## 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.



**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.





© 2021 University Games Corporation, San Francisco, CA 94110. All Rights Reserved. U. Games Australia, Level 1, 10 Willoughby Rd, Crows Nest NSW, Australia 2065. University Games UK, 31 Newington Green, Islington, London N16 9PU, UK. Retain this information for future reference. MADE IN CHINA. B012726 01/21

Spinner® is the original, authentic and official game invented, registered and trademarked by Edna and James F. Graham of Abilene, Texas in 1983. Spinner® trademark property of Graham Estate, LLC. Used with permission.





## 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.

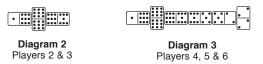
**Dominoes drawn:** 2 Players - 14 dominoes each; 3-8 players - 7 dominoes each. Without showing other players the dominoes they draw, players set up the dominoes on their edges with the images facing toward them. The remaining dominoes are placed face down as a reserve bone pile, off to the side, which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



**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.

 The following turns are free to play on any of the end dominoes (Diagram 2) including the ends of the starter double which would be either a 9, 1, 7 or a wild Spinner domino. The player may also play a double, which must be placed horizontally onto the matching end numbers (Diagram 3).

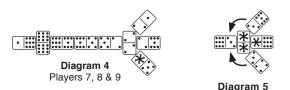


- When a double is played, (Double 2 in Diagram 3) the next three plays must be placed only onto that double to form a "three-pronged" formation. For example, it may be either a 2 or a wild Spinner domino (Diagram 4). Each player that does not have a 2 or a Spinner must draw one domino from the reserve bone pile. Unless a domino is drawn that will play, the player passes. Upon completion of the "three-pronged" formation, the following player is free to play on any eligible, playable domino end on the table.
- When playing the Double Spinner domino, players may complete the double with a Spinner domino or the same value of the preceding domino (Diagram 5).

## Scoring:

- · Keep score with paper and pencil by hand.
- The numbers on the dominoes plus the Spinners are counted on all unplayed dominoes in each player's hand.
- The count value of a hand is determined by the numbers on both ends of each domino. Each Spinner end counts as 10 points. The Double Spinner is 20. A Spinner with a number on the other end counts as 10 plus the number on the other end.
- Each player counts the value of his/her dominoes and gives the total number to the scorekeeper.

Subsequent Rounds: Continue the next hand, starting with the Double 8 or Double Spinner domino and play hands successively with the Double Blank domino being in the center as the final hand of the game. After the first hand, the winner of the hand shuffles and plays or draws first if the correct double is not in his/her hand. At the end of each hand, add each player's total score onto his/her previous scores. Final Scoring and Winning: After ten hands (*the final hand beginning with the Double Blank domino*), the scores are totaled. The player with the lowest cumulative score is the winner of the game.



NOTE: The Spinner dominoes are wild and may be used as any number. This allows the player with Spinners in his/her hand to rid himself/herself of his/her dominoes more quickly.

Ending a Round: Play continues until either:

1. One player has played all the dominoes in his/her hand. That player is the winner of the hand.

## OR

Play is blocked. Each player is unable to play on any end of a domino on the table, and after each player has had the opportunity to play and has drawn unsuccessfully.

