.

6. 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 6 or more players, distribute 6 Dominoes to each, more if a Double-Twelve set is used.

2. Player holding highest double leads.

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 spots left in the opponents' hands.

7. 200 points wins game — or more or less by agreement.

TEXAS 42 (4 playing as Partners)

1. A set of Double-Six Dominoes is used, but they are not played in the usual manner of laying them out matching end to end on the table. THE OBJECT OF TEXAS 42 is to take Tricks and, if possible, have the Tricks contain point scoring Dominoes.

2. Each Trick taken is counted as 1 point, and the 5-5 and 6-4 Dominoes count 10 points each. The 5-0, 4-1 and 3-2 Dominoes each have a point value of 5 points. The total of 42 is counted for each hand, 35 points for the Dominoes and 7 points, one for each Trick.

3. The players choose their partners and sit opposite each other, similar to playing Bridge. The Dominoes are well shuffled face down on the table and each player draws 7 Dominoes. They should separate their Dominoes in suits and study them before making a bid.

4. There are 8 suits: Blanks, One's, Two's, Three's, Four's, Five's, Six's and "Doubles." In all the Number suits, the Double Domino of the Number is the highest. In the Double's suit, Double 6-6 is the highest.

5. BIDDING: The player having the 1-0 Domino in his hand bids first. A minimum bid is 30 and the highest is 42. Each player, in turn, may make one Bid which must be higher than the Bid before him. He may, however, "Pass" instead.

6. PLAYING: The highest bidder plays the first Domino which becomes the Trump suit. If this Domino is a "mixed" Number (not a Double), the player must announce WHICH of the Numbers he intends as Trump. The Domino of the suit led having the most points (or its Double) wins the Trick. The winner of the Trick takes in the four Dominoes and leads with another Domino from his hand. When Trump is not led, the HIGHER number on a "mixed" Domino becomes the suit led. For example: If One's is the Trump suit and a player leads with a 2-4 Domino, the suit being led at that time is the 4. To take a Trick, a Trump Domino may be used when a player cannot follow suit.

7. SCORING: Each Trick counts one point. Scoring Dominoes count their value also, 10 for the 5-5 and 6-4 Dominoes and 5 for the 4-1, 3-2 and 5-0 Dominoes.

After the seven Tricks have been played, each side totals the points it has made, Tricks and point-scoring Dominoes.

If the bidding side makes MORE points than it has bid, it scores the bid PLUS the amount of points made.

For example: if the team bid 37 and made 38 points, they would score 75.

If, however, they bid 37 and made only 36 points, their opponents would score the 6 points they made, PLUS the opponents' bid of 37, for 43 points altogether. The bidding side would not score any points.

8. The team having the most points after five games usually is declared the winner.

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