

MATADORES.

A variety of the Block Game, in which the object is to make the contiguous ends of the cards played equal 7, instead of matching the exposed ends; for instance, a 4 must be played to a 3, a 5 to a 2, etc. 38 cards are used, all the 7's, 8's and 9's being discarded. 7 cards are dealt to each player, and the highest double, or, lacking a double, the domino containing the most spots has first play.

There are three cards which have 7 spots each—6-1, 5-2, and 4-3. These cards are called trumps or matadores, and may be played at any time, regardless of whether they unite with an exposed domino to form 7 or not.

Only one end of a double can be counted at one time; i. e., double 3 counts as 3, not 6.

The game is counted and scored as in the regular Block Game.

SEBASTOPOL.

A variety of the Block Game. 23 cards are used, all 7's, 8's and 9's being discarded. There are four players and 7 cards are dealt to each. Double 6 sets, and each player in turn plays one card, or if he cannot play, says "go," when the turn passes to the left. The sides and ends of the double 6 must be played to before anything but sixes can be played.

The game is counted and scored the same as the regular Block Game.

BERGEN GAME.

28 cards are used, all 7's, 8's and 9's being discarded. There are 2 players, and dealer deals 6 cards to each. Player having highest double, or, lacking a double, the domino having the most spots sets, and scores 2 points for it, called "double header." If both exposed ends at any time are the same, the player making them so scores 2 points. If one end is a double and the other end is a corresponding single, the player scores 3 points for a "triple." Player playing out his hand first scores 1 point for domino. If both players become blocked and one player holds a double, his opponent scores 1 point. If both, or neither hold doubles, player having fewest spots in his hand scores 1 point. Fifteen points is game.

FORTUNE-TELLING BY DOMINOES.

Lay them with their faces turned down on the table; shuffle them, then draw one, and see the number.

- Double Six—You will receive a sum of money.
- Six-Five—Going to a public amusement.
- Six-Four—You will have lawsuits.
- Six-Three—You will ride in a coach.
- Six-Two—You will receive a present of clothing.
- Six-One—You will perform a kind act.
- Six-Blank—You will suffer through scandal.
- Double Five—You will soon move to another house.
- Five-Four—A fortunate speculation.
- Five-Three—You will be visited by a superior.
- Five-Two—You will take a trip by water.
- Five-One—A love affair.
- Five-Blank—A funeral, but not of a relation.
- Double Four—You will drink liquor at a distance.
- Four-Three—A false alarm.
- Four-Two—Trouble with creditors.
- Four-One—Beware of thieves and swindlers.
- Four-Blank—An angry friend will write.
- Double Three—A sudden wedding.
- Three-Two—Play no game of chance; you will lose.
- Three-One—A great discovery at hand.
- Three-Blank—A malicious person will speak ill of you.
- Double Two—You will be troubled by a jealous person.
- Two-One—You will soon mortgage some property.
- Two-Blank—You will receive good tidings.
- Double One—You will find something.
- One-Blank—Success in your undertaking.
- Double Blank—Great trouble.

Rules for using U. S. Card Dominoes.

DOMINO 42.

Copyright, 1906, by the U. S. Playing Card Co., Cincinnati, U. S. A.

The Pack—28 Card Dominoes, all above double 6 being omitted.

Number of Players—Four players; two partners against the other two.

Cutting—Cut for partners, the lower two being partners against the higher two, and the lowest of all being dealer. Ties re-cut. In cutting, cards rank according to value by addition of the spots at both ends of the domino.

Rank of Cards—There are 7 suits—6, 5, 4, 3, 2, 1 and blank, each suit being composed of a double, and all cards having the denomination of the double on either end.

The cards in each suit rank according to value by addition of spots, except that the double is always the highest card of the suit. Trumps rank above "lay" suits.

The Deal—Deal 7 cards to each player, one at a time in rotation, beginning with player next to dealer on the left.

Objects of the Game—1. To take in as many tricks as possible, each trick counting one point for the side taking it.

2. To win on tricks certain cards, which have counting value as follows:

4-1 Domino counts.....	5 points.
3-2 " " "	5 "
5-0 " " "	5 "
5-5 " " "	10 "
6-4 " " "	10 "

Bidding for Trump—Each player in turn, beginning with player to dealer's left, may bid for the privilege of naming the trump suit, or may pass. One bid only is allowed each player. (In some localities the bidding goes round and round till no one will bid higher.)

