

DOUBLE 15 DOMINO INSTRUCTIONS

SUPER DOMINOES ©

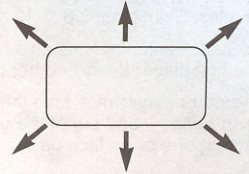
For two or more players.

Description: A matching game in the classic domino tradition, with special powers for some of the numbers. The object is to get rid of all your dominoes.

To Start: Players take nine tiles each. The first player plays any double — or having none passes to the next player, who plays any double. (In case no one has a double, players in turn will pick one tile and keep it until someone draws a double to start play.) You can then play off the start double in six directions. Allow lots of space in case it's a long game! Play proceeds clockwise. At each turn, match the start double or match the current domino end-section on any of the six domino legs.

In playing off, these special rules apply:

- You may play a double on its own number, or on a 13!
- Each time you leave a 15, every other player must immediately take another tile from the boneyard.
- Each time you leave a 14, you may go again if you can.
- Each time you leave a 13, a "spell" is cast: the next player must immediately play on the 13, or draw two tiles and then play — if possible. This continues around the table until someone plays a double or another 13. (Note: If the 13-13 is played, the spell continues!)
- Each time you leave a 3, reverse the direction of play (e.g., counterclockwise to clockwise). Does not apply in 2-player game.
- If you end your turn with a double, the next player loses a turn.



When you cannot play at your turn, pick two tiles, and play if you can. If not, pass.

NOTE: If the start double is 15-15, everyone else takes one tile.

If the start double is 14-14, you may make another play on it.

If the start double is 13-13, you cast a spell: each leg must be started—with a 13 or with a double—before any can be continued.

If the start double is 3-3 proceed to the right instead of the left.

Scoring

Simple scoring. The first player out of tiles, wins a point from each player for every domino they have left. If the game is blocked, where no one can play, the winner is the one with the fewest tiles left.

SUPER SCORING. Winner tallies the dot total of the loser's remaining dominoes.

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David Galt

DOUBLE TAKES ©

For 2, 3, or 4 players.

Description: The object is to win the most doubles and the most tricks. Doubles have a special power.

There are 16 suits, 0's thru 15's. In every suit, pieces rank from 15 down to 0. For example, the 11's rank: 11-15 (high), 11-14, 11-13, 11-12, 11-11, 11-10, 11-9, etc., down to 11-0.

To begin: (4 player game) Each player takes seventeen dominoes (round one). Set aside the rest for round two.

First player leads (plays) any domino, calling out its suit. Examples: if you lead 2-4, call "Two" or "Four"; if you lead 13-10 call "Thirteen" or "Ten." If you lead 13-13, call Thirteen. Moving clockwise in turn, each player must follow suit (must play a domino of the number called). If you can't follow suit, play any tile.

When each has played a domino, a complete trick (also called a book) is made. Whoever has played the highest domino in the suit led wins the trick, unless the trick contains one or more double not in the suit led! In this case, whoever plays the highest double not in the suit led wins the trick!

The winner of a trick leads to the next trick. Highest double not in the suit led wins the trick!

(Reminder - A double led to a suit, or played in following suit, counts only as a member of that suit.)

FURTHER PLAY and SCORING. After all 17 tricks are taken, enter each player's Round 1 score. Count one point for each trick, and one point for each double. Retire all the pieces just used. Then, each player takes seventeen new dominoes from the boneyard for Round 2. The first lead now is made by the player to the left of the opening leader in the first round.

Combined, the two rounds contain 50 points—34 points in tricks, and 16 in doubles. The winner is the highest scorer after both rounds of play.

It's easy to keep track of your points. Stack up each trick you take, and line up the stacks. If a trick has one double, face it up on top of the stack. If a trick has more than one double, spread the trick out. You can quickly figure your score at the end of a round.

If players agree, take a 5-point penalty for not following suit when able (called revoking). Penalty should be reduced to 1 point if corrected before next trick begins. (No penalty on next-to-last trick.)

Partnership DOUBLETAKES for Four Players.

Partners sit facing each other. One player on each side should keep the tricks taken.

DOUBLETAKES for Two Players.

There are four rounds, each player taking seventeen tiles per round. Play and score as in the 4-player game. Alternate the first play for each

new round. Total number of points: 84.

DOUBLETAKES for Three Players.

