

CLASSIC DOMINO VARIANTS

MOON

3 players and plays like Forty-Two but without count dominoes or partners. In this game, bidding starts at 4 tricks and goes as high as 7, called "shooting the moon."

There are only 3 players, and each bids or passes once. They can bid 7 or 21: 21 being the game. Failing costs the bidder the points/tricks he or she bid. The opponents get points for the tricks they captured. Tricks are 1 point. All tiles with blanks, excepting only the double-blank, are removed from a double-6 set, leaving 22 tiles. Players each draw 7 tiles. The extra is the "widow" for the bidder's hand. If the tile is used, the bidder discards another tile. Pips are used as suits, with the double being highest.

CYPRUS

The highest double is played as set. The set domino must be played on both ends, both sides, and diagonally, forming a 7-tile star with a double-6 set of dominoes or a 9-tile star with a double-9 or double-12 set, before any other tile can be played. This is the Block game with the above and the set exception. Set: The player holding the highest double begins play.

PATIENCE

Object of the game: To have all tiles turned faceup in 7 or less vertical rows.

Keeping the tiles facedown, place them in 7 rows. The first row contains 7 tiles; the second row contains 6; and so on, each row containing one less tile and the last row containing only one tile. Then, turn the far left tile of each horizontal row faceup. Choose the way you will turn tiles over from facedown to faceup and use that method consistently throughout the game.

Move the faceup tiles from one row to another, placing matching end to matching end, without turning the tile around. Any time you have a facedown tile at the end of a row (this happens after you have moved a faceup tile in order to make a play), you should turn this tile faceup. In the course of the game you may end up with less than 7 vertical rows. If this occurs, it is permissible to move a tile or a full or partial horizontal row of matching tiles, in order to form another vertical row. At no point in the game, however, should there be more than 7 vertical rows.

STACK

Object of the game: To play all dominoes in the deck by matching them, one at a time, to one of the eight exposed ends in the tableau.

Play: Draw 4 tiles from the deck and place them faceup in a horizontal row in front of you.

Next, draw another tile from the deck. Make a play by matching one end of that tile to one of the eight exposed ends in your tableau. Continue in this manner by drawing tiles, one at a time, from the deck and then matching one end of the tiles to an open end in your tableau.

If at any time there is no match and a play cannot be made, the game is over and you have lost. If you succeed in playing all 28 dominoes, by matching them with another tile in your tableau, you have won the game.

Variations: For a more challenging game, start the game by drawing 3 tiles instead of 4. For a less difficult game, draw 5 - or even 6 - tiles at the start of the game.