



D·O·M·I·N·O·E·S

GAME INSTRUCTIONS

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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.).

Doubles are laid crosswise. The open ends of the double are counted until another domino is played on it. From that point forward, the open ends of the double are not counted, play continues clockwise until a player runs out of dominoes, ending the hand. If a player cannot play he must draw one domino from the pile. One domino must remain in the pile. If a player cannot play and cannot draw from the pile, he must pass, play continues until one person plays all of their dominoes or no one can make a play, thus ending the hand.

Scoring: One point for each multiple of five (5 – one point, 10 – two points, 15 is three points, etc.). No points are awarded if the sum of the open ends do not add up to a multiple of five. One point for every five spots left on the opponents hand is awarded to the player winning the hand. If the hand is a stalemate, the player with the least number of spots in their hand wins the hand, and is awarded the points. The first player to reach 61 points wins the game. Several hands may be needed.

Domino Games (solo play)

BINGO

No. of Players: 1
Equipment: 1 Set of Dominoes

Object: Remove all dominoes from play.

Play: Turn all the dominoes face down, shuffle them well and arrange them all in one long row, side by side. Now turn them all face up in order. Starting from the leftmost end of the row, begin counting from 0 to 12, touching a domino as you speak each number. Add the pips (spots) on each domino as you do so, and if they match the number you speak, you may remove it from the line. When you reach 12 start counting from 0 again, and when you get to the end of the row close up all the gaps and continue counting from the leftmost end of the row.

DOMINO PATIENCE

No of 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.

FIVE COLUMNS

No. of Players: 1
Equipment: 1 Set of Dominoes

Object: Discard all twenty-eight dominoes.

Play: Shuffle the dominoes face down. Draw three of them and place them face up. These three are your reserve. Leaving the other twenty-five dominoes face down, arrange them in five columns with five dominoes in each column. Turn them all face up, keeping them in the same positions.

The domino at the bottom of each column and the three in reserve are all available for play. If the pips (spots) on any two available dominoes add up to twelve, you may remove that pair of dominoes and move them to a discard pile. Discarding a domino from the bottom of a column makes the domino above it available for play. When the last domino from a column is discarded, the bottom domino from any other column may be moved into its place.

FIVE'S THE LIMIT

No. of Players: 1
Equipment: 1 Set of Dominoes

Play: This is the same as Domino Patience except that there is the additional rule that you are never allowed to have more than five dominoes in your hand at any one time. If you have five unplayable dominoes in you hand you have lost.

KNOCK-OUT

No. of 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.

TWELVE TO GO

No. of Players: 1
Equipment: 1 Set of Dominoes

Object: Discard all 28 dominoes.

Play: Shuffle the dominoes face down and draw six of them. Place them face up in front of you. The remaining twenty-two dominoes form the stock: put them to one side for the moment.

If, in the six dominoes you have chosen, there are any two dominoes, which between them have a total of twelve pips, you may discard them. For Example, the 6-2 and the 3-1 or the double-six and the double-blank. Put any discarded dominoes into a waste pile and replace them from the stock so that you always have six dominoes in front of you. If you cannot discard from the six dominoes in you hand, the game is over.



Domino Games

ALL FIVES

No. of 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, 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.

ALL SEVENS

No. of Players: 2-4
Equipment: 1 Set of Dominoes, Paper to Keep Score

The first player to reach either 50 or 100 points is considered the winner. 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.).

Play: Shuffle all the dominoes, face down.

For two players draw, seven dominoes each. For three or four players, draw five each. The player with the highest double plays first with that double. Play continues in a clockwise direction with players placing one domino end to end only. A domino may only be played if the two ends matched up add up to seven. Example: two played against a five; one played against a six, etc.

There are special dominoes that may be used as wilds and may be played at any time. The wilds are the dominoes that add up to 7; 6-1, 5-2, etc, and the double blank. These are the only dominoes that can unblock an end that has a blank.

Players may draw a domino from the pile even if they have a playable domino. Players who cannot play must draw from the pile until they draw a playable domino or there are no dominoes left in the pile to be drawn. Two dominoes must be left in the pile. The hand is ended when a player is able to play all of their hand, or play is blocked and the player with the lowest spot total remaining in their hand is the winner for that round.

Scoring: The winner is awarded the spot total of the opponents hand(s). If a hand is blocked, the winner is awarded the opponents total spots minus the remaining total of spots on the winners hand.

BERGEN

No. of Players: 2-4
Equipment: 1 Set of Dominoes

This is a variation of Block and Draw Dominoes in which players try to have the open end suits the same. Shuffle the dominoes and draw six dominoes each. 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 player with the lowest double domino starts and also scores, since both open ends are the same suit. Play continues to the left with each player matching suit to one of the ends. If the player does not have a domino that matches suit then they draw one domino from the pile of remaining dominoes. A player scores two points for making a two ends match and three points for making three ends match.

Play continues until one player goes out. The first player to 15 points is the winner.

BLIND DOMINOES

No. of 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.

BLOCK AND DRAW DOMINOES

(Traditional Dominoes)

No. of 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 opponents 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.

FIVE UP

No. of players: 2, 3 or 4
Equipment: 1 Set of Dominoes, Paper to Keep Score

Object: To be the first player to score 61 points

Play: Place all dominoes face down and shuffle them. Draw one domino per player to determine the first player (highest total spots plays first). Each player draws five dominoes. The first player places any domino he chooses. Players take turns laying down a domino, matching the ends by suit, and trying to make the open ends add up to multiples of five.