There are three rounds, each player taking 15 tiles per round. (The single tile remaining after the third round draw will go to the winner of the very last trick: it's worth 1 point if it's a double!) Play and score as in the 4-player game. For the 2nd and 3rd rounds, the first lead shifts one player to the left. Total number of points: 61.

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THAT'S IT! ©

For two or more players. The 2-player game is described first.

Object: To form your seven tiles into a winning hand of two melds. A meld is three or four tiles of the same number (or "suit"), or three or four doubles. Examples: 3-6, 3-12, 3-14 is a meld of 3's; 4-4, 6-6, 12-12, 13-13 is a meld of doubles.

To Start. Each player takes a hand of seven dominoes, kept hidden from the other player.

The first player takes another tile from the boneyard, and looks at it without showing it. The first player then discards any tile, face up.

The other player may take this discarded tile, and put out a new discard in exchange. Or, if the face up discard isn't wanted, it goes into a trash heap — and out of the game. The player whose turn it is then takes a new tile from the boneyard, and decides to keep it or not, discarding one piece face up.

Continue in this way, players alternating turns. Your turn consists of taking the discard, or placing it into the waste heap and then taking at a new tile; your turn ends by discarding. The game continues until one player discards face down, saying "That's It," and then showing the melded hand. (Note: Use each domino for one meld only.)

Scoring

Each meld scores 1 point for the winner. A winning hand with no bonuses scores 2.

Bonus: If the meld has consecutive dominoes, add 1 point. E.g. 2-9, 2-11, 2-14 = 1 point (no bonus), 2-9, 2-13, 2-14 = 2 points, 5-4, 5-5, 5-12, 5-13 = 3 points (add 2 points for dominoes in sequence twice).

If all the pieces in a group are consecutive, score two points per domino: Examples: 2-12, 2-13, 2-14 add 6 points; 4-4, 5-5, 6-6 add 6 points; 10-blank, 10-1, 10-2, 10-3 add 8 points. Note: For 10-blank, 10-1, 10-2, 10-7 add only 2 bonus points, for 2 dominoes added in a sequence. But, remove the 10-7 and the bonus is 6 points, since all dominoes in the meld are now consecutive. If both melds are in the same suit, double your score. Only the winning hand scores! The loser of a hand goes first in the next hand. Play to 25 points, or to any other agreed number.

For three or more players: Play and score as in the two handed game. Play proceeds to the left. Only the next player has the right to a discard, which is put into the waste heap if not wanted. For each new hand, the player to the left of the last hand's winner goes first.

Ten-domino version. Each player takes ten tiles, not seven. A winning hand must consist of 3 melds (a meld of 4, and two melds of 3).

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HIGH FIVES ©

For 2 to 8 players.

Object: To win scoring dominoes — doubles and any domino with a dot-total divisible by 5.

To begin: each player takes five tiles from the boneyard. (With 5 or more players take just four pieces each.) Then five more tiles are turned up from the boneyard, to form the pool.

One player is chosen to go first, with play moving to the left.

At each turn, play one of your tiles to the pool. If it matches any domino there, take in that pair of dominoes. If not, leave it in the pool. (If your play matches more than one domino, you have your choice of which one to take from the pool.) For example: you play 5-12, and you can take 2-12, 5-7, or 5-5 from the pool. Take 5-5, a scoring tile. If you don't notice a matching pair of pieces, the next player is entitled to them!

After everyone's five dominoes are played, all take five more from the boneyard for the next round. (With 5, 6 or 8 players, take just four tiles each; with 7 players take only three tiles on each of the last two rounds). Each round of play should start with the same player.

Note: when the pool is empty, all you can do is discard a domino.

With two to six players you'll have one tile left after the final draw. Turn it up and put it in the pool. With 7 players there will be two tiles left, and with 8 players there will be three left for the pool.

Scoring

At the end of play, tally your score as follows: Each double counts 1 point. In addition, any piece whose dot-total is a multiple of 5 (5, 10, 15, 20, 25, or 30) is worth 1 point for every time 5 goes into it. For instance, 2-3 and 1-4 each add to 5 and each is worth 1 point; 3-12 and 7-8 each add to 15, each worth 3 points; 13-12 is worth 5 points. 15-15, the highest scoring piece, is worth 7 points: 6 points for its total of 30, and 1 more as a double.

The scoring tiles total 100 points exactly. The player taking the most pieces wins a bonus of 5 points.

For easier scoring, keep dominoes worth points together. This lets you count your points easily after play ends. Players with a cribbage board may find it handy to "peg" points as they are won.

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