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2

Instructions for Assembling

DOMINOES

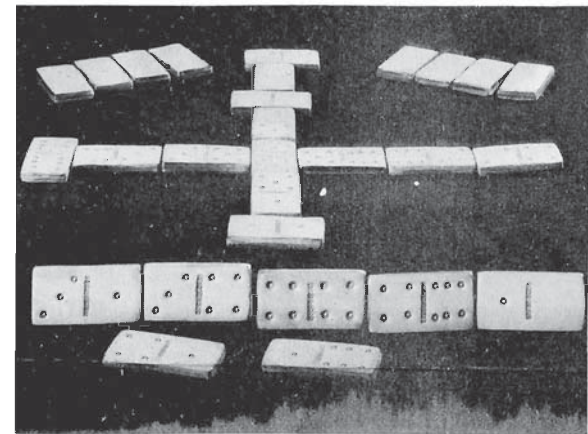
See playing instructions on back.

1. Stamp design on one side of domino blank.
2. Cement pieces together in pairs, rough sides together, leaving smooth sides out.
3. Sand edges flat and smooth.
4. Finish with Neat-Lac or Neat-Shene.



2 4 4 4 5 5 6 6 B B B 5 5 5 5 2

actual size



1
B
B
4
4
3
3
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2

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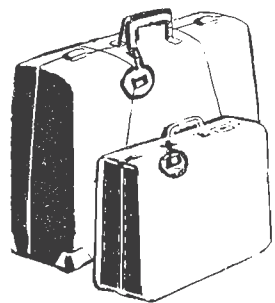
actual size

30¢
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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 "double-twelve" sets give greater variety to play and add interest to the game because of the increased skill required. The following rules apply to "double-six" set 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 the 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.

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 must draw

from the surplus pieces until he secures 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 the 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."

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