











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 proceeds in the ordinary way, and he who is first finished calls out "Tiddle-a-wink," having won the game. In the case of the game being blocked, the lowest number of note-values wins.
































### THE VALUE OF NOTES AND RESTS.

Whole note. Half note. Quarter note. Eighth note. Sixteenth note.

Whole rest. Half rest. Quarter rest. Eighth rest. Sixteenth rest.

### TABLE OF NOTES.

A dot (·) placed after a note or a rest indicates that its length is increased one-half. Therefore a Half note with the addition of a dot is equal to three quarters instead of two quarters.

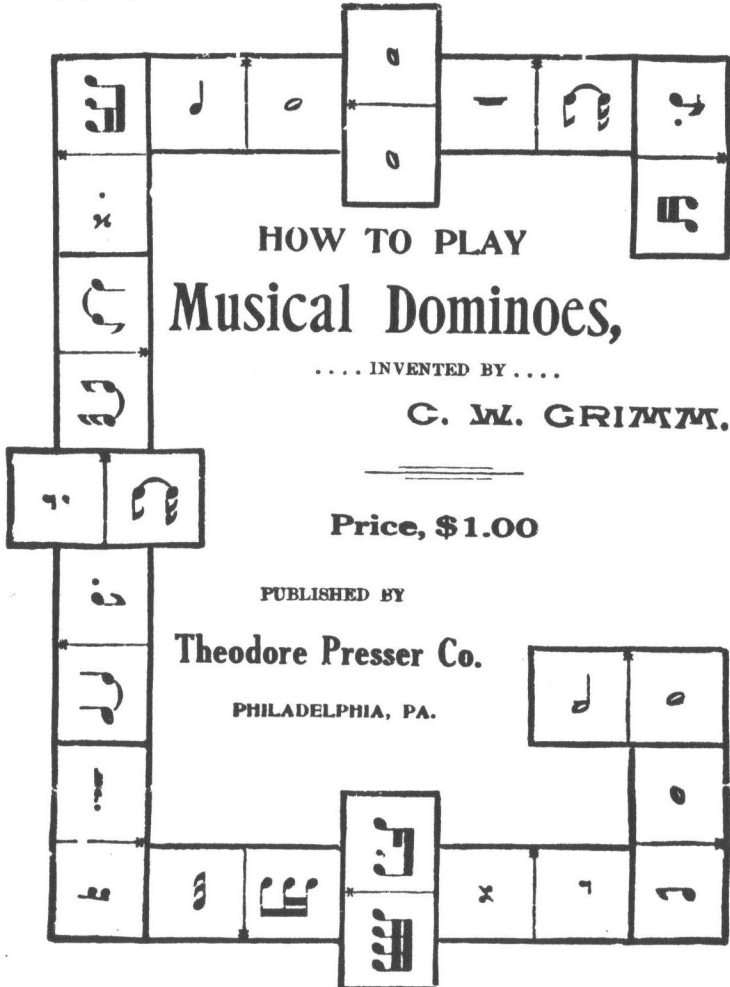
A tie (—) placed over or under two notes shows that the second note is simply the prolongation of the first note.

Each of the following , , or  is equal to 3 quarters, 6 eighths, or 12 sixteenths.

Each of the following , , or  is equal to 3 eighths or 6 sixteenths.

Each of the following , , or  is equal to 3 sixteenths.

*Wm. H. Keyser & Co., Phila., Pa.*



**HOW TO PLAY**  
**Musical Dominoes,**  
 .... INVENTED BY ....  
**C. W. GRIMM.**

---

**Price, \$1.00**

PUBLISHED BY  
**Theodore Presser Co.**  
 PHILADELPHIA, PA.

Copyright, 1896, by THEO. PRESSER.



It will be seen by the above diagram that the set aggregates 463 Sixteenths, consequently each domino averages 13 Sixteenths. On this consideration calculations on the advisableness of blocking a game can sometimes be based. Each suit contains eight dominoes.

GENERAL RULES FOR PLAYING.

The pieces should be turned with their faces downwards and shuffled on the table. Each player draws at random the number required for the game.

