

SPINNER SOLITAIRE

Number of players: 1.

Object of the game: Rid yourself of all the dominoes in this 66 domino set.

Preparation: Turn the dominoes face down and shuffle them. Gather all the dominoes into a bone pile which will be used for draws during play. Draw 3 random tiles from this bone pile (Dominoes 1, 2, 3, in Diagram 7) and place them face up and side by side, vertically, to form a row.

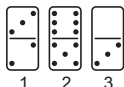


Diagram 7

Play: Removal of the middle domino – If the number on one end of Domino 1 matches (for example, the 3) the number on one end of Domino 3 (the 3), then Domino 2 is removed from the row. Continue to draw dominoes from the bone pile, one at a time, always adding them to the right side (end of the row). When a match occurs between the ends of any 2 dominoes being separated by 1 domino, the domino in the middle of the matching dominoes is removed.

End of Play: Play ends when the bone pile is depleted and you cannot discard any more dominoes from the array. The game is won if only two dominoes remain.

NOTE: In this solitaire game, the Spinner is NOT wild but treated like its own “number” when matching.

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Ages 8 and Up
1-8 Players

The Game of Wild Dominoes!

RULES

Spinner is played with 55 Double 9 dominoes plus 11 extra Spinner dominoes which have a Spinner insignia on each domino. There are a total of 66 dominoes.

Object of the game: Be the first player to dispose of all dominoes drawn.

Set Up: Turn all 66 dominoes face down and select a player to shuffle them. After the shuffle, each player draws an equal number of dominoes for his/her hand. The number of dominoes drawn depends on the number of players participating.

Dominoes drawn: 2 Players - 14 dominoes each; 3-8 players - 7 dominoes each. Without showing other players the dominoes they draw, players set up the dominoes on their edges with the images facing toward them. The remaining dominoes are placed face down as a reserve bone pile, off to the side, which will be used for draws during play.

Starting: Play must start with the player who has a Double 9 or Double Spinner domino. The player then places it in the center of the table. If no player has the Double 9 or Double Spinner, the player who shuffled must draw one domino from the reserve bone pile, continuing with each player, clockwise, until the Double 9 or Double Spinner is drawn (Diagram 1). Once either of those dominoes is drawn, it is played in the center of the table.

Diagram 1
Player 1



Double 9

or



Double Spinner

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Play: The second and third play must either be a domino with a 9 on the end to match the center domino (Diagram 2) or a wild Spinner domino. Players must draw from the reserve bone pile each time that player does not have a correct domino to match and play. If a playable domino is drawn, it must be played immediately on the turn.

