

Dominoes

Dominoes, or Sevens, offers a rarely found combination of speed and strategy, making it a firm favourite with youngsters eager to move on from more frivolous games of fun and fortune.

Number of players

This is a game for two or more players.

Age and skill level

For ages six and above; level 2.

Cards

Cut the cards to select a dealer; the player who draws the lowest card deals. The entire deck of 52 cards is distributed as evenly as possible between the players. Any inequity will be redressed providing the deal rotates for each hand.

The player to the left of the dealer leads but must play a seven to start the game. If he or she doesn't have a seven,

they must 'knock' and the turn passes around the table in a clockwise direction.

How to play

Once a seven has been played, the next player must try to play onto that card and build up the layout. If the game had commenced with the first player laying a seven of diamonds, the next player has three choices: build in suit sequence (playing the six of diamonds to the left of the seven or the eight to the right); play another seven of a different suit above the opening card; or 'knock'. A knock occurs when a player is unable to add to the layout in any direction, in which case he or she says 'Knock!' and the turn passes on.

As the game develops, there will be four rows of cards building to the left and right, and players can build on any of these rows in either ascending or descending sequence.

The first player to get rid of all of his or her cards is the winner. Play continues until only one player is left holding cards; that unlucky soul collects the wooden spoon and is the Dominoes dunce.

Foundation cards (7s)