In bidding, player names the number of points he (with his partner) will make, and each player must bid higher than all previous bids, or must pass.

The highest possible bid (playing with partner) is 42 points, and to make this bid player must take all tricks, scoring as follows:

7 tricks, one point each, count..	7 points.
4-1 Domino, counts	5 "
3-2 " " "	5 "
5-0 " " "	5 "
5-5 " " "	10 "
6-4 " " "	10 "

Total.....42 points.

Highest bidder names the trump suit.

Lone Hand—If a player thinks he can take all seven tricks without his partner, he may bid 84.

The Play—After trump suit has been named, eldest hand (player to dealer's left) leads any card. Each other player must play a card of that suit if he holds one; if not, he may either trump or discard a card of another suit. The end of the domino having the greatest number of spots indicates the suit of the card led. Any card having that number of spots on either end is considered a card of that suit for that round. If a player hold such a card, he cannot trump or discard, but must play the card in question (or another card of the same suit.) If the other end of this card is of the same denomination as the trump, however, it is considered a trump and not a card of the suit led.

The highest card played of the suit led wins the trick, unless trumped, when the highest trump played wins. The winner of each trick leads to the next trick.

Scoring—If bidder (and partner) make as many points as bid, they score all they make. If they fail, they are set back as many points as they bid, and that amount is deducted from their previous score. If a side is set back more points than the amount of its score, it is said to be "in the hole," (indicated by drawing a ring around the minus score.)

Lone Hand—If a player bids 84, and takes all seven tricks without his partner, he scores 84, regardless of whether there are counting points in his partner's unplayed hand. If he fails, he is set back 84, and all points in his partner's hand are scored for opponents.

Revoke—If a player holding a card of the suit led play a card of another suit, he is said to "revoke." If revoking player is bidder, or bidder's partner, neither he nor his partner can score on that hand, even though they make good the bid. If they fail to make the number bid, they are set back amount of bid. Revoking side may play out the hand to keep opponents from scoring, however.

If revoking player is bidder's opponent, bidder and partner score the amount bid, even though they fail to make the bid good. If they make more than amount bid, they score all they make. Revoking player and partner can not score on that hand.

Game—The side first making 200 points wins the game.

SNIFF.

Cards—Full pack of Card Dominoes—55 cards.

Number of Players—2, 3 or 4 players as individuals, or 4 players as partners.

Cutting—Cut for deal. Player receiving card having the fewest number of spots, deals.

Dealing—3-handed, deal 8 cards to each, one at a time, alternately; 3-handed, 7 cards to each, and 4-handed, 6 cards to each, one at a time, in rotation, beginning with player next to dealer on the left.

Objects of the Game—1. To get rid of cards in the hands by matching them with those already played. 2. To play such cards that the sum of the spots exposed equals 5, or some multiple of 5 (see **The Play and Scoring**.) 3. To play cards which will "block" other players.

The Play—Player next to dealer on the left lays any card he chooses, face up on the table. This is called "setting." This card is called "sniff," and should preferably be a double, although this is not necessary. Next player to the left then plays a card which matches the sniff card. This card must be placed so that the end which matches the sniff card will be next to it. Next player plays, and must play a card which matches the sniff card or the exposed end of the other card, and it must be placed so the matching ends of the cards will be together. This mode of play continues around the table until one player has played all of his cards, or until no one can play further.

The sniff card, if a double, may be played to on all four sides; all other cards may be played to only at the exposed ends. The ends of the double sniff card cannot be played to until both sides have been played to, however.

Should a player be unable to play at his proper turn, he is "blocked," and must draw a card from the remainder of the pack. If he cannot play after drawing this card, he must draw another. If still unable to play, the turn passes to the next player on the left.

Scoring—If, during the play, a card is played which makes the sum of the exposed ends of the dominoes equal 5, or some multiple of 5, the player of that card scores 1, 2, 3, etc., points, according to the sum of the spots; i. e., if the sum be 5, he scores 1 point; if 10, he scores 2; 15, 3; 20, 4; etc.

When one player gets rid of all of his cards, the cards in the other hands are exposed, and the player scores as many points as the sum of the spots on opponents' cards. In partnership game, the cards of winning player's partner are not counted in this sum.