Before laying out look at your pieces, with the stars on top, so that you read the signs easily and correctly. He, who gets the highest Double, or, in case of there being no Double drawn, the heaviest piece, has the lead and begins by laying his domino down face upwards. The next player matches either end of the piece by placing to it a square having the same sign or something of corresponding value. For example, a ♪ to a ♪; or a whole note, ○, to a whole rest, —; a dotted half note, ♪., to a half and quarter note tied, ♪ ♪; four sixteenth notes, ♪ ♪ ♪ ♪, to one quarter note, ♪, or two eighth notes, ♪ ♪; etc. (See title page.)

The pieces not drawn form the stock.

It should not be forgotten, that it is never permissible to completely exhaust the stock, as two pieces must always remain in it, unseen by any player.

- Each player is bound to match if able.
- Place all double dominoes transversely.

The following shows the different games possible with the Musical Dominoes.

BLOCK GAME.

Each player draws eight pieces. The highest Double leads, 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 note-value on the free end of a piece.

If a player cannot play, the next plays. If none can play the game is blocked, and they count the amount of note-values on the pieces each still holds. Whoever has the lowest number of note-values adds to his count the amount held by his opponents. If there are two with the same amount of note-values then the holder of the smallest number of dominoes wins. Any one able to play his last

piece while his opponents hold theirs calls out "Domino!" wins the game, and adds to his count the amount of note-values the other players hold. The number required to win is one hundred quarters or less by agreement.

DRAW GAME.

Each player draws eight pieces 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 stock until he can play, or has exhausted it, even though the game be blocked by his opponent. After the first domino has been laid out any player may draw, when his turn comes, as many pieces as he pleases, even when able to match, but he must draw until he can match. Two pieces must always remain unused in the stock.

ALL QUARTERS.

This game derives its name from the principal object to be aimed at. Each player draws six pieces. If more than five are playing, each takes an equal amount of pieces, always providing, that two remain in the stock. The highest Double leads, after that they play alternately. The count is made by quarters and their multiples. If the one who leads can put down any domino containing the amount of one or more quarters (see the following list), then he counts that amount to his score in the game.

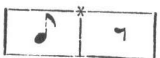

8 quarters:	7 quarters:	6 quarters:
6 quarters:	5 quarters:	5 quarters:
4 quarters:	4 quarters:	3 quarters:
6 quarters:	2 quarters:	2 quarters:



If in matching, a piece can be put down so as to make the total amount of the opposite ends one or more quarters, this amount of quarters counts to the score of the one setting it. Thus Three-sixteenths being at one end and an Eighth being at the other, the next player putting down an Eighth-Sixteenth, would score one quarter, because the ends Three-sixteenths and One-sixteenth would make one quarter. If the value of One quarter is at one end, and a player is successful in playing so as to get the value of Three-quarters at the other end, it will score four quarters for him. If a Double Whole is at one end and Three-quarters at the other, and the next player puts down a Double-Three-quarter, he counts fourteen quarters to his score, because a Double Whole= eight quarters, plus a Double Three-quarter=six quarters, makes fourteen quarters in all.

The player who makes a count must instantly announce it when he plays his piece, and if he fails to do so he loses the count. If a player cannot match, he draws until he gets the piece required to match either end, or draws all of the stock except two, this number must always remain untouched. As in the Draw Game, the first one who plays his last piece adds to his count the amount of note-values his opponents have; and the same if he gains them when the game is blocked, by having the lowest number of note-values. The game is one hundred quarters, if two play; but seventy-five if more play.

**BERGEN GAME.**

Each player takes seven pieces from the stock. The highest Double begins, and is called a double-header. After that the parties lead alternately. If no one has a Double, when he comes to lead, then he plays his highest piece. Making the extremities of the line correspond to each other in value, is called a double-header. If one of the ends be a Double, for example:  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 double-headed, it makes a triple-header. If a player is not able to match from his hand, he draws one piece from the stock, 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 the game. If it is

blocked, the players 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 players have Doubles, and one player 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 player's hand, and all have Doubles, the player with the least number of Doubles wins, without reference to the amount of note-values on his Doubles. Therefore, if a player hold two Doubles, though they be the Double Sixteenth and the Double Eighth, and his opponent holds but one, though it be the Double Whole, the latter wins. The game is ten points when three or four play, and fifteen points when two play. A game won by either "domino" or comparing gains one point. A double-header, either led or made counts two points. A triple-header counts three points. But when either party is within two points of being out, a double-header or a triple-header counts only one point; within three of being out, a triple-header counts only two points. A prudent player will keep the Doubles as long as possible in order to make triple-headers.

