

(Dominoes cont'd)

Construction and composition of domino sets

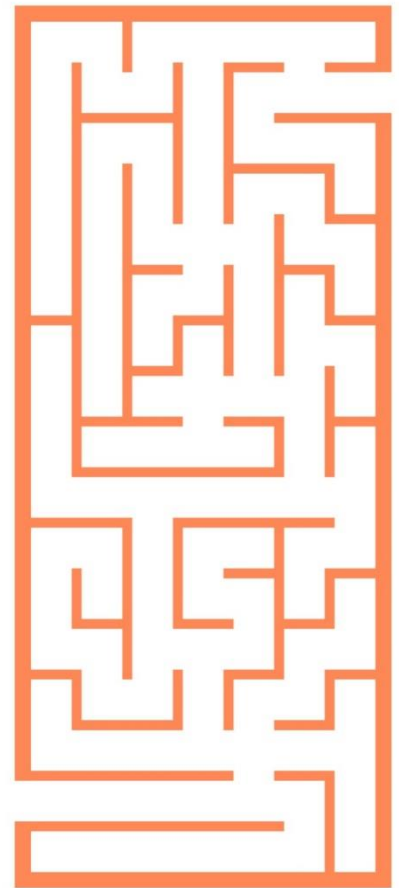
European-style dominoes are traditionally made of bone, silver lip ocean pearl oyster shell (mother of pearl), ivory, or a dark hardwood such as ebony, with contrasting black or white pips (inlaid or painted). Some sets feature the top half thickness in MOP, ivory, or bone, with the lower half in ebony. Alternatively, domino sets have been made from many different natural materials: stone (e.g., marble, granite or soapstone); other woods (e.g., ash, oak, redwood, and cedar); metals (e.g., brass or pewter); ceramic clay, or even frosted glass or crystal. These sets have a more novel look, and the often heavier weight makes them feel more substantial; also, such materials and the resulting products are usually much more expensive than polymer materials.

The traditional domino set contains one unique piece for each possible combination of two ends with zero to six spots, and is known as a double-six set because the highest-value piece has six pips on each end (the "double six"). The spots from one to six are generally arranged as they are on six-sided dice, but because blank ends having no spots are used, seven faces are possible, allowing 28 unique pieces in a double-six set.

However, this is a relatively small number especially when playing with more than four people, so many domino sets are "extended" by introducing ends with greater numbers of spots, which increases the number of unique combinations of ends and thus of pieces. Each progressively larger set increases the maximum number of pips on an end by three; so the common extended sets are double-nine (55 tiles), double-12 (91 tiles), double-15 (136 tiles), and double-18 (190 tiles), which is the maximum in practice.



FIND 7 DIFFERENCES



The early 18th century saw the game of domino surfacing in Italy, before rapidly spreading to Austria, southern Germany and France. The game became a fad in France in the mid-18th century.

From France, the game was introduced to England by the late 1700s,[a] purportedly brought in by French prisoners-of-war. It appears in American literature by the 1860s and variants soon spring up. In 1889, it was described as having spread worldwide, "but nowhere is it more popular than in the cafés of France and Belgium. From the outset, the European game was different from the Chinese one. European domino sets contain neither the military-civilian suit distinctions of Chinese dominoes nor the duplicates that went with them.

From the outset, the European game was different from the Chinese one. European domino sets contain neither the military-civilian suit distinctions of Chinese dominoes nor the duplicates that went with them. Moreover, according to Michael Dummett, in the Chinese games it is only the identity of the tile that matters; there is no concept of matching. Instead, the basic set of 28 unique tiles contains seven additional pieces, six of them representing the values that result from throwing a single die with the other half of the tile left blank, and the seventh domino representing the blank-blank (0–0) combination. Subsequently 45-piece (double eight) sets appeared in Austria and, in recent times, 55-piece (double nine) and 91-piece (double twelve) sets have been produced.

