

Martini

A trick-taking domino game where players shake and stir to change suit strengths.

Time: 30-50 minutes

Components: Double 9 set of dominoes. *Optional: cloth bag to shuffle the dominoes.*

Players: 2, 3, or 4. *With four players, Martini is a partnership game. Seats should alternate so that partners are not sitting next to each other.*

Setup:

Strength row: Separate the tiles with a blank side. The double blank is not needed. It can be returned to the box. Turn the rest face down and mix them around (or put them in a cloth bag to shuffle).

You may determine the start player by having players each choose a face-down tile. Highest number goes first. Then gather the tiles and mix them again.

Create a line side-by-side, and then turn them all face up. The blank side should be at the bottom of each domino.

The left-most domino is the strongest suit. The dominoes follow in decreasing order. The weakest suit is on the far right.

Points row: Pull out the doubles. Return the 1-1, 2-2, and 3-3 to the box. Turn the rest face down and mix them around (or put them in a cloth bag to shuffle).

Deal two side-by-side face up, and then the remaining tiles face down. The leftmost tile shows how many points will be won in the first trick. The next tile shows how many will be won in the second trick.

The 3-3 domino is worth 3 points. The 9-9 domino is worth 9 points.

Martini glass: Shuffle the remaining tiles. Place three face up dominoes in a row front of one player from each team. Add two face down dominoes in a row beneath them, and then one more face down domino, centered beneath the middle two dominoes. This will form the shape of a martini glass.

Hand: Deal 6 tiles to each player. This is their hand.

Game Play:

1. The first player selects a domino from their hand, or one of the face-up dominoes from their team's Martini glass, and plays it face-up on the table. Dominoes may be rotated to either orientation. The value on top of the domino as played is the suit, and the value on the bottom of the domino is the rank within that suit.
2. Play continues around the table in clockwise order. Players may play any domino, and do not have to follow suit.
3. If a player uses a domino from their team's Martini glass such that a lower tile is released - that is, it no longer has either of the two dominoes directly above it - that domino is immediately turned face up.

4. The domino of the highest strength suit wins the trick. If two or more dominoes are the same suit, the highest rank within that suit wins. The person who played the strongest domino will take the left-most double domino as points. The next domino in the doubles row is turned over so that two are always visible.
4. The person who played the weakest domino to the trick may choose whether to Shake (shuffle and deal out the strength line) or Stir (move the winning suit to the lowest strength). One player may ask their partner, "Would you like it shaken or stirred?" and the response can only be "Shaken" or "Stirred".
5. Dominoes played to the trick are discarded. The winner of the previous trick leads to the new trick.
6. Six tricks are played. When the last double domino is collected, each team counts their points. The team with the highest score wins the hand. The team who wins three hands wins the game.
7. The team who lost the previous hand may choose who will lead the first trick of the next hand.

Changes for three players:

All doubles from 1-1 to 9-9 will be used for the points row. 9 tricks will be played.

Create a Martini glass for each player.

When the last double domino is collected, each player counts the points that they won. The player with the highest score wins the hand. The player who wins two hands wins the game.

If there is a tie, the player who collected the most dominoes wins.

If there is still a tie, the player who won the lowest point tile (between the tied players) wins.

The player who has won the fewest number of hands may choose who will lead for the next hand. If there is a tie, the player to the left of the person who won the previous hand will choose.

Changes for two players:

Remove the double blank and dominoes 9-0 through 9-8. Return these tiles to the box.

All doubles from 1-1 to 9-9 will be used for the points row. 9 tricks will be played.

Create a Martini glass for each player.

After dealing, four dominoes will remain. They will not be used in this hand. Move them aside, face down, as the start of the discard pile.

When the last double domino is collected, each player counts the points that they won. The player with the highest score wins the hand. The player who wins three hands wins the game.

The player who lost the previous hand may choose whether to lead the first trick of the next game.

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Martini

Clear

A1

6

B1

6

B2

6

A2

6

EW team:

B1

B2

EW points

NS team:

A1

A2

NS points

Deal

Discard

R & S

6

6

6

6

6

6

6

6

^ Next domino to be won

R & S

R & S

Strongest

9

9

9

9

9

9

9

9

Shake

Strongest suit wins the trick. If there are two or more tiles in that suit, the highest rank within that suit wins.

Click cards to flip. Drag cards to move. Cards placed here are only visible to you.

Martini

Clear

A1

6

B2

6

C3

6

EW team:

B1

B2

EW points

NS team:

A1

A2

NS points

Deal

Discard

R & S

9

9

9

9

9

9

9

9

^ Next domino to be won

R & S

R & S

Strongest

9

9

9

9

9

9

9

9

Shake

Strongest suit wins the trick. If two or more tiles are in that suit, the highest rank within that suit wins.

The player who played the lowest strength domino to the trick may decide to Shake (shuffle and deal out the strength line) or Stir (move the winning suit to the lowest strength).

Click cards to flip. Drag cards to move. Cards placed here are only visible to you.

Martini



Points

- 0 +

A1

6

✱

B2

6

✱

Points

- 0 +

9

✱ ✱ ✱ ✱ ✱ ✱ ✱

^ Next domino to be won

R & S

Strongest

8

✱ ✱ ✱ ✱ ✱ ✱ ✱

Shake

R & S

Strongest suit wins the trick. If two or more tiles are in that suit, the highest rank within that suit wins the trick.

The player who loses the trick may choose to Shake (shuffle and deal out the strength line) or Stir (move the winning suit to the lowest strength).

Click cards to flip. Drag cards to move.
Cards placed here are only visible to you.

Discard

Deal

4

✱

R & S