**SEBASTOPOL.**

Four players can join, each taking nine dominoes and leaving no reserve. The holder of the Double Whole begins with that piece. Only in the first round each player must play a Whole or pass. In addition to playing to each end of the Double Whole, it is necessary to play to each side of it as well, when the game takes the form of a cross. It is not necessary, however, that the cross should be completed before the other lines are commenced. When the cross is formed, there will be four ends at which it is possible to play, and any of the arms of the cross may be continued irrespective of the condition of the others. For a large party this makes a very good round game. Then the dominoes should be equally divided among the players, and the dominoes remaining over form the stock. Should it happen that the Double Whole remains in the stock, then the next highest Double has to be played, and in the first round, only values corresponding to the first domino should be matched. The player who makes "domino," or, in case of a block, the one who holds pieces with the smallest amount of note-values wins.

**TIDDLE-A-WINK.**

Very amusing and suitable for a large party. The number of pieces to be drawn must be regulated by the number of persons participating. Leave at least two for the stock. The Double Whole is then called for. If it is not out, the next highest Double is called.

Ten points made at any table ends a session, whereupon the bell is rung, and all tables stop playing at once.

The partners having won the greatest number of points at that moment get each a punch hole in their score-cards and move to the next (higher) table. Here they separate and take a new partner, but always one of the opposite color.

The game lasts an hour and a half, and the sessions are not counted. Each new session brings a change in the seating of players, thereby making this a truly "progressive" game.

If it should happen that the two parties at a table have the same number of points when the bell rings to stop, then the partners who won their number first move on.

Winning the game by "domino" counts one point.

If both parties at a table have the same number of doubles, then the holders of the doubles with the least value win.

Prizes are awarded to the luckiest player of each side, the one who has gained the greatest number of punch-holes on his card.

All the rules given on pages 6 and 7 are observed with the exception of, "But when either party is within two points of being out, a double-header or a triple-header counts only one point; within three points of being out, a triple-header counts only two points;" these restrictions are not observed in parties.

### TIDDLE-A-WINK.

The players are divided into "sides" as in the Bergen Game, consequently the score-cards are made up in the same manner.

Ten points made in partnership at any table ends a session, whereupon the winners seek new partners at the next table. For every "remove" the players get a punch-hole in their score-cards.

All the rules given on pages 7 and 8 hold good also for parties.

A point is made whenever a player obtains two turns through playing a double. There are eight doubles in the set.

The Double Whole leads at the beginning of a session; if it is in stock the next highest leads. After the start is made the players lead alternately as long as the session lasts, and they can start with any domino they have.

"Tiddle-a-wink" counts one point.

This game is a "progressive" one, like Bergen, only easier to play.

### ◆◆◆ HOW TO GIVE ◆◆◆

# MUSICAL DOMINO PARTIES.



THE following describes a series of six Domino Parties, and shows what other rules than those given in the preceding pages are to be observed in each form of game possible.

A Musical Domino Party is an entertainment equally interesting to young and old, amateurs and professionals, therefore you can invite any of your friends who have had some musical instructions.

To show how to arrange and manage such a party, we will describe every detail of one in which the

### BLOCK GAME

is the form of game chosen. After this description the alterations necessary when any of the other forms of game—Draw, All-Quarters, Bergen, Sebastopol, or Tiddle-a-wink—are used can be briefly stated and will be readily understood.

The first preparations for the party are the

#### INVITATIONS.

The following may serve as a pattern:—

1

Printed in U. S. A.

