

HOW TO PLAY DOMINOES

In playing, a Doublet counts as a single piece. Thus: Double-Six is a Six, and can only be played on an Ace-Spot, or on Double-Ace; but, if left in the hand after Domino is called, it counts twelve to the winner.

If the game be blocked, and neither player can make Domino, then the hand containing the least number of spots wins, but it does not count to its own score.

The Blanks are very valuable at this game,—the Double-Blank being the most valuable of all the Matadors, as it is impossible to make a Seven against a Blank; so that, if you held Blanks you may easily block the game and count.

When you have the worst of the game, and, indeed, at other times as well, guard against your adversary's Blanks, and prevent him from making them; which you may do by playing only those Dominoes which fit with the Blanks already down.

Never play a Blank at the lead unless you have a Matador or a corresponding Blank.

Keep back your Double-Blank till your opponent makes it Blanks all; you can then force him to play a Matador, or compel him to draw till he obtains one. It is better to have a mixed hand.

TIDDLE-A-WINK

This is very amusing, and suitable for a round party. If six or more play, each takes three Dominoes. The Double-Six or Double-Nine is then called for. If it is not out, the next highest Double is called, and so on downward until a start is made.

He who plays a Double, in any part of the game, is entitled to play again if he can,—thus obtaining two turns instead of one. The game then proceeds in the ordinary way, and he who plays out first cries "Tiddle-a-wink," having won. In the event of the game being blocked, the lowest number of spots wins.



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RULES

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**One Pair.**—Any two Doubles, Double-Six and Double-Deuce will beat Double-Five and Double-Four.

**Flush.**—Any five of a suit not in consecutive order; as Six-Ace, Six-Trey, Six-Four, Six-Five and Double-Six.

**Triplets, or Threes.**—Any three Doubles. The Double-Ace and Double-Blank being discarded, it follows that only one hand of triplets can be out in the same deal.

**Straight Four.**—A sequence of Fours; as Four-Six, Four-Five, Double-Four, Four-Trey and Four-Deuce.

**Full Hand.**—Three Doubles, and two of any suit; as Double-Six, Double-Trey and Double-Deuce, together with Deuce-Four and Deuce-Ace.

**Straight Five.**—A sequence, or a rotation of Fives.

**Fours.**—Any four Doubles.

**Straight Six.**—A sequence, or rotation of Sixes.

**Royal Hand, or Invincible.**—Five Doubles.

When none of the above hands are out, the best is determined by the rank of the highest leading pieces; thus a hand led by Double-Six is superior to a hand led by Double-Five, but a hand headed by Double-Deuce will beat Six-Five; and Six-Five will outrank Five-Four.

Domino Poker is governed by the same laws as Straight Poker, and is played in precisely the same manner; one game being played with cards and the other with dominoes; the hands, consequently rank differently, but are otherwise identical.

### BINGO

Is played as similarly to the card game of Sixty-Six as the difference between dominoes and cards will permit. Pieces rank the same as in other domino games, excepting that Blanks count as seven spots. The Double-Blank, called Bingo, counts fourteen, is the highest domino, and will take the Double of trumps.

The game is played by two persons, and is commenced by drawing for the lead; the lowest piece has the lead. Each player then draws seven pieces, after which the eldest hand turns up another piece, the highest spot on which is trumps. The eldest hand then leads, and the play is conducted in the same manner as Sixty-six at cards.

The game is seven points, made as follows: The player who first counts seventy, scores one point towards game; if he make seventy before his opponent has counted thirty, he scores two points; if before his adversary has won a trick, three points. If Bingo capture the Double of trumps, it adds at once one point to the winner of the trick.

The pieces count as follows to the winner of the trick containing them; the Double of trumps always twenty-eight; the other Doubles and all the other trumps according to their spots; the Six-Four and Three-Blank for ten each, whether trumps or not; the other pieces have no value.

If the player have two Doubles in his hand, he can, at his turn to lead, play one, show the other and announce twenty points, which are added to his count as soon as he has won a trick. Three Doubles count forty; four Doubles, fifty; five Doubles, sixty; six Doubles, seventy points. If Bingo be among the Doubles held, it adds ten more to the count.

In all other respects the game is conducted in the same manner as Sixty-Six. Laws 1, 2, 3, 4, 5 and 6, and 14 of Sixty-Six, as well as the directions for playing the three-handed game, all apply to Bingo, except that wherever "sixty-six" occurs, "seventy" must be substituted for it.

### MATADOR

This differs from all other games of Dominoes, in that each player, instead of matching pieces, must make up the complement of seven. For instance, a Five requires a-Two to be played to it, because two added to five makes seven; a Six, an Ace; a Four, a Three-spot; and *vice versa*.

