

Never play for money, on the one sole and sufficient ground that one individual has no right to take value from another except in exchange for equal value. The fact that he agrees to risk makes no difference to the inequity (*iniquity*) of the proceeding. If it is not absolutely dishonest, gambling is intensely selfish.

DOMINOES.

DESCRIPTION OF THE GAME.

DOMINOES is often considered, by those who have never played it, as a trivial amusement, and almost incapable of yielding any real enjoyment; whereas, in reality, in some of its possibilities, it is capable of affording exercise for the mind equal to many branches of mathematics. There is room in dominoes for calculation and skill—in fact, the game is nothing without them. Hence it, like other games of skill, is a source of mental recreation.

There are twenty-eight pieces in an ordinary set of dominoes—called *cards*. In some parts it is not unusual to find fifty-two, and even eighty-five pieces, according as the set is limited by the double nine or the double twelve. The principles of play, however, are the same whether the set be the ordinary twenty-eight set, or the extraordinary sets referred to.

There are certain preliminary processes to be gone through before the game commences. There is first what is technically termed “making.” This is simply another term for “shuffling.” The cards are laid face downwards, and then by a circular motion of the hands they are effectually mixed.

Next the “lead” has to be determined. (1) Each player draws a card, and the highest double claims the lead; if no double is drawn, the highest card determines the right of lead. The cards so drawn are then replaced face downwards, and the whole set re-made. (2) Another method is for one player to push two cards towards his opponent, who chooses one, and he takes the other. (3) A third method is to arrange the set in a line, which is divided at any point, the two cards at the point of division being selected, and a choice of these made by the player who cuts the line.

The lead being decided and the rest having been re-made, each player selects his “hand”—that is a certain specified number of cards—which are taken at random. The cards which remain when the selection is made are termed the “stock”—which is disposed of in various ways according to the particular game which is being played.

The leader next proceeds to “pose,” which he accomplishes by playing any card of his hand, laying it on the table face upwards. The second player then “poses” by *matching* the card laid down by the first player, but always in harmony with the rules of the game which is being played. The card which the second player plays must have its side matching the card played by the first, placed adjacent to its fellow

blank, or fellow number, on the first card. The next to play must place a card one of whose numbers must be the same as one of the numbers at either end of the dominoes which have been already played. If thought convenient, and in order to avoid the moving which a long continuous row of dominoes would necessitate, the cards may be placed so as to turn the line in any direction desired.

Whenever a player cannot match the card at either end he must either "pass" or "draw." If the former, he says, "Go!" to his opponent, who must play, pass, or draw. To draw is to take a card from stock; the last two cards of stock cannot be drawn—it is then either play or pass. This process is continued as long as both players have a card in hand, or until neither can match or draw.

I.—The Block Game.

Seven pieces are drawn by each player. The one who has the highest double leads first, and afterwards, the players lead in rotation. The next player matches one or other end of the piece laid down; or if several be laid down then the pips on one or other of the uncovered ends. If he cannot do this, he says so, and the other plays. When a player has played all his pieces before his opponent can get rid of his, he cries, "Domino," and adds to his account the number of spots on the pieces in his opponent's hand. If, at any time, neither can play, the game is said to be "blocked," the pieces left are exposed, face upward, and the player having the smallest number of spots on the pieces he has left, adds the number of those in his opponent's hand to his count. The score, unless otherwise agreed on, is one hundred; but the usual score among players is now set at fifty.

RULES OF THE GAME.

1. Where it is in doubt whose turn it is to lead, the players draw, and the highest double leads.
2. When a misplay has been made, and not discovered before three subsequent pieces have been played, it cannot be corrected.
3. A party having four of a suit, should lead off with the odd piece, not of the prevailing suit.

II.—The Draw Game.

The only difference between the draw and the block game is, that in the former, when a party cannot play he draws from those on the table until he can find a piece to match. He may continue to draw after he has obtained the one wanted, but this is not considered courteous, though within the strict rule; and it is better to make a strict rule not to do it before beginning to play.

RULES OF THE GAME.

1. A party who draws when he can match, if he be discovered, forfeits the count.
2. A party, not having a piece to match an exposed end, can draw all the pieces on the table, unless otherwise agreed on.