---

You are cordially invited  
to participate in a

**Musical Domino Party,**

given by

MISS FLORENCE WALKER,

Thursday Evening, February 22, 1894,  
at eight o'clock,

at her home, 61 Dayton Street.

[OVER.]

---

[THE REVERSE.]

---

**The Block Game** is the form of game chosen  
for this party.

Prizes will be awarded to the three lucky players  
gaining the highest amounts of note-values.

Please send word within two days whether you can  
be present or not.

---

If you are a music teacher and want to give a party consisting of your pupils and their friends, the invitations may be worded according to the following form :—

---

You are cordially invited  
to participate in a

**Musical Domino Party,**

given by

PUPILS OF C. W. GRIMM,

Thursday Evening, January 18, 1894,  
at eight o'clock,

at the home of Miss Stella Brown,  
193 Hackberry Street,  
Walnut Hills.

[OVER.]

---

[THE REVERSE.]

---

**The Block Game** is the form of game chosen  
for this party.

Prizes will be awarded to the three lucky players  
gaining the highest amounts of note-values.

Please send word within two days to the un-  
signed whether you can be present or not.

---

This invitation is worded so as to let your pupils do the inviting, and they are to give the names of those persons who have responded to the invitations and expressed their intention of participating to the one at whose home the party is to take place.

The object of giving this information is to make it possible to ascertain in advance how many

**TABLES**

are necessary for the party. In a party four persons play at a table. Each table must be provided with its own

**SET OF MUSICAL DOMINOES.**

Further, every table should be provided with a

**PENCIL.**

You want to have the

**SCORE-CARDS**

written before the time of playing. The following score-card may serve as a pattern:—

**TABLE 1 A.**

Name, .....

**NUMBER OF SIXTEENTHS WON:—**

<b>I SESSION</b>	1 Game, . . . . .	_____
	2 " . . . . .	_____
	3 " . . . . .	_____
	4 " . . . . .	_____
<b>II SESSION :</b>	1 Game, . . . . .	_____
	2 " . . . . .	_____
	Table..... 3 " . . . . .	_____
	4 " . . . . .	_____
<b>III SESSION :</b>	1 Game, . . . . .	_____
	2 " . . . . .	_____
	Table..... 3 " . . . . .	_____
	4 " . . . . .	_____
<b>Total, . . . . .</b>		_____

Number the score-cards successively Table 1 A, B, C, D ; Table 2 A, B, C, D, and so on. Have four cards for each table ; designate them A, B, C, D. The object of this alphabetical numeration will be shown later. Have also the

**TABLE MARKERS**

ready. These are cards having on both sides large numbers, those of the tables. You also want a

**BELL**

at hand, in order to indicate the beginning or end of a session, or perhaps to call attention to some general explanatory instructions.

**PRIZES.**

The most appropriate prizes for a Musical Domino Party are, certainly, such as are of a musical nature, viz. : busts and photographs of the great tone-masters, books of musical history, biography, fiction, or nicknacks relating in some way to music.

When you intend to have only three tables, one prize will be sufficient ; for more than three tables, have two prizes ; for more than six tables, have three prizes, and thus always in similar proportion.

It remains optional, and it is not necessary, to have a

**BOOBY PRIZE**

for the player having had the least luck. Comical musical pictures or caricatures may be used if you choose to have such a prize.

If the person giving the party does not want to conduct it himself, he must have selected some one as

**CONDUCTOR.**

When the party is very large he may require an

**ASSISTANT.**

Two persons can manage about eight tables. The conductor and his assistant must know the game thoroughly, in order to direct all affairs properly, and give instructions and make corrections where necessary.

All the arrangements for the party having been described in the preceding pages, we will now proceed to tell how the party itself is to be managed. The entire management rests in the hands of the conductor. He has a

**LIST**

of the persons who are expected to be present and participate. At the time appointed for the commencement of the game, he checks off the

names of the persons who have arrived, then takes as many score-cards in successive order as there are persons present. Four players are to be at each table, but should it happen that this number cannot be completed at the last table, then three or two players may be seated there. The number of dominoes to be drawn by each player at that table will have to be increased, in order to make the number taken from the stock at the commencement of each game equal to the number of pieces taken from the stock at the other tables.

