

DOMINO CLASSIC

7 game variants

for 1 - 4 players of minimal age of 6 years

Contents: 28 dominoes

DEAD END LANE / for 2 players

It is the easiest domino game. All the dominoes are shuffled after having been placed face down. Before the game starts, the players draw for the right of the first round. Then each of the players chooses 7 dominoes. The remaining dominoes are put aside for this round. When the round has been completed the remaining dominoes are shuffled again together with the ones that have been used during the first round. The beginning player places his first domino on the table. His opponent adds one of his dominoes. Afterwards they play one after another according to these rules:

- Before the game starts, the players make an agreement concerning the amount of achieved points - 50. 100 or any other number.
- In the beginning of the game the first player places any of his dominoes. Further only the dominoes may be added, which have the same amount of dots as the ones already placed (2 comes to 2, 4 comes to 4, etc.)
- The dominoes with different number of dots on their halves are placed along the line, the doubles (dominoes with the same number of dots on their halves) across the line.
- Each of the players may add his domino only on the first or the second end of the line.
- The player who is not able to add any domino, says „FURTHER“
- The player who succeeded in placing all of his 7 dominoes, calls „DOMINO“ and wins the round. His opponent reveals the dominoes he has left. The number of all dots on these remaining dominoes becomes the winner's point gain.
- If both of the players have some unused dominoes in front of them and they are not able to add to any side of the line, the game is in the „DEAD END LANE“. Then the players show their remaining dominoes one to the other. The player wins, whose total of dots is lower than that of the other player; his opponent's total becomes the winner's gain of points.
- In the next round the other player begins and they switch this starting role until the agreed amount of points has been reached by one of them and the game has thus ended.

DOMINO WITH RESERVE / for 2 players

All the dominoes are shuffled after having been placed face down. Every player takes 7 dominoes. The remaining dominoes stay as a reserve. The way of playing is the same as „DEAD END LANE“ with the following alteration. When one of the players is not able to add any of his dominoes, he takes one domino from the reserve. If this additional domino is not suitable either, the player keeps taking dominoes from the reserve until he is not able to add one on one or the second end of the line. It may be that he exhausts the whole reserve. The reserve is taken from also in a case when the player has already placed all his dominoes and it is his turn to play. After the reserve has been exhausted, the game continues as in the „DEAD END LANE“ variant with the exception that the points from single rounds do not add. The player wins the game, who has got rid of all his dominoes, or the total amount on his remaining dominoes is lower than the opponent's one.

MATADOR / for 2 players

In this game the following four dominoes are important.: the double 0/0, 6/1, 5/2, 4/3 - these are called „MATADOR“. Except for the first domino they are the dominoes, whose total of dots equals number 7. Shuffle all the dominoes placed face down. Before each game take away 3 dominoes at random in order that it is not possible to find out which dominoes are held by the other player. Before the game is started, draw for the right of the first turn. After that each player takes 3 dominoes from the reserve. First player places one of his dominoes on the table. The second player has to add such domino that the total of the adjacent sides equals number 7. If a player is not in hold of a domino with the appropriate number of dots, but he has a „MATADOR“ domino, he can place it on any side of the line not regarding the number on its face. His opponent then goes on as usual, he has to add a domino so that the total of adjacent dots equals 7. If you do not have the domino necessary nor a „MATADOR“, take one domino from the reserve after another until you are able to add appropriate number. It may happen that the whole reserve is exhausted.

If you are not able to add any domino after the reserve has been exhausted, it is your opponents turn. The player wins who, after exhausting the reserve, gets rid of all his dominoes as first. If both players are not able to continue and they still have some dominoes left, they turn the remaining dominoes face up. The player with the lower total of remaining dominoes wins.