III.—Muggins, or All-Fives Game.

Five pieces are drawn by each player, the highest double leads first, and after the first hand the lead goes around in rotation to the left-hand player. If both parties forget who played last, it may be determined by drawing, the highest piece drawn winning the lead. After the first hand has been played, the lead can be made with any piece chosen. If six-four or double-five be led it counts ten; if four-ace, trey-deuce, or five-blank, it counts five. In setting, the player who can set a piece that will make the two ends count five, or any multiple thereof, adds that number to his score. Thus: five-deuce being led, and five-trey being set to it, the trey at one end is added to the two at the other, and counts five to the one who led the five-trey.

If six-trey or double-trey be now played it counts nothing, because the sum of the two ends is only eight, which is not a multiple of five; but if four-deuce or double-deuce be now played, the one who plays it will count ten, for that is the sum of the ends.

We will suppose the game now goes on, and the six-trey is next added. The next player sets the double-six. Then, if the player next in turn sets four-trey, it will count him fifteen, or if double-four, twenty. If one cannot play in his turn he draws until he can; but, unlike the draw game, he must play when he has drawn one that will match. He who plays out first cries "Muggins," and, as in the block game, adds the spots in his opponent's hand to his score; and the same rule prevails in the case of a block, as in the other game. But in

counting up it is always by a multiple of five. Thus, if the loser has six, ten, or twelve in hand, the winner only counts five of them, whereas if he has eight or thirteen, the winner would have counted ten or fifteen, and so on for any number. If there be a deuce-blank, or ace-blank, or double-blank, or double-ace left, it counts nothing, while a trey-ace, double-deuce, or deuce-ace counts five. The score is two hundred when two play, or one hundred and fifty if three or more are in the game.

RULES OF THE GAME.

1. When a party in lead has five-blank and four-ace, or trey-deuce, never lead the five-blank, as it gives an opportunity for your opponent, in case he has the double-five to make ten to your five. *Exception*: When you have also the double-blank, for in that case you follow his ten by making another.

2. Never lead a double-six after the first lead, unless you hold the six-trey in your own hand.

3. You cannot draw on after you have obtained a piece that will match.

4. Always make a block, if possible, when your pieces in hand have few spots, and there are as many pieces as yours on the table, which your opponent must draw. This you can determine, however, by examining the pieces on the table, which, with an inspection of those in your hand, will tell you the number of points on the rest.

5. If anything be made by a set, it is lost if not claimed before the next player has matched.

IV.—The Bingo Game.

This is the king of Domino games, requiring a deal of skill and a good memory to play well. There are seven pieces taken by each player, only two playing. The points of the game are seven. The score in each hand is seventy, and the first player arriving at that, and *claiming it*, scores a point. Before commencing the lead is drawn for, and got by the lowest piece. After each has taken his seven pieces, the one who does not lead turns one of the remaining pieces, and the highest figure on that is trump, the blank counting as seven, and being, of course, higher than the six. As soon as a trick has been taken the winner draws a piece from those left, and then the loser one. This continues until all have been drawn, the turned-up trump domino being taken by the one who has the last draw.

The elder hand plays. It is not necessary to follow suit, even where a trump is led, unless all the dominoes have been taken from the table. But when all the dominoes have been drawn and are in the players' hands, a lead made must be followed, and if the opposite party cannot follow suit he must trump, if he has any in hand; and he is not allowed to throw away a poor domino not of suit. And, at any stage of the game after a player has taken one trick, if he thinks he can make seventy, he may turn down the trump domino. There is no more drawing after that, each party depending on the hand he holds, and suit must be followed or trumps played, precisely as though there were no dominoes left on the table.

Should a player turn down and not make seventy, his adversary scores two points; and if his opponent has made no trick before he turned down and he loses, the opponent scores three. Should he make his seventy after he turns down, or without turning down, he counts one; if before his opponent has made twenty, he counts two; if before his opponent has made two, he counts three.