Late-comers will have to be satisfied to receive vacant seats at the last tables.

The score-cards are mixed and placed face downward upon a

#### TRAY

or a plate. This plate is presented to every one with the request to draw a card and immediately write his or her name on it. The card which a person draws will decide at which table and chair he is to be seated. When all have drawn their score-cards the conductor requests the participants to take their respective seats for the

#### FIRST SESSION

of the game. The one having A of a table sits at the head of the table named on his card. B sits to the left of A, C is opposite to A, and D opposite to B, and at the same time to the right of A.

Make it a rule that all table-seats toward the front of the house are to be called A, then the other seats can be readily determined.

While the conductor is seating the players according to the score-cards drawn, his assistant puts a set of dominoes, without the box and instructions, on each table.

After all have been properly seated the conductor rings the bell to call attention to his preliminary remarks:—

*“Shuffle the dominoes.”*

*“Each player take eight pieces.”*

*“Place the pieces before you with the stars up.”*

*“The one who has the highest double begins.”*

*“Begin to play.”*

Whereupon he rings the bell again, and the first session has begun.

Never is any table allowed to begin playing before the conductor has announced the beginning.

The conductor's and assistant's duties are now to see that the matches are correctly made, and to give all the instructions desired. If it occur that a wrong match has been made and remained unobserved by the other players, then the conductor or his assistant will have to annul the game as soon as he discovers the mistake, and the players at that particular table will have to begin a new game. Retracing the mistake and taking back the dominoes should never be allowed after the wrong match has passed unobserved once round the table.

Each player must not only watch his own matches, but also continually those of his opponents. If he does not do this he must be satisfied to suffer, as well as his opponents, the loss of the game.

As has been mentioned already, the one who has the highest double begins the first game of every session. The second game of a session is begun by the player who is to the left of the one who had the first lead. The third game is begun by him who is to the left of the beginner of the second game, and so on.

Thus each player begins a game, provided the session does not close before that possibility. Those who begin a game after the first one of a session can begin with any domino they choose to lay out first.

The players must watch each other to see that every one takes the same number of pieces, and that the proper number is in the stock, and that no dominoes are carelessly dropped on the floor, otherwise the conductor may be obliged to annul the game.

As soon as four games have been finished at any table the conductor rings the bell and announces the end of the session; at the same time he requests the other tables to finish the games they are playing, but he does not permit a new game to be started at any table.

When the first table has finished its game in hand, the conductor promotes the two players who have gained the highest amounts of not-values to the lowest table; then he promotes the two luckiest players at the second table to the first table,—the rule being that the two luckiest of every table are promoted to the preceding table. The two old and the two new players are seated there according to their gains, the highest taking seat A. The conductor marks the players' new table-number and seat on their score-cards in the blank space beneath the line II Session.

If it happen that two or more have the same amounts, then the card with a higher table-number has the precedence; if from the same table when the higher seat has the precedence.



When all have been seated the conductor rings the bell and announces the beginning of the

### SECOND SESSION.

The game proceeds the same way as in the first session.

At the end of this session the conductor collects all score-cards as fast as the tables finish their games. While he collects them he arranges them, according to the amounts of sixteenths won in these two sessions, in consecutive order, putting the highest above and the lowest below. The latter may be blank score-cards; then they must be arranged according to the table-number and seat received for the second session.

Having thus arranged all score-cards, the conductor seats the players for the

### THIRD SESSION

according to the luck they have had thus far. He puts the highest winner at Table 1, Seat A, and thus continues downward. The seat each player occupies now is marked on his card beneath the line III Session.

This is the most exciting session. Let nobody think that those at the first table must undoubtedly win the prizes, for the players at the lower tables may get ahead of the players at the first table by winning a higher number of note-values.

When one table has finished four games the conductor rings the bell and announces the contest ended, but the tables still playing at a game are allowed to finish that.

The conductor collects the score-cards as fast as he can from all the tables as they finish their games. As he receives them he counts them up carefully and arranges them in consecutive order according to the total amounts of note-values won, putting the highest on top. Before announcing the winners he counts all his score-cards, in order to be sure of having as many in his hands as there were players. When this has been observed, the names of the winners are announced and the prizes awarded.