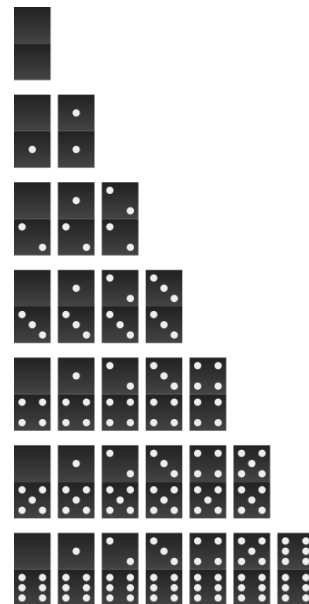
The earliest game rules in Europe describe a simple block game for two or four players. Later French rules add the variant of Domino à la Pêche ("Fishing Domino"), an early draw game as well as a three-hand game with a pool.[17] The first scoring game to be recorded was Fives, All Fives, or Cribbage Dominoes which appeared in 1863 and borrowed the features of scoring for combinations as well as the cribbage board from the card game of Cribbage. In 1864, The American Hoyle describes three new variants: Muggins, simply Fives with the addition of another Cribbage feature, the 'muggins rule'; Bergen; and Rounce; alongside the Block Game and Draw Game. All are still played today alongside games that have sprung up in the last 60 years such as Five Up, Mexican Train, and Chicken Foot, the last two taking advantage of the larger domino sets available.


In the U.S. state of Alabama, it is illegal to play dominoes on Sunday within the state.

Tiles and suits

Complete double-six set

Dominoes (also known as bones, cards, men, pieces or tiles), are normally twice as long as they are wide, which makes it easier to re-stack pieces after use. A domino usually features a line in the middle to divide it visually into two squares, called ends. The value of either side is the number of spots or pips. In the most common variant (double-six), the values range from six pips down to none or blank. The sum of the two values, i.e. the total number of pips, may be referred to as the rank or weight of a tile; a tile may be described as "heavier" than a "lighter" one that has fewer (or no) pips.



Tiles are generally named after their two values. For instance, the following are descriptions of the tile  bearing the values two and five:

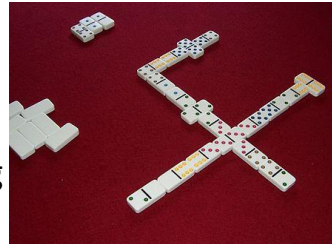
Deuce-five

Five-deuce

2-5

5-2

A tile that has the same pips-value on each end is called a double or doublet.



The most popular type of play are layout games, two main categories, blocking games and scoring

which fall into games.

Most domino games are blocking games, where the objective is to empty one's hand while blocking the opponents. In the end, a score may be determined by counting the pips in the losing players' hands.

In scoring games, the scoring is different and happens mostly during game play, making it the principal objective.

A popular version played predominantly in Singapore, referenced as Hector's Rules, allows for playing double tiles on opponents' hands and awards a bonus play of an additional tile immediately after playing a double tile.

If an opponent lays all their tiles on their turn, the game is a tie.

Line of play

Five-Up played with multicolored tiles: the doubles serve as spinners, allowing the line of play to branch.

The line of play is the configuration of played tiles on the table. It starts with a single tile and typically grows in two opposite directions when players add matching tiles. In practice, players often play tiles at right angles when the line of play gets too close to the edge of the table.

The rules for the line of play often differ from one variant to another. In many rules, the doubles serve as spinners, i.e., they can be played on all four sides, causing the line of play to branch. Sometimes, the first tile is required to be a double, which serves as the only spinner.[23] In some games such as Chicken Foot, all sides of a spinner must be occupied before anybody is allowed to play elsewhere. Matador has unusual rules for matching. Bendomino uses curved tiles, so one side of the line of play (or both) may be blocked for geometrical reasons.

In Mexican Train and other train games, the game starts with a spinner from which various trains branch off. Most trains are owned by a player and in most situations players are allowed to extend only their own train.