If, during the play, all of the players become blocked and the pack is exhausted, the cards in each hand are exposed and the spots counted. The player having the fewest spots adds to his score the difference between the spots in his hand and the sum of the spots in the other hands (exclusive of those in partner's hand, if a partnership game).

Points may be counted on a cribbage board, pegging once for each 5, all fractions of 5 at the end of the hand, counting 5.

Game—May be any number of points, usually 305 when counted on cribbage board.

BLOCK GAME.

Cards—A full pack of Card Dominoes—55 cards, is used. **Number of Players**—2, 3, or 4 players as individuals, or 4 players as partners.

Dealing—Any player may deal. 2-handed, deal 8 cards to each, one at a time, alternately. 3-handed, deal 7 cards, and 4-handed, deal 6 cards to each, one at a time in rotation, beginning with player next to dealer on the left.

Object of the Game—To hold no spots, or as few spots as possible at the end of the hand.

The Play—There are several methods of determining which shall have first play. 1. It may be agreed that players have first play in turn on successive deals. 2. Player holding the highest double may lead, or, if no player holds a double, the one having the card containing the most spots leads. 3. Each player draws one card from the remainder of the pack. The player receiving the lowest double leads; or if no player receives a double, the player holding the card containing the fewest spots leads.

Leader plays by laying any card face up on the table in front of him. Doubles are laid perpendicularly, and other cards horizontally. Next player to the left then plays by laying down a card next to the first one played. One end of this card must match an end of the first card, and must be so placed that the corresponding ends of the two cards be together. Next player may then match either exposed end of the cards played. This continues, each player playing one card in turn, until one player has played his hand out, or until all players are "blocked;" i. e., until no player has a card which will match either exposed end of the line.

If a player at his proper turn to play has no card which will match, he is "blocked" and the turn passes to the left, the other players playing in regular turn until blocked player can play, or one player has played out his hand, or until all players are blocked.

Scoring—If one player plays out his hand before the others, the former wins as many points as the total number of spots on opponents' remaining cards (exclusive of partner's cards in partnership game.)

If, during the play, all players become blocked, the cards remaining in the hands are exposed, and the spots in each hand are added separately. The hand containing the fewest spots is deducted from the sum of spots in the other hands (exclusive of partner's in partnership game), the difference being scored for the player holding fewest spots.

In the four-handed individual game, each player may, at his proper turn, continue playing as long as he can match card at either end of the line.

DRAW GAME.

A variation of the Block Game, in which a player who is blocked must draw from the remainder of the pack, one card at a time, until he can play or until only two cards remain in the pack. Any player may draw from the pack at any time, so long as two cards remain.

This game is counted and scored the same as the regular Block Game.

BERGEN GAME.

28 cards are used, all 7's, 8's, and 9's being discarded. There are 2 players and dealer deals 6 cards to each. Player having highest double or, lacking a double, the domino having the most spots sets, and scores 2 points for it, called "double header". If both exposed ends at any time are the same, the player making them so scores 2 points. If one end is a double and the other end is a corresponding single, the player scores 3 points for a "triple." Player playing out his hand first scores 1 point for domino. If both players become blocked and one player holds a double his opponent scores 1 point. If both, or neither hold doubles, player having fewest spots in his hand scores 1 point. Fifteen points is game.

RULES FOR USING U. S. CARD DOMINOES.

DOMINO 42.

Copyright, 1906, by The U. S. Playing Card Co., Cincinnati, U. S. A.

THE PACK—28 Card Dominoes, all above double 6 being omitted.

NO. OF PLAYERS—Four players—two partners against the other two.

CUTTING—Cut for partners, the lower two being partners against the higher two, and the lowest of all being dealer. Ties re-cut. In cutting, cards rank according to value by addition of the spots at both ends of the domino.

RANK OF CARDS—There are 7 suits—6, 5, 4, 3, 2, 1 and blank, each suit being composed of a double and all cards having the denomination of the double on either end.

The cards in each suit rank according to value by addition of spots, except that the double is always the highest card of the suit. Trumps rank above "lay" suits.

THE DEAL—Deal 7 cards to each player, one at a time in rotation, beginning with player next to dealer on the left.

