

Double Twelve Dominoes Instructions

For 2 to 6 Players / AGES 8 to Adult

CONTENTS

91 Dominoes, Starter Piece, Velvet Bag

SETUP

Turn all of the dominoes facedown and mix them up. Each player draws seven dominoes and stands them so that the dots are hidden from the other players. The remaining dominoes become the draw pile ("boneyard").

OBJECT

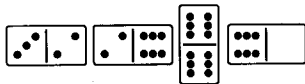
To win a round, be the first player to play all your dominoes. To win the game, be the first to score 100 points.

The first player to score 100 or more points wins the game. For a short game, play to a total of 50 points.

HOW TO PLAY (Basic Rules)

The player who draws the highest double domino (same number of dots on both ends) begins by placing that domino in the center. If no double domino is drawn, all dominoes are returned to the boneyard, mixed and redrawn. The person sitting to the left of the first player takes the next turn. The second player tries to match one of his or her dominoes to one end of the beginning piece. If the second player has no match, he or she must draw from the pile until a match can be made. Only one domino can be played at each turn. Dominoes are placed horizontally, except for doubles, which are placed vertically, as shown.

Every subsequent round is played the same way, beginning with the player who has the highest double domino.



HOW TO WIN

The winner of the round is the first player with no dominoes or the fewest number of dots on any remaining dominoes, once all dominoes have been drawn and no more can be played. Rounds continue until a player scores 100 points and wins the game.

Scoring is as follows: The winner subtracts the number of points in his or her remaining dominoes from the total of his or her opponents' points.

The difference is the winner's score for the round. For example: Player A, the winner, has 3 remaining dots. Player B has 9 remaining dots and Player C has 21 remaining dots. $B (9) + C (21) - A (3) = 27$ points.

GAME VARIATIONS

Bergen

For 2 or More Players

OBJECT

Make the dots on both ends of the line of dominoes equal and be the first to play all of your dominoes.

HOW TO PLAY

Each player draws 6 tiles. The tiles not drawn are pushed to one side to make up the boneyard. The player with the highest double places it in the center and scores 2 points. The player to the left of the first player takes the next turn. The line can be played in two different directions, left or right. When you can't make a match, you must draw from the pile until you get a domino you can play. If the open end of the domino you play has the same number of points as the domino on the other end, you get two points. If one of the dominoes at the end of the line is a double, you get three points.

The first player to play their last piece calls "Bergen." This is worth one point. If the game is blocked, so that no one can play any remaining dominoes, then each player counts the points remaining in his or her hand. The lowest hand wins one point, provided that it does not contain a double. Any hand containing a double receives zero points. If all hands contain doubles, count all the points except for the doubles. The hand with the lowest number of points wins one point.

HOW TO WIN

Be the first to score 15 points.

Tiddle-a-Wink

For 6 to 10 Players

SETUP

Turn all of the dominoes facedown and mix. Each player draws 5 dominoes.

OBJECT

Be the first player to reach 100 points.

HOW TO PLAY

The player with the highest double domino places it in the center. Whenever a double domino is played, the player gets a second turn. If you are unable to make a match, say "Gee" and skip your turn.

HOW TO WIN

The first player to place their last domino calls "Tiddle-a-Wink" and receives the total number of points left in the other player's hands.

If no player can place his or her last domino, the winner is the player with the lowest points remaining. The winner subtracts the number of points in his or her dominoes from the total of his or her opponents' points. The difference is the winner's score for the round.

The first person to reach 100 points is the winner.

Matador

For 3 to 8 Players

SETUP

Turn all of the dominoes facedown and mix. If there are three to six players, each player draws 7 dominoes. For 6 to 8 players, draw 5 dominoes. If there are any remaining tiles after the draw, they form the boneyard.

OBJECT

Be the first to score 100 points. Instead of playing a matching domino, the object is to place any domino that, when added to an open end will total 10.

HOW TO PLAY

The player who draws the highest double domino or a domino with the most points begins by placing that domino in the center. Play proceeds to the left. The second player tries to play a domino that, when added to an open end, will total 10. If you do not have a playable domino, and there are none in the pile, you must pass.

The following "Matador" dominoes equal 10: 9-1, 8-

2, 7-3, 6-4, 5-5, and double blank. Matadors can be played anywhere at anytime. They are the only dominoes that can be played on a blank.

If you have one or more Matador dominoes, you may choose to either play the Matador or draw from the pile. If you are unable to draw a playable domino, you must play your Matador.

HOW TO WIN

The winner is the first player with no dominoes. The winner's score for the round is the total of the opponents' remaining points.

If no player can place his or her last domino, the winner is the player with the lowest points remaining. The winner subtracts the number of points in his or her dominoes from the total of his or her opponents' points. The difference is the winner's score for the round.

The first person to reach 100 points is the winner.

Four Hand Texas

For 4 Players

SETUP

Remove all dominoes with a 7 or higher. Place the remaining dominoes facedown and mix them up. Each player takes seven dominoes and sets them on edge so that the owner can see their values, but the other players cannot see them. Players sit opposite their partners.

OBJECT

Be the first to score 250 points.

HOW TO PLAY

The 5-5 and the 6-4 dominoes are worth 10 points. The 5-0, 3-2 and the 4-1 are each worth 5 points. Each round counts as a point. There are 42 possible points available per round.

Bidding is to the left of the starting player, who is the dealer. The dealer bids last. The double of the trump is highest. For example, if 3s are trump, then 3-3 is the highest, then come 6-3, 5-3, etc. Doubles may also be a bid. When made trump, the highest double takes the trick. No trumps may also be bid.

