

16 DOMINO GAME INSTRUCTIONS

featuring

CARDINAL MEXICAN TRAIN™

CARDINAL INDUSTRIES, INC.

21-01 51st Avenue

Long Island City, NY 11101

*50 Years of
Manufacturing Dominoes*

RULES OF PLAY

Domino sets vary in size according to the number of pieces. The standard set is the "Double Six" but the "Double-Nine" and the "Double-Twelve" sets give greater variety to play and interest to the game because of the increased skill required. The following rules apply to the "Double-Six" sets but are equally applicable to the larger sets with such changes necessary to take care of the increased number of pieces with their correspondingly larger counts because of the greater number of "spots."

GENERAL - Domino games begin by shuffling the pieces that have been turned face down so the "spots" do not show. Players then draw the required number of pieces and the balance left are set to one side for further use as covered in the rules. Pieces are played end to end but all doubles are set upright across the line.

OBJECT - In practically all domino games the players strive to block the game so that others cannot make a play; or to make ends when added together equal some given number or multiple of that number, or to so play that the ends of the line will show "spots" of equal value. A player goes "Domino" when he plays his last piece before any opponent.

CARDINAL MEXICAN TRAIN™

Cardinal's Mexican Train™, uses a set of Double Twelve Dominoes. From 2 to 8 play. With 2, 3, or 4 players, draw 15 dominoes each; with 5 or 6 players draw 12 each; and with 7 or 8 players draw 11 each.

OBJECT: To play off all your dominoes. You play off onto your own train, onto the Cardinal Mexican Train™ and onto other players' **marked** trains.

First Player: Open the Cardinal Mexican Train™ **station** by placing your highest double in the center. You may then begin **your** train on one of the eight "sidings" of the station by playing off a domino matching the station number. Your train should "depart" the station heading towards you.

(When the first player has no double, the next player opens the station. If no one has a double, draw in turn until one is found.)

Continue to play off on your **own** train until you have no more matches. Any left over tiles are called "empties". These may be played later on the Cardinal Mexican Train™ when new sidings are started that **all** players may use. (When all eight directions from the station have been taken, start new sidings off to the side and out of the way.)

Subsequent play. Play always rotates to the left. At your turn, play on your own train, on the Cardinal Mexican Train™, or on other players' **marked** train. You can play off a **series** of dominoes only on the turn when you start your train. After your train "has departed" the station, play only **one** domino per turn, unless you play a **double** (see below.) If you have a choice of plays, make any.

Whenever you have **no** play, draw **once** from the boneyard. If you still have no play, place a **marker** (a button or a penny works) on the last tile of your train, if you've begun it. You may remove your marker by playing on your train later. As long as your train has a marker, **you may not** play on your train, but any **other** player can. However, you can play elsewhere.

Playing Doubles: When you play a double you **must** make another play on that double if you can. If you can't, draw **one domino** from the boneyard. If you can

play it, that's fine. If not, place a **marker** on your train (if it does not already have one) and your turn is over. In this case, the next player must play on the double, and if unable must also draw **once** from the boneyard: if the double still cannot be matched, that player's train **also gets a marker**. This action continues until someone plays off the double: players already with a marker can play their drawn tile **only** to satisfy the double.

Exceptions to doubles requirement: 1) The double to play on is the **last** domino of its number, 2) You play a double to remove the marker from your own train, with **no** requirement that you or the next players satisfy that double. 3) If the double is your last domino, ending the game immediately.

Scoring: As soon as one player is out of dominoes, all play stops, and players report the sum of their remaining dominoes to the scorekeeper. After an aged number of rounds, whoever has the **lowest** score is the winner. (Note: begin each round with a new player, rotating to the left.)

For a fast paced game you may use either Double Nine or Double Six Dominoes. Draw an appropriate number of dominoes so that at least a few are left in the boneyard.

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FOUR-HAND TEXAS

Opposite players are partners, each person drawing seven pieces and double six set is used. Ten points each are given on the five-five and six-four; five-points are given on the five-naught, three-two and four-one; each trick counts as a point; this makes a total of forty-two possible points for each hand. Bidding is to the left of the one chosen to start who is called the dealer. Dealer bids last. The "double" of the trump bid is the highest, as for example, if 3's are trump the three-three is the highest; then comes the six-three, the five-three, etc. Doubles also may be a bid and when made trump the highest double takes the trick. No trumps may also be bid.

Each bidder bids the value of his hand and other players may raise or pass as they choose. Thirty is the lowest bid that can be made to start. When a player has bid a limit bid, namely 42, each of the

other players has the privilege of continuing the bid by doubling. In other words, the second bidder after a bid of 42 is made, must bid 84 or pass. The third bidder must bid 168 or pass and the fourth bidder must bid 250 or pass. Bidding is continued until one player secures the bid after all others have passed. Trumps are not named until after bidding has been completed. Player must follow suit. If he cannot do so he can either trump or discard. Bidder has first lead.