OBJECTS OF THE GAME—1—To take in as many tricks as possible, each trick counting one point for the side taking it.

2—To win on tricks certain cards which have counting value as follows:

4-1 Domino	counts	5	points.
3-2 "	"	5	"
5-0 "	"	5	"
5-5 "	"	10	"
6-4 "	"	10	"

BIDDING FOR TRUMP—Each player in turn, beginning with player to dealer's left, may bid for the privilege of naming the trump suit, or may pass. One bid only is allowed each player. (In some localities the bidding goes round and round till no one will bid higher.)

In bidding, player names the number of points he (with his partner) will make, and each player must bid higher than all previous bids, or must pass.

The highest possible bid (playing with partner) is 42 points, and to make this bid player must take all tricks, scoring as follows:

7 tricks, one point each,	count	7	points.
4-1 Domino, counts	5	"
3-2 "	"	5	"
5-0 "	"	5	"
5-5 "	"	10	"
6-4 "	"	10	"
			—
Total	42	points.

Highest bidder names the trump suit.

LONE HAND—If a player thinks he can take all seven tricks without his partner, he may bid 84.

THE PLAY—After trump suit has been named, eldest hand (player to dealer's left) leads any card. Each other player must play a card of that suit if he holds one; if not, he may either trump or discard a card of another suit. The end of the domino having the greatest number of spots indicates the suit of the card led. Any card having that number of spots on either end is considered a card of that suit for that round. If a player hold such a card he cannot trump or discard, but must play the card in question (or another card of the same suit.) If the other end of this card is of the same denomination as the trump, however, it is considered a trump and need not be played.

The highest card played of the suit led wins the trick, unless trumped, when the highest trump played wins. The winner of each trick leads to the next trick.

SCORING—If bidder (and partner) make as many points as bid, they score all they make. If they fail they are set back as many points as they bid, and that amount is deducted from their previous score. If a side is set back more points than the amount of its score, it is said to be "in the hole," (indicated by drawing a ring around the minus score.)

LONG HAND—If a player bids 84, and takes all seven tricks without his partner, he scores 84, regardless of whether there are counting points in his partner's unplayed hand. If he fails, he is set back 84, and all points in his partner's hand are scored for opponents.

REVOKE—If a player holding a card of the suit led play a card of another suit, he is said to "revoke." If revoking player is bidder, or bidder's partner, neither he nor his partner can score on that hand, even though they make good the bid. If they fail to make the number bid, they are set back amount of bid. Revoking side may play out the hand to keep opponents from scoring, however.

If revoking player is bidder's opponent, bidder and partner score the amount bid, even though they fail to make the bid good. If they make more than amount bid, they score all they make. Revoking player and partner can not score on that hand.

GAME—The side first making 200 points wins the game.

SNIFF.

CARDS—Full pack of Card Dominoes—55 cards.

NO. OF PLAYERS—2, 3 or 4 players as individuals, or 4 players as partners.

CUTTING—Cut for deal. Player receiving card having the fewest number of spots deals.

DEALING—2-handed, deal 8 cards to each, one at a time, alternately; 3-handed, 7 cards to each, and 4-handed, 6 cards to each, one at a time, in rotation, beginning with player next to dealer on the left.

OBJECTS OF THE GAME—1—To get rid of cards in the hands by matching them with those already played. 2—To play such cards that the sum of the spots exposed equals 5, or some multiple of 5 (see **THE PLAY** and **SCORING**.) 3—To play cards which will "block" other players.

THE PLAY—Player next to dealer on the left lays any card he chooses, face up on the table. This is called "setting". This card is called "sniff" and should preferably be a double, although this is not necessary. Next player to the left then plays a card which matches the sniff card. This card must be placed so that the end which matches the sniff card will be next to it. Next player plays, and must play a card which matches the sniff card or the exposed end of the other card, and it must be placed so the matching ends of the cards will be together. This mode of play continues around the table until one player has played all of his cards, or until no one can play further.

The sniff card, if a double, may be played to on all four sides; all other cards may be played to only at the exposed ends. The ends of the double sniff card cannot be played to until both sides have been played to, however.

Should a player be unable to play at his proper turn he is "blocked", and must draw a card from the remainder of the pack. If he cannot play after drawing this card, he must draw another. If still unable to play, the turn passes to the next player on the left.