Each bidder bids the value of his or her hand. The other players may choose to raise or pass. 30 is the lowest bid that can be made to start. When a player bids a limit bid, 42 points, each of the other players may continue the bid by doubling. So the

next bidder must bid 84 or pass. The third player must bid 168 or pass, etc. Bidding continues until one player scores the bid after all others have passed. Trumps are not named until after bidding has been completed. You must follow suit. If you cannot follow suit, you can either trump or discard. The bidder has the first lead.

Each side scores the number of points actually taken unless the bidder fails to make their bid. Then the side not bidding counts its own score plus the amount bid. When limit bids of 42 have been made, the winner counts the amount of his or her bid. If a limit bidder loses their bid, their opponents add the amount of the bid to their score.

In playing no trump, the highest spot of the piece becomes the trump for that particular trick. Other players must follow that trump or discard. In no trump, the double is always the highest.

HOW TO WIN

The winner is the first to score 250 points. If the game is close when both sides go out, the bidder is always the winner, even if his or her points over 250 are less than the opposition's.

Muggins

For 4 Players

SETUP

Mix the dominoes up facedown. If 2 play, each player draws 7 tiles. If 3 or 4 play, each player draws 5 tiles. The tiles not drawn are pushed to one side to make up the boneyard.

OBJECT

Make all ends total 5 or a multiple of 5.

HOW TO PLAY

The player with the highest double places it in the center. Play proceeds to the left. The first domino can be played in four different directions, left, right top and bottom. Whenever you can't make a match, you must draw from the boneyard until you get a domino you can play. You may also draw from the boneyard even if you already have a piece that can be played.

If you play a piece that causes an end to total 5 or a multiple of 5 you must claim the score immediately. If you don't, any of the other players can call "Muggins" and add the points to his or her own score.

The first player to place their last piece calls "Domino." All the other players total the points remaining in their hands. The total score of all hands goes to the first player that called "Domino." If the game is blocked, so that no one can play any remaining dominoes, then each player counts the points remaining in their hand. The player with the lowest number of points gets the difference between the total and the total of his or her opponents. The player with next lowest number of points receives the difference between his or her points and the total of all the remaining opponents. Remaining players calculate their points the same way. Points earned during the game for calling "Muggins" are added to these points.

HOW TO WIN

The first person to reach 100 points is the winner.

Poker

For 4 Players

SETUP

Remove all blanks and 1-1 pieces and use 20 dominoes for this game. Turn all remaining dominoes facedown and mix them up. Each player gets 5 dominoes.

OBJECT

Win the hand by having a better hand than your opponents.

HOW TO PLAY

This game is played just like Poker except that the hands rank in the following order:

- One pair is any 2 doubles.
- Flush is any five of a suit such as 6-1, 6-2, 6-3, 6-5, and 6-6.
- Threes are any 3 doubles.
- Four straight is a sequence of fours such as 4-6, 4-5, 4-4, and 4-3.
- A full hand is three doubles and two of any suit, such as 6-6, 3-3, 2-2, 2-4, and 2-1.
- A five straight is a sequence of five such as 3-1, 3-2, 3-3, 3-4, and 3-5.
- Fours are any 4 doubles.
- Six straight is a sequence or rotation of sixes.
- A royal is 5 doubles.

When none of the hands described above are out, the best hand is determined by the rank of the highest piece.

HOW TO WIN

Have a better hand than any of your opponents.

Block

For 2 or More Players

SETUP

Mix the dominoes facedown. Each player draws 7 pieces.

OBJECT

Win a round by being the first player to play all of your dominoes. Be the first to score 100 points to win the game.

HOW TO PLAY

Each player tries to match the dots on one end of a tile from his hand with the dots on an open end of any tile in the layout. If a player is unable to match a tile from his hand with a tile in the layout, the player passes his turn to the player on his left. Each player may play only one tile per turn.

The first player to get rid of all dominoes announces "Domino!" and wins the game. If none of the players can make a play, the game ends in a block. If a game ends in a block, all the players turn the tiles in their hands faceup, count the dots on each tile, and add them together. The player with the lowest total wins the game and earns the points (1 point per dot) of all the tiles left remaining in his opponents' hands.

HOW TO WIN

The player who first reaches 100 points or more is the overall winner.

Sebastopol

For 4 Players

SETUP

Place the 6-6 domino in the center as the starter, then mix the rest facedown. Each player draws 7 pieces.

OBJECT

Win the round by being the first player to place all of your dominoes. To win the game, be the first to score 100 points.

HOW TO PLAY

Any player can begin. The starter domino must be played on both ends and both sides, forming a 5-tile cross, before any other tile can be played. If a player is unable to match a tile from their hand

with a tile in the layout, the player passes their turn to the player on the left. Each player may play only one tile per turn.

The first player to get rid of all dominoes announces "Domino!" and wins the game. If none of the players can make a play, the game ends in a block. If a game ends in a block, all the players turn the tiles in their hands faceup, count the dots on each tile, and add them together. The player with the lowest total wins the game and earns the points (1 point per dot) of all the tiles left remaining in his or her opponents' hands.

HOW TO WIN

The first person to reach 100 points is the winner.

Bingo

For 1 Player

SETUP

Turn all dominoes facedown and mix. Arrange them side by side in one long row. Then turn them all faceup without altering their position.

OBJECT

Remove all of the dominoes.

HOW TO PLAY

Start from the left end of the row and count the dominoes aloud from 0 to 12. If the dots on the domino you touch equals the number you speak, you can remove it from the line.

When you get to twelve, start counting from 0 again. When you reach the end of the line, close up all the gaps and continue counting from left to right.

HOW TO WIN

Remove all of the dominoes.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free). Canadian consumers, please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada J4G 1G2.

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