Each side scores the number of points actually taken in unless the bidder fails to make his bid, in which case the side not bidding counts its own score plus the amount bid. When limit bids have been made the winner counts the amount of his bid; if a limit bidder loses his bid his opponents score the amount of his bid plus the score they make. Two hundred and fifty points constitutes game and in case of a close game when both sides "go out" the bidder is always the winner even though his total points over 250 may be less than his opponents.

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

In this game, tricks and honors are what count and there is no line built.

POKER

Twenty pieces are used in this game, double-ace and all blanks being removed. The game is played the same as regular poker and is governed by all of its rules excepting that the hands rank differently, in the following order: One pair — any two doubles. Flush — any five of a suit such as six-one, six-three, six-four, six-five, six-six. Three's — and any three doubles. Four Straight — a sequence of fours such as four-six, four-five, four-four, four-three. Full hand — three doubles and two of any suit as six-six, three-three, two-two, and two-four and two-one. Five Straight — a sequence of five such as three-one, three-two, three-three, three-four, three-five. Fours — any four doubles. Six-Straight a sequence or rotation of sixes. Royal — five doubles. When none of the above hands are out, the best is determined by the rank of the highest piece.

MUGGINS

Each player draws seven pieces. The highest double leads. The object is to make all ends total five or a multiple of five and each player succeeding in doing this scores the number of points the "spots" total for example, 5, 10, 15, etc. Play can be made from both sides of the first double and both ends of the first double, giving four different points upon which to build. When a player cannot lay down a domino which will match the same "spot" of those already showing on any one of the ends, he/she must draw from the surplus pieces until he will draw one that will play. It is permissible to draw even though player holds a piece which would play. When a player fails to claim a score, any opponent can call "muggins" and add the count to his own score. A player laying down his last piece calls "domino"; all other players count the "spots" on their pieces remaining in their hands and the total score of all hands is given to that player. If the game is blocked, then each player counts his "spots" and the player holding the lowest number is given the difference between his total and that of each opponent. Then the next lowest — is given a score equal to the difference between his total "spots" and that of each of his higher opponents; etc. 100 points is game.

DRAW

Each player draws seven pieces. Any domino can be lead. The leader should be determined before the game starts and the lead at the beginning of each new hand, then progresses from right to left. Players can play from either end of the first domino and in using the larger sets it is advisable to play from both sides and ends of first double. When a player cannot play he draws from the surplus until he secures a piece that will play. The same rules for going "domino" and for scoring apply as in "Muggins" except that 5's are not counted.

BLOCK

The same game as "Draw" except that excess pieces are not drawn when a player cannot play. He merely says, "pass" and other players continue to play until such a time as a piece is played which will make some play possible for his hand, or until no one can play and the game becomes blocked. Going "domino" and scoring are the same as in "Draw."

BERGEN

Each player draws six pieces; Highest double plays and scores two points. Object is to make "spots" at each end of the line alike, and when a player does this he /she scores two points. If there is a double at one end of the line and a single can be played at the other end of the same spot valuation, then the player scores three. Players draw from the surplus and play in the same general way as for "Muggins." Players going "domino" score one point. If a game is blocked hands are shown and the lowest hand scores one point. However, if any hand contains a double it does not score if other hands are free from them. In other words the lowest hand is the one with the lowest number of "spots" which does not contain a double. However, if both hands contain doubles then the lowest number of remaining spots is the winner. The number of "spots" on the double does not determine the winning hand but the number of "spots" on all pieces except doublets are what determine the winner. Fifteen points is game.

MATADOR

Matador is a draw game in which adjacent ends on the layout do not match, but total 7. An open six calls for a 1, 5 for 2, 4 for 3 and so on. A blank is closed to the play of anything but a **matador**, one of the four bones 0-0, 6-1, 5-2, 4-3. A matador may be played at any time anywhere, without regard to the numbers, and with either end against the layout. Doublets are placed endwise, thus counting singly. For example, 1-1 is a playable on a 6, not on a 5.

TIDDLE-A-WINK

This is a form of block dominoes suited to larger groups of people, often played with sets of 55 or 91 dominoes.

At the start of each hand the dominoes are shared out equally between the players; any remaining dominoes are left face downward on the table. Play proceeds as for the basic block game except that:

- The player with the highest double always starts;
- Any player who plays a double may add another domino if he is able;
- A player who has played all his dominoes calls "Tiddle-a-Wink."