SCORING—If, during the play, a card is played which makes the sum of the exposed ends of the dominoes equal 5, or some multiple of 5, the player of that card scores 1, 2, 3, etc., points, according to the sum of the spots; i. e., if the sum be 5, he scores 1 point; if 10, he scores 2; 15, 3, 20, 4; etc.

When one player gets rid of all of his cards, the cards in the other hands are exposed, and the player scores as many points as the sum of the spots on opponents' cards. In partnership game, the cards of winning player's partner are not counted in this sum.

If, during the play, all of the players become blocked and the pack is exhausted, the cards in each hand are exposed and the spots counted. The player having the fewest spots adds to his score the difference between the spots in his hand and the sum of the spots in the other hands (exclusive of those in partner's hand, if a partnership game).

Points may be counted on a cribbage board, pegging once for each 5, all fractions of 5 at the end of the hand, counting 5.

GAME—May be any number of points, usually 305 when counted on cribbage board.

BLOCK GAME.

CARDS—A full pack of Card Dominoes—55 cards, is used.

NO. OF PLAYERS—2, 3 or 4 players as individuals, or 4 players as partners.

DEALING—Any player may deal. 2-handed, deal 3 cards to each, one at a time, alternately. 3-handed, deal 7 cards, and 4-handed, deal 6 cards to each, one at a time in rotation, beginning with player next to dealer on the left.

OBJECT OF THE GAME—To hold no spots, or as few spots as possible at the end of the hand. **THE PLAY**—There are several methods of determining which shall have first play. 1—It may be agreed that players have first play in turn on successive deals. 2—Player holding the highest double may lead, or if no player holds a double, the one having the card containing the most spots leads. 3—Each player draws one card from the remainder of the pack. The player receiving the lowest double leads; or if no player receives a double, the player holding the card containing the fewest spots leads.

Leader plays by laying any card face up on the table in front of him. Doubles are laid perpendicularly, and other cards horizontally. Next player to the left then plays by laying down a card next to the first one played. One end of this card must match an end of the first card, and must be so placed that the corresponding ends of the two cards be together. Next player may then match either exposed end of the cards played. This continues, each player playing one card in turn, until one player has played his hand out, or until all players are "blocked"; i. e., until no player has a card which will match either exposed end of the line.

If a player at his proper turn to play has no card which will match, he is "blocked" and the turn passes to the left, the other players playing in regular turn until blocked player can play, or one player has played out his hand, or until all players are blocked.

SCORING—If one player plays out his hand before the others, the former wins as many points as the total number of spots on opponents' remaining cards (exclusive of partner's cards in partnership game.)

If, during the play, all players become blocked, the cards remaining in the hands are exposed, and the spots in each hand are added separately. The hand containing the fewest spots is deducted from the sum of spots in the other hands (exclusive of partner's in partnership game), the difference being scored for the player holding fewest spots.

In the four-handed individual game, each player may, at his proper turn, continue playing as long as he can match card at either end of the line.

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A variation of the Block Game, in which a player who is blocked must draw from the remainder of the pack, one card at a time, until he can play or until only two cards remain in the pack. Any player may draw from the pack at any time, so long as two cards remain.

This game is counted and scored the same as the regular Block Game.

MATADORES.

A variety of the Block Game, in which the object is to make the contiguous ends of the cards played equal 7, instead of matching the exposed ends; for instance, a 4 must be played to a 3, a 5 to a 2, etc. 28 cards are used, all the 7's, 8's, and 9's being discarded. 7 cards are dealt to each player and the highest double or, lacking a double, the dominoe containing the most spots has first play.

There are three cards which have 7 spots each—6-1, 5-2, and 4-3. These cards are called trumps or matadores and may be played at any time, regardless of whether they unite with an exposed dominoe to form 7 or not.

Only one end of a double can be counted at one time; i. e., double 3 counts as 3, not 6.

The game is counted and scored as in the regular Block Game.

SEBASTOPOL.

A variety of the Block Game. 28 cards are used, all 7's, 8's, and 9's being discarded. There are four players and 7 cards are dealt to each. Double 6 sets and each player in turn plays one card, or if he cannot play, says "go," when the turn passes to the left. The sides and ends of the double 6 must be played to before anything but sixes can be played.

The game is counted and scored the same as the regular Block Game.