A player having two doubles in his hand, when it is his turn to play, may lead one of them and call "Double," and this adds twenty to his score; if he have three doubles, "Triplet," and this adds forty; if four, "Double Doublet," and this adds fifty; if five, "King," and this adds sixty; if six "Emperor," and this adds seventy, and so wins the point; if seven doubles, it is an "Invincible," and takes three points. But if a double be taken, or be played without announcing it as one of a doublet, or whatever it may be, its value is lost.

In counting, you reckon the doublets and triplets; the double of trumps, which always counts twenty-eight; the double dominoes and the trump dominoes by the number of their spots, the blanks being considered to have seven spots; the six-blank, double-five, and trey-blank always counting as ten, whether trumps or not; and the doublet, or triplet, of which Bingo is one, counting ten more than its natural value, if announced as Bingo when the doublet or triplet is claimed.

The Bingo is double-blank and is always highest, and takes any other piece, no matter what is trump. Its natural value in counting is fourteen, unless it is trump, when, like all double trumps, it counts as twenty-eight.

If the double of trumps be taken by Bingo, it scores a point for the party who takes it.

After the first hand has been played, the winner leads in the next hand.

RULES OF THE GAME.

1. Avoid playing a piece which leaves in your hand but one ten, lest you have to lose it to an eleven.

2. The blank-four and six-five are elevens when blank, six, five, or four are trumps, though they count nothing, and take the six-four, double-five, and trey-blank respectively. The six-five, when either six or five is trumps, takes the six-

four, when it can be played on it, and the blank-four, when blank is trump, takes either of the others.

3. When certain of sixty, turn down the trump as quickly as possible.
4. Keep your opponent's score in your mind as well as your own.
5. Keep a single double in your hand as long as possible, so that if you draw another from the pack you may call a doublet.
6. You cannot call your doubles until it is your turn to play.
7. You cannot turn down until you have a trick in hand.

V.—The Matador Game.

Each player has seven cards, and after the leading card has been played, the next card played must with one end of it make up the end of the first card (to which it is laid down) to the number seven. Thus: four must be played to three, one to six, two to five, and *vice versa*. Doubles, of course, count the pips on one end only, for this purpose; in scoring, they are all counted.

There are, however, four cards which are an exception to this rule, as they may be played to any card, at either end, and whether they do or do not match; moreover, no other cards can be played to a blank. These cards are, double-blank, six-one, five-two, and four-three. They are called *matadors*.

RULES OF THE GAME.

1. Each player draws four dominoes.
2. The last two cannot be drawn.
3. Every player must play such a domino as to make the adjacent halves amount to seven, except in the case of a blank, when a Matador must be played.
4. The Matadors are the double-blank, 6-1, 5-2, and 3-4, and these may be played at any time in the game, and *either way before*.
5. When either has not the necessary domino to play, and it is his turn, he *must* draw until he gets it, or until there are only two dominoes undrawn. If, after he has drawn all he can, he is still unable to play, his adversary must play instead, wherever he can. When neither can play, the pips are counted, and whoever has the smallest number scores all his adversary's. When the numbers are equal neither party scores.
6. When either is able to play out his last domino, the deal is at an end, and he scores the number of his adversary's pips, notwithstanding that there may be more dominoes remaining undrawn.
7. Either party whose turn it is to play may draw as many dominoes as he wishes, even after obtaining the card he requires, being guided as to the number by what he has in his hand.
8. The game is usually one hundred, and three games make a rubber. If one player scores a hundred without his opponent making a single point, it is called a *Zapatero*, and counts as a rubber.

WHIST AS A MEANS OF SELF-CULTURE.

BY

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WHIST is the finest of all card games. There is no sedentary game so mentally invigorating, which tends so well to educate, divert, and amuse. My advice to parents is to encourage their children to play at whist and become proficient at the game. It will be sure to lead them away from games and forms of amusement that are objectionable. The path to whist will lead away from the vulgar and the vicious. The path to whist is away from the saloon, from the dance hall, and other public resorts. Whist is not a game for the saloon or gambling den, and, in America, at least, is never played for stakes. The infinite variety and resources of the game are sufficient incentive to play.

Morally and socially whist is far above all other games at cards, and it is preëminently the game of the home and the fireside. Whist