It will be seen that there is no piece capable of making a Seven of a Blank; to obviate this, there are four *Matadors*, the Double-Blank, and the three natural Seven-spots, namely, Six-Ace, Five-two and Four-Three. These can be played anywhere, at any time, and are, of course, the only ones which can be played on a Blank.

Each player, at the commencement, draws three pieces; the one who has the highest Doublet commences; or, if neither has a Doublet, then the highest piece.

If Double-Four is led, the next player must play a Three to it; or, failing to have a Three must draw till he gets one. Supposing it to be a Three-five, the end spots will be a Four and a Five—the next player must then either play a Three on the Four, or a two on the Five, and so on.

This game may be played by two, three or four persons. When two play, there must be three pieces left undrawn to prevent each from knowing exactly his opponent's hand. When more than two engage in the game, all the Dominoes may be drawn. The player who makes Dominoes first counts the spots on the other hand, or hands, and scores them towards game, which is one hundred or more, as agreed on before commencing.

If Domino be not made before the drawing ends, and a player cannot play in his turn, he must pass, and await his next turn, but he must play if he can; the failure to do so deprives him of any count in that hand.

## DOMINOES

Dominoes were formerly imported from Europe, but now are made so much better and cheaper by the Embossing Company's patent processes, that they are largely exported to Europe. Dominoes are slabs of some opaque substance or material. The face of each has two compartments, either blank or with colored spots from one to six, or to nine. These are called by the numbers shown. The numbers are: Blank, Ace, Deuce, Trey, Four, Five, Six, Seven, Eight and Nine. The pieces are: "Blank-Ace," "Trey-Six," "Double-Four," etc., according to the combination. The usual sets have pieces up to Double-Six only; but the Double-Nine make a more interesting game. They are shuffled on the table with their backs up, and each player draws at random the number that the game requires. There are various games; but those principally played are the Block, Draw, Muggins, Rounce, Euchre, Poker, Bingo, Block Game, Matador and Bergen.

### BLOCK GAME

Each player draws seven from the pool. The highest double leads in the first hand, and after that each player leads alternately until the end of the game. The pieces are played one at a time, and each one played must match the end of a piece not joining any other. If a player cannot play, the next plays. If neither can play the set is blocked, and they count the number of spots on the pieces each still holds. Whoever has the lowest number of spots adds to his count the number held by his opponents. If there are two with the same number, and lower than their opponents, there is no count. Any one able to play his last piece while his opponents hold theirs, cries "Domino!" wins the hand, and adds to his count the number of spots the rest hold. The number required to win the game is one hundred, or less by agreement.

### DRAW GAME

Each player draws seven, as in the Block game, and the game is subject to the same rules as Block, except when a player cannot play he is obliged to draw from the pool until he can play, or has exhausted it, even though the game be blocked by his adversary. The player may draw as many pieces as he pleases. He *must* draw until he can match.

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After a lead has been made, there is no abridgment to this right. Many confound the Draw game with Muggins and the Bergen game. In those games the rule is different, for when a player *can* play he is obliged to. The object of drawing is to enable him to play. Having drawn the required piece, the rule to play remains imperative as before. The *Draw game* is based upon the unabridged right to draw, and is known as a distinctive game by this only.

### MUGGINS

Each player draws five pieces. The highest Double leads, after that they lead alternately. The count is made by fives. If the one who leads can put down any domino containing spots that amount to five or ten, as the Double-Five, Six-Four, Five-Blank, Trey-Deuce, etc., he counts that number to his score in the game. In matching, if a piece can be put down so as to make five, ten, fifteen or twenty, by adding the spots contained on both ends of the row, it counts to the score of the one setting it. Thus a Trey being at one end and a Five being at the other, the next player in order, putting down a Deuce-Five, would score five; or if Double-Trey was at one end, and a player was successful in playing so as to get Double-Deuce at the other end, it would score ten for him. A Double-Six being at one end, and Four at the other, if the next player set down a Double-Four, he counts twenty—Double-Six, *i. e.*, Twelve, plus Double-Four, *i. e.*, Eight, equals Twenty. The player who makes a count must instantly announce it when he plays his piece, and if he fails to do so, or if he counts wrongly and any of his opponents call "Muggins," he loses the count. If a player cannot match he draws until he gets the piece required to match either end, or exhausts the pool. As in the Draw game, the first one who plays his last piece adds to his count the spots his opponents have; and the same if he gains them when the game is blocked, by having the lowest count. But the sum thus added to the score is some multiple of five nearest the actual amount. His opponents having twenty spots, and he nineteen, he adds twenty to his score. If they have twenty-two he adds twenty, as nearest multiple of five; but if they have twenty-three he adds twenty-five, twenty-three being nearer than that to twenty. The game is two hundred, if two play; but one hundred and fifty, if more play.

