

# DOMINOES

## RULES OF PLAY

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Domino sets vary in size according to the number of pieces. The standard set is the "double-six" but the "double-nine" and "double-twelve" sets give greater variety to play and add interest to the game because of the increased skill required. The following rules apply to "double-six" set but are equally applicable to the larger sets with such changes necessary to take care of the increased number of pieces with their correspondingly larger counts because of the greater number of "spots."

**GENERAL**—Domino Games begin by shuffling the pieces that have been turned face down so the "spots" do not show. Players then draw the required number of pieces and the balance left are set to one side for further use as covered in the rules. Pieces are played end to end but all doubles are set upright across the line.

**OBJECT**—In practically all domino games the players strive to block the game so that others cannot make a play; or to make the ends when added together equal some given number or multiple of that number; or to so play that the ends of the line will show "spots" of equal value. A player goes "domino" when he plays his last piece before any opponent.

**MUGGINS**—Each player draws seven pieces. The highest double leads. The object is to make all ends total five or a multiple of five and each player succeeding in doing this scores the number of points the "spots" total, for example, 5, 10, 15, etc. Play can be made from both sides of the first double and both ends of the first double, giving four different points upon which to build.

When a player cannot lay down a domino which will match the same "spot" of those already showing on any one of the ends, he must draw

from the surplus pieces until he secures one that will play. It is permissible to draw even though player holds a piece which would play. When a player fails to claim a score, any opponent can call "muggins" and add the count to his own score. A player laying down his last piece calls "domino"; all other players count the "spots" on the pieces remaining in their hands and the total score of all hands is given to that player. If the game is blocked, then each player counts his "spots" and the player holding the lowest number is given the difference between his total and that of each opponent. Then the next lowest—is given a score equal to the difference between his total "spots" and that of each of his higher opponents; etc. 100 points is game.

**DRAW**—Each player draws seven pieces. Any domino can be lead. The leader should be determined before the game starts and the lead at the beginning of each new hand, then progresses from right to left. Players can play from either end of the first domino and in using the larger sets it is advisable to play from both sides and ends of first double. When a player cannot play he draws from the surplus until he secures a piece that will play. The same rules for going "domino" and for scoring apply as in "Muggins" except that 5's are not counted.

**BLOCK**—The same game as "Draw" except that excess pieces are not drawn when a player cannot play. He merely says, "pass" and other players continue to play until such a time as a piece is played which will make some play possible for his hand, or until no one can play and the game becomes blocked. Going "domino" and scoring are the same as in "Draw."

**BERGEN**—Each player draws six pieces; Highest double plays and scores two points. Object is to make "spots" at each end of the line alike, and when a player does this he scores two points. If there is a double at one end of the line and a single can be played at the other end of the same spot valuation, then the player scores three. Players draw from the surplus and play in

the surplus and play in same general way as for "Muggins." Players going "domino" score one point. If a game is blocked hands are shown and the lowest hand scores one point. However, if any hand contains a double it does not score if other hands are free from them. In other words the lowest hand is the one with the lowest number of "spots" which does not contain a double. However, if both hands contain doubles then the lowest number of remaining spots is the winner. The number of "spots" on the double does not determine the winning hand but the number of "spots" on all pieces except doubles are what determine the winner. Fifteen points is game.

**FOUR-HAND TEXAS**—Opposite players are partners, each person drawing seven pieces and double six set is used. Ten points each are given on the five-five and six-four; five points are given on the five-naught, three-two and four-one; each trick counts a point; this makes a total of forty-two possible points for each hand. Bidding is to the left of the one chosen to start who is called the dealer. Dealer bids last. The "double" of the trump bid is the highest, as for example, if 3's are trump the three-three is the highest; then comes the six-three, the five-three, etc. Doubles also may be a bid and when made trump the highest double takes the trick. No trumps may also be bid.

Each bidder bids the value of his hand and other players may raise or pass as they choose. Thirty is the lowest bid that can be made to start. When a player has bid a limit bid, namely 42, each of the other players has the privilege of continuing the bid by doubling. In other words, the second bidder after a bid of 42 is made, must bid 84 or pass. The third bidder must bid 168 or pass and the fourth bidder must bid 250 or pass. Bidding is continued until one player secures the bid after all others have passed. Trumps are not named until bidding has been completed. Player must follow suit. If he cannot do so he can either trump or discard. Bidder has first lead.

Each side scores the number of points actually taken in unless the bidder fails to make his bid, in which case the side not bidding counts its own score plus the amount bid. When limit bids have been made the winner counts the amount of his bid; if a limit bidder loses his bid his opponents score the amount of his bid plus the score they make. Two hundred and fifty points constitutes game and in case of a close game when both sides "go out" the bidder is always the winner even though his total points over 250 may be less than his opponents.

In playing no trump the highest spot of the piece led becomes the trump for that particular trick, and other players must follow that trump or discard. In no trump the "double" is always the highest.

In this game, tricks and honors are what count and there is no line build.

**POKER**—Twenty pieces are used in this game, double-ace and all blanks being removed. The game is played the same as regular poker and is governed by all of its rules excepting that the hands rank differently, in the following order: **One pair**—any two doubles. **Flush**—any five of a suit such as six-one, six-three, six-four, six-five, six-six. **Three's**—any three doubles. **Four Straight**—a sequence of fours such as four-six, four-five, four-four, four-three. **Full hand**—three doubles and two of any suit as six-six, three-three, two-two and two-four and two-one. **Five Straight**—a sequence of fives such as three-one, three-two, three-three, three-four, three-five. **Fours**—any four doubles. **Six Straight**—a sequence or rotation of sixes. **Royal**—five doubles. When none of the above hands are out, the best is determined by the rank of the highest piece.

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