

Domino

The game:

The domino tiles are placed on the table with the pips (spots) facing up and shuffled. This is the draw pile. The dominoes drawn by a player are then placed on the table with the pips facing him, or held in the hand. With two or three players, each player is for himself; with four players, the game is played in two teams facing each other. Players always take turns going clockwise.

Versions:

Block: Block can be played by two, three or four players. At the beginning of the game, each player draws dominoes. If there are two players, each draws seven tiles; otherwise five each. The player with the highest doublet starts by laying this domino in the middle of the table. The second player places a domino (with the same number of pips) at a right angle to the first one. Then, each player takes turns laying a domino on one of the two open ends. If a player doesn't have a domino that he can play, he has to pass. The game ends when a player has placed all of his dominoes, or when no player can place a domino. The player who plays the last domino receives the number of all pips on his opponent's dominoes as score points. In team games, the number of pips for the winning couple is deducted from the losing couple's points. When all players have passed, the player with the lowest number of pips gets the score point. In team games, the difference between the points of each couple is the score point.

Draw: Draw is very similar to Block. The differences are that it can start with any domino, and every player can take as many dominoes as he wants from the draw pile, even if he actually could place a domino. The last two tiles always remain in the draw pile. If the first player has placed his domino, all the other players can play, or draw one or more dominoes from the pile. After a player has put a domino down, he may not draw another one. When all of the dominoes which can be drawn have been taken from the draw pile, the players must pass. In team games, every player draws six dominoes leaving the last two in the pile.

Muggins ("The Five Game" or "All Five"): Muggins is similar to the Block game. In addition, every player tries to get a 5 by laying his tiles so that the sum of the numbers at either end of the chain is a 5 or a multiple of 5. One scoring point is given for every multiple of 5. Example: Whoever can start with a double 5 gets 2 points ($10:5=2$). If a 4:4 is placed at one end of the chain and a 6:6 at the other end, the player gets 4 points ($20:5=4$). The points are immediately written down. At the end of the game, the score points are divided by 5. Sums that cannot be divided by 5 are always rounded up. Normally the game continues until 61 points have been reached. If a player can't lay down a tile, he must continue drawing from the pile until he can. If all dominoes have been drawn, the player has to pass. A player is not allowed to pass if he can lay down a domino.

All Fives and Threes: All Fives and Threes is a version of Muggins. Here, every player scores for multiples of 3 or 5. Every player (up to four) draws seven dominoes from the draw pile. The player with the lowest doublet starts. Every time the sum of the two end dominoes is divisible by a 3, a 5 or both, the player scores one point for each multiple of this number. Accordingly, the number 15 is the sum that scores the most points, namely 8 (5×3 and 3×5). The player or couple that ends the game scores an additional point. Whoever reaches 31 first is the winner. In a team game, the difference between the points scored by each couple is awarded as a scoring point.

Sebastopol: This is a game for four players. After drawing 7 dominoes each, the player with the 6 doublet begins by laying this tile. The next four tiles must be placed at a right angle to this one. After this, tiles can be placed on any of the four arms. The remaining doublets can only be placed in one direction.