### BERGEN GAME

Each player draws six pieces from the pool. The lowest double leads, and is called a double-header. After that the parties lead alternately from right to left. If no one has a double when he comes to lead, he plays his lowest piece. A



player making the extremities of the line the same, it is called a double-header. If one of the extremities be a Double, and the next player can lay a piece that will make the other extremity of the same value, or if a Double can be added to one end of a double-header, it makes a triple-header. If a player is not able to match from his hand, he draws one piece from the pool, and plays. If he is still not able to play, the next plays, or draws, and so on. If domino is made, the one who makes it wins that hand. If it be blocked, they count, and the lowest wins; but if the lowest holds a Double in his hand, and his opponent none, the opponent wins. Or if two have Doubles, and one none, the last wins. If there be a Double in each hand, the lowest Double wins. If there be more than one Double in any one's hand, and all have Doubles, the one with the least number of Doubles wins, without reference to the size of his Double. Thus: if a player holds two Doubles, though they be the Double-Blank and Double-Ace, and his adversary holds but one, though it be Double-Six, the latter wins. The game is ten when three or four play; and fifteen when two. A hand won by either "domino" or counting, scores one. A double-header, either led or made, two. A triple-header counts three. But when either party is within two of being out a double-header or a triple-header counts but one; within three of being out, a triple-header counts but two. A prudent player will retain the Doubles as long as possible, to make triple-headers.

### DOMINO ROUNCE

A pleasant game; from two to four may play. The pieces rank from Nine or Six to Blank, and the Doubles are the best of each suit, trump being superior to any other suit. The game begins by "turning for trump," and he who turns the highest domino is trump-holder for that hand. The dominoes are then shuffled, and each player takes five, when the player at the *right* of the trump-holder turns the trump, and the end of the piece with the greatest number of spots is trump for that round. The players to the left of the trump-holder then announce in succession whether they will stand, discard their hand and take a dummy, or pass. When two or three play there are two dummies of six pieces each; if four play, only one dummy of seven pieces, and the eldest hand has the privilege of taking it. When all pass up to the trump-holder, the last player may elect to give the trump-holder five points instead of standing or playing dummy. The trump-holder may discard a weak piece and take in the trump turned, or discard his hand and take a dummy, if one is left; in which case he must abandon the trump turned. The player who takes a dummy must discard so as to retain only five pieces. After the first hand the trump passes to the players at the left in succession. The game begins at fifteen, and is

counted down until the score is "wiped out," each trick counting one. The player who fails to take a trick with his hand is "Rounced," i. e., sent up five points. It is imperative that suit should be followed, and if in hand, trump led after trick, as in Loo, but a player is not compelled to "head," i. e., take a trick, when he cannot follow suit.

### DOMINO EUCHRE

Is usually played by four persons. The pieces rank as follows: The Double of the trump suit is the Right Bower, the next lower Double Left Bower. There is, however, an exception, for when Blank is trump, it being impossible to have a lower than the Double-Blank, the Double-Six or Double-Nine becomes Left Bower; so the lowest Double is Right and the highest Double Left Bower. After the Right and Left Bower, the value of the dominoes is governed by the number of spots following the trump. If Six is trump, the Double-Six is Right Bower, and the Double-Five is Left Bower, followed by Six-Five, Six-Four, Six-Trey, and so on down to Six-Blank. If Ace be trump, Double-Ace is Right Bower, Double-Blank Left Bower, the Ace-Six is next in value, the Ace-Five next, and so to the Ace-Blank. But when Blank is trump, the Double-Blank is Right Bower, and the Double-Six Left Bower, the next trump being Blank-Six, the next Blank-Five, and so to Blank-Ace, which is the lowest trump. In a suit not trump, the pieces rank from the Double of the suit downward.

At the beginning of the game draw to decide who shall turn up trumps; he who draws the lowest piece is the dealer and entitled to the privilege. The dominoes again shuffled, each player draws five, beginning with the eldest hand, and the dealer turns up one of the remaining pieces for trump. That portion of the domino which has the highest number of spots upon it determines the suit of the trump. Thus, if Six-Ace be the piece turned, then Six is trump suit. After the first hand the privilege of turning trump passes to each player in succession. The eldest hand does not have the lead unless he orders up, or makes the trump. Only the player who takes up, orders up, assists or makes the trump, has the right to lead. With this exception, Domino Euchre is like the card game of Euchre and the same rules govern.

### DOMINO POKER

In this twenty pieces are employed, the Double-Ace and all the Blanks being discarded. The hands rank in regular order from one pair up to the Royal hand, the highest that can be held, as follows: