

wood Dominoes

INSTRUCTIONS

DOMINO GAMES

BLOCK AND DRAW DOMINOES (Traditional Dominoes)

AGES 6+

PLAYERS: 2-4

EQUIPMENT: 1 set of dominoes

Before play begins, all dominoes are turned face down and mixed. Each player draws five dominoes and stands them on edge before him so that his opponents cannot see his domino faces. The remaining dominoes become the draw pile. Play moves to the left.

Each domino is divided into two parts, or ends, each containing a set of spots. A double domino contains matching ends (6-6, 5-5, etc.), and the player who draws the highest double domino places it in the center of the table to begin the game. If no double was drawn, all dominoes are returned to the draw pile, reshuffled, and redrawn.

The second player then tries to match one of his dominoes to one end or side of the double. For example, if the first domino played is a double four, the second player may add any one of his dominoes containing four-spots on one end. The next player may play to the double four, or he may try to match the end of the second domino played. Blanks match other blanks. Only one domino may be played at each turn; dominoes are placed lengthwise rather than at right angles except in the case of a double.

If a player cannot match the spots at any open end of a row, he must draw from the extra dominoes until he is able to do so. Should he draw the last domino and still not be able to play, he passes and then tries again on his next turn. A player must play a domino if he is able to do so. Doubles are always placed crosswise to the end they match, thereby giving two new directions in which to place dominoes.

Play continues until one player has used all of his dominoes or until no one can play. If no further plays can be made, and all dominoes have been drawn, the player with no dominoes, or with the least number of points (spots) on his remaining dominoes wins the round. He subtracts the total of his points from the total of each of his opponent's points and scores the balance of points from each. Rounds continue until one player scores 100 points. The game is won by the first person to score 100 or more points.

Players match ends of the dominoes but may play to either end or to either side of a double. Or with the least number of points (spots) on his remaining dominoes wins the round. He subtracts the total of his points from the total of each of his opponent's points and scores the balance of points from each. Rounds continue until one player scores 100 points. The game is won by the first person to score 100 or more points.

Players match ends of the dominoes but may play to either end or to either side of a double.

ALL FIVES

AGES 6+

PLAYERS: 2-4

EQUIPMENT: 1 Set of Dominoes

This variation of Block and Draw Dominoes only scores if the ends add up to a multiple of five. Each domino is divided into two parts, or ends, each containing a set of spots. A double domino contains matching ends (6-6, 5-5, etc.).

To begin play, shuffle the dominoes and each player draws dominoes, (7 dominoes if 2 players, 5 if 3 or 4 players). The player with the highest double domino goes first, and then play continues to the left. Each player plays a domino by matching the ends of the same suit (1's, 2's 3's etc.)

and trying to make the open ends add up to a multiple of five. Double Dominoes are laid crosswise and count as the total value (double three is six points). When a player cannot follow suit, the player draws from the pile of remaining dominoes until they can make a play. The first player to get rid of all their dominoes ends the hand.

Players keep track of the points that are scored during the hand and the player that goes out of dominoes first also gets the points from the dominoes left in the other players' hands. Count the total number of spots in each hand and round to the nearest five. For example, if total spots equal seven then round to five points, if total spots equal eight then round to ten points. If the total spots equal twenty-one then the first out player receives twenty points. The first player to 100 points wins.

BLIND DOMINOES

AGES 6+

PLAYERS: 2-5

EQUIPMENT: 1 Set of Dominoes

This is the simplest of all the domino games. Shuffle the dominoes and each player draws one domino until all the dominoes are evenly distributed. Players place their dominoes face down in a row. The youngest player starts by placing the first domino from their row face up on the table. Players then continue by turning over the first domino from their row face up. If that domino matches suit of the ends, of the dominoes already face up on the table, then the domino is played and the same player turns up his next domino. If the domino does not match, then the domino is placed face down at the bottom of the player row. His turn is now over and play continues to the next player.

Each domino is divided into two parts, or ends, each containing a set of spots. A double domino contains matching ends (6-6, 5-5, etc.)

The first player to get rid of all their dominoes wins.

DOMINO PATIENCE

AGES 6+

PLAYERS: 1

EQUIPMENT: 1 Set of Dominoes

Object: Play all of the dominoes from your hand.

Play: Shuffle the dominoes face down and draw five. Turn these five face up and play one of them. Now match either end of your first domino with another from your hand. Continue to play to either end. Whenever you find that you are left only with dominoes in your hand that will not fit on either end, you must draw an extra domino from those still face down, and continue doing this until you pick one that you can play.

KNOCK-OUT

AGES 6+

PLAYERS: 1

EQUIPMENT: 1 Set of Dominoes

Object: "Knock Out" all the dominoes.

Play: Turn all the dominoes face down, shuffle them well, and arrange them end to end in one long line. Keeping them in the same position, turn them all face up. If there are any dominoes whose ends match where they touch, you may 'knock' them out of line and close up gap. Carry on doing this as long as you can.



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