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 acrosswise. The open ends of the double are counted until another domino is played on one from that 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, 10, 15, 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 opponent’s hand is awarded to the player winning the hand. If the hand is a blank, the player with the last number of spots in their hand wins, 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 Dominos

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 spots (spots) on each domino so you do so, and if you 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 Dominos

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 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 Dominos

Object: Discard all twenty-eight dominoes.

Play: Shuffle the dominoes face down. Draw three of them and place them face up. These are your reserve. Leaking 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 blue spots (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 also be moved into its place.

**FIVE’S THE LIMIT**

No. of Players: 1

Equipment: 1 Set of Dominos

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 your hand you have lost.

**KNOCK-OUT**

No. of Players: 1

Equipment: 1 Set of Dominos

Object: “Knock Out” all the dominoes.

Play: Turn all the dominoes face down, shuffle them well, and arrange them 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 when 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 Dominos

Object: Discard all 28 dominos.

Play: Shuffle the dominoes face down and draw six of them. Place them face up in front of you. The remaining twenty-two dominoes from the stock put them to the 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 dominos in front of you. If you cannot discard from the six dominos in your hand, the game is over.

**DOMINO GAMES**

**All Fives**

No. of Players: 2-4

Equipment: 1 Set of Dominos

This variation of Block and Draw Dominos 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 dominos and each player draws dominos, (7 dominos 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, 2, 3, etc.) and trying to make the open ends add up to a multiple of five. Double Dominos are laid acrosswise 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 dominos until they can make a play.

The first player to get rid of all their dominos ends the hand.

Players keep track of the points that are scored during the hand and the player that goes out of dominos first also gets the points from the dominos 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 Dominos, 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.).

**Block and Draw Dominos**

**(Traditional versions)**

No. of Players: 2-4

Equipment: 1 Set of Dominos

Before play begins, all dominos are turned face down and mixed. Each player draws five dominos and stands them on edge before him so that his opponent cannot see his domino face. The remaining dominos become the draw piles. 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 dominos are returned to the draw pile, reshuffled, and redrawn.

The second player then tries to match one of his dominos to the 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 dominos containing four spots on one end. The next player may play 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 dominos 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 remaining dominos 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 dominos.

Play continues until one player has used all of his dominos or until no one can play. If no further plays can be made, and all dominos have been drawn, the player with no dominos, or with the least number of points (spots) on his remaining dominos wins the round. He subtracts the total of his points from the total of each of his opponents scores and scores the balance of points at each round. 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 dominos 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 Dominos, Paper to Keep Score

Object: To be the first player to score 61 points.

Play: Place all dominos face down and shuffle them. Draw one domino per player to determine the first player (highest total spots plays first). Each player draws five dominos. 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.

The first player has the option to play the remaining dominoes to the side and score twice the points of the highest double domino on the table. At the end of each round, the player with the highest total points is the winner. The players then play a new game. The second player has the option of playing the remaining dominos to the side and scoring twice the points of the highest double domino played in the previous game. The player with the highest total points is the winner. The players then play a new game. The game continues until one player has 100 points or more. The player with the highest total points is the winner.

The first player has the option to play the remaining dominoes to the side and score twice the points of the highest double domino on the table. At the end of each round, the player with the highest total points is the winner. The players then play a new game. The second player has the option of playing the remaining dominos to the side and scoring twice the points of the highest double domino played in the previous game. The player with the highest total points is the winner. The players then play a new game. The game continues until one player has 100 points or more. The player with the highest total points is the winner.

The first player has the option to play the remaining dominoes to the side and score twice the points of the highest double domino on the table. At the end of each round, the player with the highest total points is the winner. The players then play a new game. The second player has the option of playing the remaining dominos to the side and scoring twice the points of the highest double domino played in the previous game. The player with the highest total points is the winner. The players then play a new game. The game continues until one player has 100 points or more. The player with the highest total points is the winner.