If two or more players have the same amount of points sufficient to win one of the prizes, then they will have to play a game among themselves, in order to decide to whom the prize is to be awarded. Suppose two players each have the same amount necessary to win the second prize, then the conductor awards the first and third prizes before he gives out the second prize. After that he requests the candidates for the second prize to play a game among themselves in order to solve the tie; and he who wins this game gets the second prize. Proceed thus in all similar cases.

It is best to keep the prizes secret until they are awarded.

After the distribution of the prizes the conductor returns all the score-cards to their owners and the Musical Domino Party is ended.

We will now describe the alterations necessary when the other forms of game—Draw, All-Quarters, Bergen, Sebastopol, or Tiddle-a-wink—are chosen for a party.

## DRAW GAME.

The party rules are the same as in Block. The form of game is explained on page 5.

## ALL-QUARTERS.

The score-cards for this form of game ought to be in the shape of a folder:—

4			1
THIRD SESSION.			TABLE 1 A
1 GAME.	2 GAME.	3 GAME.	Name,
			.....
			II SESSION:
			Table.....
			III SESSION:
			Table.....
			TOTAL AT END OF
			I SESSION,.....
			II SESSION,.....
			III SESSION,.....

Pages 2 and 3 of the folder are like page 4, except that the words **First** and **Second** are used instead of **Third** before the word Session.

Have only three games to a session. Whenever any table has finished its third game, then that session is at an end. Tables still playing finish their games. It may happen that some tables did not play as many games as others.

In All-Quarters every double must be laid cross-wise, even if it spoil a player's chances of making quarters.

When counting up the opponents' amounts, it is best to count in sixteenths the value of every domino, then divide the total by 4 in order to get the amount in quarters. Remainders of sixteenths are not marked on the score-cards.

The player making a count must announce it when he plays his piece, and mark it on his score-card immediately.

The player whose turn it is must draw all dominoes from the stock except two, even when it is evident that the game is blocked.

Otherwise the party rules are the same as in Block. See also rules on pages 5 and 6

### SEBASTOPOL.

Each person tries to win the greatest number of games. The score-cards will have to be made on this order:—

TABLE 1 A.

Name, .....

	GAMES.		
	1	2	3
Session I, . . . . .			
Session II, . . . . .			
Session III, . . . . .			
Session IV, . . . . .			

The conductor indicates the game any player wins by punching a hole in the proper place on the score-card.

There are four sessions. Each session is ended as soon as any table has finished its third game, but tables still playing finish theirs.

If there are not four players at the last table, then the dominoes are equally divided, and those that remain over will form the stock, from which a player has to draw when unable to match.

Games are won by making "domino," or in case of a block by having the least amount of note-values. If two players happen to have the same amount of note-values, then the holder of the least number of dominoes wins. If there be also a tie in the number of dominoes, then the two players each draw a domino from the reshuffled set, and the one whose domino has the least amount of values on it wins the game.

The players' seats in the first session are always decided by the cards they draw. In the party games previously described, the players' seats in the second and following sessions were decided by the amounts of note-values they had won. In Sebastopol a different mode of reseating the players is adopted, namely, after every session two players of each table move to the next (higher) one. Those two always move who have won the most games in the session ended.

If there is a tie in the number of games won among three players at one table, then dominoes are drawn from the reshuffled set, and the holders of the dominoes with the most note-values move to the next table.

### BERGEN GAME.

The players are divided into two "sides" (White and Red).

The score-cards have white or red ribbons, with which the players fasten them to their coats or dresses. The white-ribboned cards are marked—Table 1 A, Table 1 B, Table 2 A, Table 2 B, etc. The red-ribboned cards are marked in the same manner. They are put in envelopes, so that every one takes the same chances in drawing seats as well as sides.

There must always be four players at each table.

Players with opposite colors are partners; therefore a white and a red-ribboned player are partners.

It is necessary to have two "counters" at each table, one for two persons. Whatever points the partners win, they win conjointly.