

DOUBLE SIX Dominoes



Item # 920

Ages: 6 to adult

Many games may be played with a set of dominoes. Here are two:

Double Six Dominoes

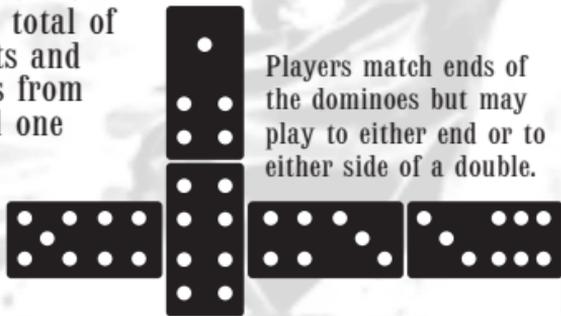
For 2 to 4 players

Before play begins, all dominoes are turned face-down and mixed. Each player draws five dominoes and stands them on edge before him so that his opponents cannot see his domino faces. The remaining dominoes become the draw pile, play moves to the left.

Each domino is divided into two parts, or ends, each containing a set of spots. A double domino contains matching ends (6-6, 5-5, etc.), and the player who draws the highest double domino places it in the centre of the table to begin the game. If no double was drawn, all dominoes are returned to the draw pile, reshuffled, and redrawn.

The second player then tries to match one of his dominoes to one end or side of the double. For example, if the first domino played is double four, the second player may add any one of his dominoes containing four spots on one end. The next player may play to the double four, or he may try to match the end of the second domino played. Blanks match other blanks. Only one domino may be played at each turn; dominoes are placed length-wise rather than at right angles except in the case of a double, as shown, at any open end of a row. If a player cannot match any of the dominoes in play, he must draw from the extra dominoes until he is able to do so. Should he draw the last domino and still not be able to play, he passes and then tries again on his next turn. A player must play a domino if he is able to do so. Doubles are always placed cross-wise to the end they match, thereby giving two new directions in which to place dominoes.

Play continues until one player has used all of his/her dominoes or until no one can play. If no further plays can be made, and all dominoes have been drawn, the player with no dominoes, or with the least number of points (spots) on his remaining dominoes, wins the round. He subtracts the total of his points from the total of each of his opponents' points and scores the balance of points from each. Rounds continue until one player scores 100 points. The game is won by the first person to score 100 or more points.



Five-Up

For 2 to 4 players (individuals or teams of 2)

Five-Up, also known as Muggins or All Fives, is played with the standard Double-Six Dominoes set (Bones). You'll also need a paper & pencil to keep score.

Game Play

Each player draws one bone to decide who goes first. The player that draws the heaviest bone (the one with the highest total of spots and, in the case of a tie, the highest number on one end) leads off.

Return all dominoes to the boneyard and shuffle. Starting with the lead player and proceeding clockwise, each player draws five bones. The first player may lead any of their bones and plays it face up in the center of the table.

Matching

The second player must play a bone which matches either end of the bone lead by the first player. Subsequently, bones are added to either end of the resulting chain.

For example, if the first player lead with the 2-4, the second player might follow with the 2-6. The resulting chain would look something like 6-2-2-4. The third player may play any bone with a 6 or 4.

The first double is a special case. This is laid crosswise on the chain. Also, up to four bones may be laid against this double, known as the spinner, two bones continuing the chain and two more sprouting off the double to form a cross pattern. Further dominoes may be added to the two new sprouts giving players a choice of four playing positions.

If at any point a player cannot add a bone to an open end, they must draw bones from the boneyard until they draw a bone which can be played. All bones drawn which cannot be played immediately are added to their hand. It is also legal to pass on playing the bones that you have (even if you have one that can be played) and draw from the bone yard until you draw a bone that you wish to play.

Scoring

The goal of the game is to be the first to get to 100 points. To do this, make all four ends of a chain total five or a multiple of five. Each time this happens, that player scores the number of points the dots total, for example 5, 10, 15, etc. When a player fails to claim a score, any opponent can call "Five Up" and steal the chain thus adding the count to his/her existing score. For ease in keeping score, score every five points as one stroke on your score pad.

As in the previous game, play continues until one player has used all of his/her bones or until no one can play. If no further plays can be made and all bones have been drawn, the player with no bones, or with the least number of points on his/her remaining bones, wins the round. This player subtracts his/her total "bones points" from the total of each of his/her opponents' points and scores the balance of points from each. This total is rounded to the nearest five and is added to his/her score.

Rounds continue until one player scores 100 points. The game is won by the first person to score 100 or more points. Variations of the game are played until 200 or more points.



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