BERGEN / for 2 - 3 players

Shuffle all the dominoes placed face down. Each player takes 6 dominoes. The player who has a double domino with lower total of dots, begins. He places the double domino on the center of the table and gains 2 points. If no player has a double, the one who begins, is the one who has a domino with the lowest total of dots. Players then one after another place one domino on the left or the right side of the line according to the known rules. However, they try to add such domino, that there is the same number of dots - 3s, 4s, 0s - on each end of the line. Whenever a player succeeds, he gets 2 points. If a player adds a double with the same amount of dots as there is on the other end of the line, he gets 3 points. The player who according to the rules is not able or, for tactical reasons, does not want to place any of his dominoes, he takes one domino from the reserve. If he still is not able or does not want to play further, he exclaims „FURTHER“ and it is turn of his opponent. If the game ends in the dead end lane after the reserve has been exhausted, it is over. The player who has no double domino left becomes the winner. If two players have double dominoes in their stock, the player wins who has less of the doubles. If two players have one double in their remaining stock of dominoes, the one wins whose double's total is lower. If players do not have a double in their hand, the winner is the player whose total of remaining domino dots is lower.

The game then continues with the next round. The player who has reached total of 15 points as first, becomes the total winner.

SEVASTOPOL / for 4 players

little stakes

The game is played for stakes - nuts, sweets, dried fruit etc. Each of the players puts 1 stake into the bowl which serves as bank. The dominoes are shuffled. Every player takes 7 dominoes. The game is begun by a player who is in possession of the double 6/6. The game then goes on clockwise, next player has to add any domino with number 6. Dominoes may

be added not only on the ends of the line, but also on its sides. If a player does not have any domino with number 6, he says „FURTHER“ and skips his turn.

As soon as the cross has been built around the double 6/6, the next phase of the game begins. Players add dominoes on any arm of the cross according to the basic rules of domino game. The player who has got rid of all his dominoes as first, gets three fourths of the „bank“. The others go on. The player who has got rid of all his dominoes as second, gets the remaining one fourth of the „bank“. The last two players get nothing. Also in the second phase of the game there is a rule, that the player who is not able to add a domino, says „FURTHER“ and skips his turn. If all the players get into the dead end lane, the game is over. The player with the lowest total of dots on his remaining dominoes becomes the winner and gets three fourths of the „bank“. The player with the second lowest total becomes the second in the game and gets the last portion of the „bank“.

TWENTY ONE / 2 - 4 players, family, little stakes

This game is, in fact, a domino variant of the famous card game „Black Jack“. We do not stake money into the „bank“, but instead we use little stakes from a shared possession of all players - for example fruit, biscuits, chewing gums etc.

All the dominoes are shuffled beforehand and placed face down on the table. The players, in a clockwise order, take 2 dominoes each. They check them secretly and count all the dots. The aim of this game is to reach the number of 21 dots on one's dominoes or to get as close to this number as possible. If anybody finds his number too low, he may take one or more dominoes from the reserve. But this additional taking from reserve is not without risk. The player who exceeds the number of 21 even by 1, loses possibility to win and to gain the „bank“. If no player wants to take any additional domino from the reserve, all the players reveal their dominoes and count the totals of dots. If nobody has reached the number 21, the player with the nearest lower total of dots becomes the winner.

SOLO DOMINO / 1 player

This game is very good to develop combinatory skills. First turn all the dominoes face down and shuffle them thoroughly. After that choose 5 dominoes at random and turn them face up. Choose the most suitable from these 5 dominoes and place it on the table as the basis of a domino line.

As a next step add further dominoes on one or the other end of the domino line according to the basic domino rules. If you manage to add, for instance, 4 of the original dominoes, take another 4 from the reserve and turn them face up. And again, add as many dominoes as you can on either side of the domino line. It is important to place as many dominoes as it is possible. And again, take the same number of dominoes from the reserve, which you have managed to place in the line. This rule is valid for all the rounds of the game: how many dominoes you have been able to add in the line, that many you can take from the reserve. You become the winner in case of having placed all the dominoes on the table. If you do not succeed in this and you have some dominoes left, which can not be placed in the line, you lose. It may happen, that you lose before the reserve has been exhausted. This situation appears when you have taken 5 dominoes from the reserve, but you are not able to place any of them on the right nor the left side of the domino line.

We hope you will enjoy the game.