TIDDLE-A-WINK (continued)

(Another version of the game is played by six to nine players with three dominoes each from a set of 28 dominoes. In this version, dominoes are added to only one side of the starting double and bets are made as in Domino pool.)

SEBASTOPOL

Sebastopol is in effect a block game because there is no boneyard. Four play, and each draws seven bones. The 6-6 must be set, and the turn then rotates to the left of the first player. The 6-6 is open four ways, and the first four plays after the set must be upon it — no branches may be extended until all four have sprouted. In all other respects the rules are those of the Block Game.

BINGO

This game is purely a matter of chance but nevertheless it is quite entertaining.

Start by turning all the dominoes face downwards, shuffle them well and arrange them all in one long row, side by side. Now turn them all face upwards, without disturbing the order.

Start from the leftmost end of the row, begin counting from 0 to 12, touching a domino as you speak each number. Add the pips on each domino as you do so, and if they match the number you speak, you may remove it from the line.

When you reach 12 start counting from 0 again, and when you get to the end of the row close up all the gaps and continue from the leftmost end of the row.

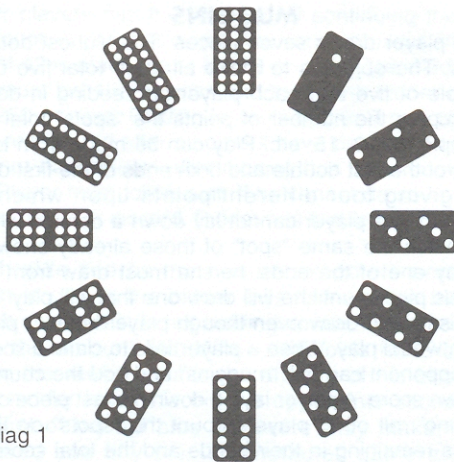
The aim is to remove all the dominoes.

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THE BIG CLOCK Solitaire ©

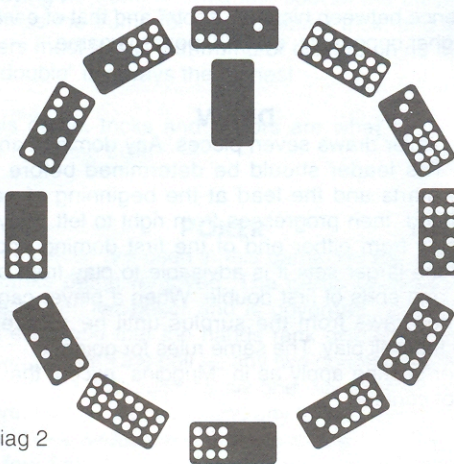
Version for Double-12's

Object: To arrange the doubles like a clockface, each one in its proper time slot. Try to get 12-12 at the top, 1-1 at 1 o'clock, 2-2 at 2 o'clock, etc.:



Diag 1

The Layout: First, take out the blank-blank and point it towards 12 o'clock. Then, starting at the 12 o'clock time slot, deal out twelve dominoes in a circle:



Diag 2

To Play:

Turn up a tile from the boneyard, and place it on top of any regular domino that it matches. For example, in the diagram shown, you turn up 6-10. You can play it on the 3-10, 6-1, or 4-6. The best play is likely to be on 4-6 at the 10 o'clock time slot, in case you soon turn up 10-10.

Keep turning new tiles one at a time, piling each on top of a matching tile whenever possible. If a tile has no matches, put it into a waste heap. When you've got a choice, try to put a domino in an appropriate time slot. Some domino piles may grow high.

A double in "trouble." When you turn up a double that has no match on the clock at all, or when you've got a double on the clock but in the wrong place — like the 7-7 at 4 o'clock shown in the diagram — you have a double in "trouble." Now, you can move the top domino of any pile to the top of another pile, if it matches. And, keep making such moves to bring any double in trouble to its correct time slot. You may even empty an entire time slot in this way, and create a blank space. If you cannot place the turned up double anywhere, the game is lost. Otherwise, move a double on the wrong time slot as soon as you empty the correct time slot or put a matching domino there.

If you can't fill a blank time slot with its correct double, fill it immediately with a new tile.

As soon as you place a double in its correct time slot, turn whole pile so it radiates out, as in diagram 1.

Important: Never put any domino on top of a double, whether the double is in its correct time slot or not.

Version for Double-9's

Play as above, but deal out the clock face from 1 o'clock to 9 o'clock only.

Version for Double-6's

Deal out just half of a clock-face, from 1 o'clock to 6 o'clock. (If you prefer, deal them in a straight line.)

