

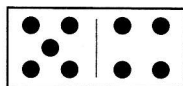
'Old fashioned' games based upon cards and dominoes, or simple pencil and paper games such as 'battleships', may not be seen as worthy competitors to high speed, wide-screen, wham-bam, crash-bang stimuli offered by the current generation of computer games. (No prejudice appearing in that sentence then!) In my experience, however, children also gain pleasure from simpler games requiring strategic and numerical thought.

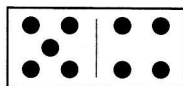
Fives and threes is one such game and is played using dominoes, either with the set of 28 going up to double six or in some parts of the country a set of 55 going up to double nine.

The basic idea is to play dominoes by matching pairs of the same numbers together and adding together the values appearing at either end. Players score points according to whether this total is divisible by either five and/or three.

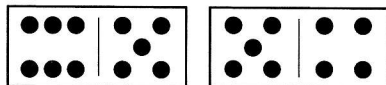
Doubles are placed vertically rather than horizontally.

Below is the beginning of one such game:



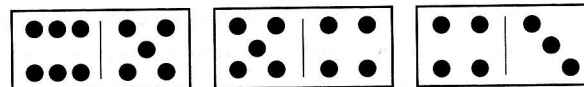
Player A starts with  and scores three points because $(5 + 4) \div 3 = 3$ (points).

If Player B adds the 6-5 domino to form the following arrangement:



this gives a score of two because $(6 + 4) \div 5 = 2$ (points).

If Player A now plays the 4-3 this will give a score of three because $(6 + 3) \div 3 = 3$ (points)



Scores are accumulated so Player A has now scored a total of six points.

If Player B now plays the double six this is placed 'vertically', as described above, so the two ends now total to 15 (i.e. $6 + 6 + 3$). Player B scores eight points for making a total of 15 because 15 divides by both five and three, so $15 \div 5 = 3$ (points) and $15 \div 3 = 5$ (points).

The game continues and the winner is the person to score 121 points (or twice around a cribbage board).