

Directions for Playing Dominola.

There are 42 cards in the pack—six books or sets of six different colors, and one set of six blank cards. Shuffle thoroughly before dealing. Deal from right to left in the usual way ten cards to each, if two or three players; eight if four; seven if five; six if six. The remaining cards go into the "boneyard" or reserve to be drawn from, face down. Each player will deal in turn from right to left.

The first player to the left of the dealer will then play out a double one or a double six of ANY color, or a blank if he have it; if not he will draw one, and only one, card from the boneyard, which he will play down if it be a one or a six or a blank. If after drawing one he still cannot play he will have to pass and give the next player on his left a chance to start the game in the same way.

The next player then plays a double two of SAME COLOR ON the double one or a five on a six, or a blank on a blank, as the case may be; or may play a one or a six of any color not yet out, or a blank if it be not yet played, BESIDE the first set; if he can't do either he too must draw ONE card from the boneyard. If now he can't play he will put the card drawn in with his other cards and pass. The third and all subsequent players build up or down, as the case may be, on the colors already started, or blank on blank, or lay a one or a six of any book, not yet started, beside those already out, till the entire seven sets are started.

The game continues thus till one of the players plays his last card, when he calls out, Dominola! which finishes the round. He is then entitled to count one for each card in the hands of all the other players, in addition to the two points for each trick taken by him as hereafter explained.

As each round proceeds some of the books or sets become full before Dominola is called. Each party completing or playing the last card of each set, including the blank set, is entitled to take it up and get two points for each book so taken, whether he gets dominola or not.

When the boneyard is exhausted, simply pass.
Any number of points may be played for. Forty or fifty make a nice game.

The game may be varied as the fancy or ingenuity of the players may suggest. For instance, instead of using the blank cards for a separate set, use a blank for a starter for each set, then play as before; or use the blank cards as high cards to take a trick with, after it is full.

Blank cards may be numbered from 1 to 6, in the left hand corners if desired.

We shall be pleased to publish directions for any interesting new game to be played with these cards, that may be sent us.

THE DOMINOLA CO.,

17 43rd Street, CHICAGO, ILL.

This game is similar in many respects to the well known game of Authors but much more interesting. Deal out all the cards to players, one at a time, from right to left. Hold your cards so they can all be readily seen and group the colors together. Each player will then find that in all probability he has some of each of the six colors. Player to left of dealer will then call on either of the other players for any card he needs to complete a set or suit of any color. If he get it he may call again from either of the players for another and keep on so long as he gets what he calls for. When he fails to get what he calls for the next player on his left has the call, and if he have at least one card of the color called for by previous player, may call away those he took, or call for any card from any player to fill up a suit he has a starter for. Third and subsequent players do the same. When a suit is complete take it out of your hand and lay in front of you; it counts you one point. If a player lose all his cards he may call for any card from any player to get a fresh start, when his turn comes. Game may be for any number of points agreed.

With Dominola Cards, for three or four players.

Directions for playing Merriola,

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Full instructions with every pack for playing Dominola, Dominola Jr., Dominola Whist, Dominola Echre, Odd and Even, and other games.

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