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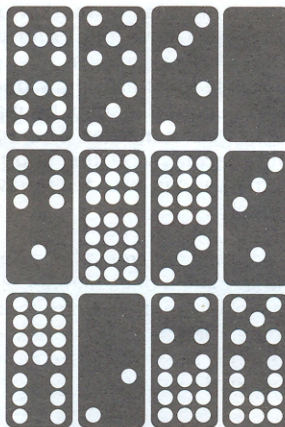
GOOD NEIGHBORS Solitaire ©

This is a simple game, but one where a little planning in play can improve your chances to win. The object is to pair up and remove all the dominoes but one.

Version for double-12's.

The Layout:

Deal out three rows of 4 dominoes:



"Good Neighbors." You may remove pairs of dominoes that are "Good Neighbors" — next to each other (including diagonally), and with a number in common. On each turn, remove at least one pair of "Good Neighbors." You may remove more than one pair if you like. In the diagram of the initial layout above, you can remove 6-1 + 12-6, 9-12 + 12-3, and 3-2 + 3-1 (or 3-2 + 5-3). 9-12 + 12-6 and 9-3 + 3-1 are also possible.

Filling in: Fill in the layout again by "collapsing" the remaining dominoes towards the upper left-hand corner. Just move the remaining layout pieces to the left, and then up and over to the end of the row above: fill spaces at the right-hand end of a row with tiles from the left-hand end of the row below it. Let's say you remove 3-2 + 3-1 and 6-1 + 12-6 from the diagram above. Move blank-blank over, bring 9-12 up to the top row, move 12-3 to the left, bring the bottom three tiles up one row, and pick four new pieces.

In this way, pair, remove, and fill in repeatedly. The game ends any time you have no "Good Neighbors" to remove from the full layout.

Good Neighbors for Double-9's

Play as above, with a 9-tile layout in 3-by-3 formation:

Good Neighbors for Double-6's

Play as above, with a 6-tile layout in two rows of three. The object is to pair up and remove **all** dominoes.

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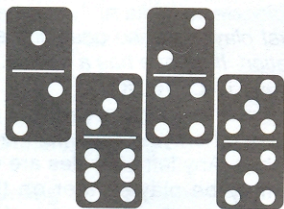
TRAFFIC Solitaire ©

Object: To use up all the dominoes by playing them in quads. A quad is 4 consecutive numbers, running in ascending or descending order, and played in a straight line. Blanks count only as 0 in 0-1-2-3.

To Start: Turn up four tiles when playing with double-6's, five tiles with double-9's, or six tiles with double-12's. (Return to this number of tiles at the end of each turn.)

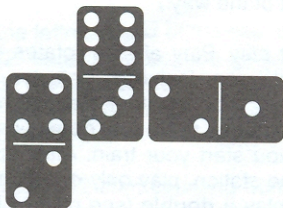
Use 2, 3, or 4 of these dominoes to make four numbers in a row — a quad. For example, playing with double-6's, you turn up 3-6, 1-2, 2-4, 5-5. Begin play with a quad of all four dominoes:

Diag 1



or with a quad of three dominoes:

Diag 2



(If by chance your first four dominoes don't make any quads, continue to turn up tiles until you have one.)

Further play At every turn, attach enough new dominoes to a number played already to make a new quad. Then, return to the proper number of tiles for your next turn. But, if at any turn you can't make a quad, you lose: mix all the dominoes together and try again!

To make a new quad, you will usually add 2 or 3 dominoes. Sometimes you can do it with just one: this must be a domino with consecutive numbers

which you can attach in sequence. For instance, you can play 7-6 after 9-8 — or before 5-4 — if either is available.

As long as you make a **quad** at each turn, other number sequences you make don't matter at all. Just be sure to observe these don't's:

Don't move any dominoes already played, and **Don't** make a straight line of 5 or more numbers in a row. **Four is the limit!**

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SQUEEZE Solitaire ©

For Double-12's, 9's, or 6's

In this game, the object is to have no dominoes left at the end, but count one or two left as a very near win.

The Play: Put out a row of 7 tiles. Then remove dominoes as follows: Remove any pair of dominoes that have the same number, and which are separated by one or two dominoes. Also, remove any 3 or more dominoes in a row having the same number. (If you have a choice of moves, you may make any.)

Whenever you create gaps, just squeeze the pieces closer together. After you've made all plays, add on seven new tiles to the end of the row, then remove pieces as before. (Using the Double-9 set, for the last round you'll add six tiles.)

Note: It takes both planning and luck to finish with no pieces: for your final play, you'll need to have three or more in a row left of one number.

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TRY OUR COLOR DOT DOMINOES IN
DOUBLE 6, DOUBLE 9 AND DOUBLE 12 COMBINATIONS



WARNING:

**CHOKING HAZARD - Small parts.
Not for Children under 3 years.**