

Hanford Mills Museum is a historic site in East Meredith, NY. From its start as a seasonal sawmill in the 1840s, the Hanford family expanded the Mill to also include a gristmill, feed mill, woodworking shop, and hardware store. Today, Hanford Mills Museum shows how mills, which were once common in rural towns, operated.

You can watch a video version of these instructions online at: hanfordmills.org/games/.

What kinds of games do you like to play? Board games? Video games? People have been playing games for thousands of years. This activity kit includes two board or tabletop games that you can play with another person. The game of checkers is older than dominoes, but both games have been played for over hundreds of years.

Materials:

Checkers

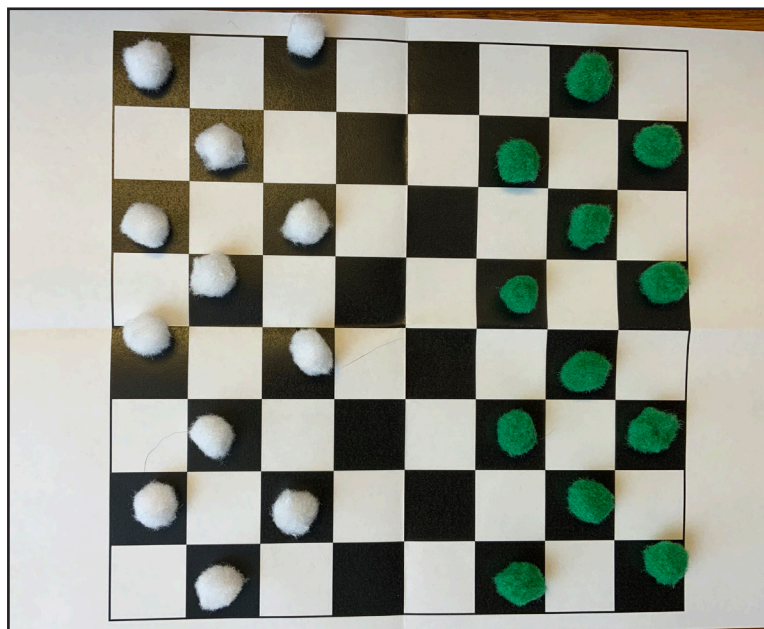
- Checkerboard
- 24 small poms (12 of each color)
- 6 large poms (3 of each color)

Dominoes

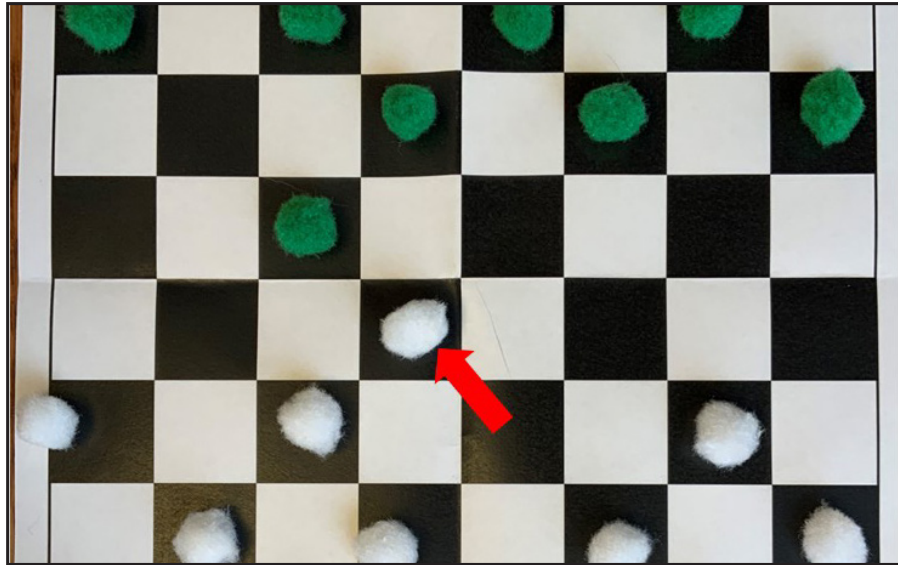
- Pages with printed dominoes
- Scissors (CROP Provided)

Instructions for Checkers (2 players)

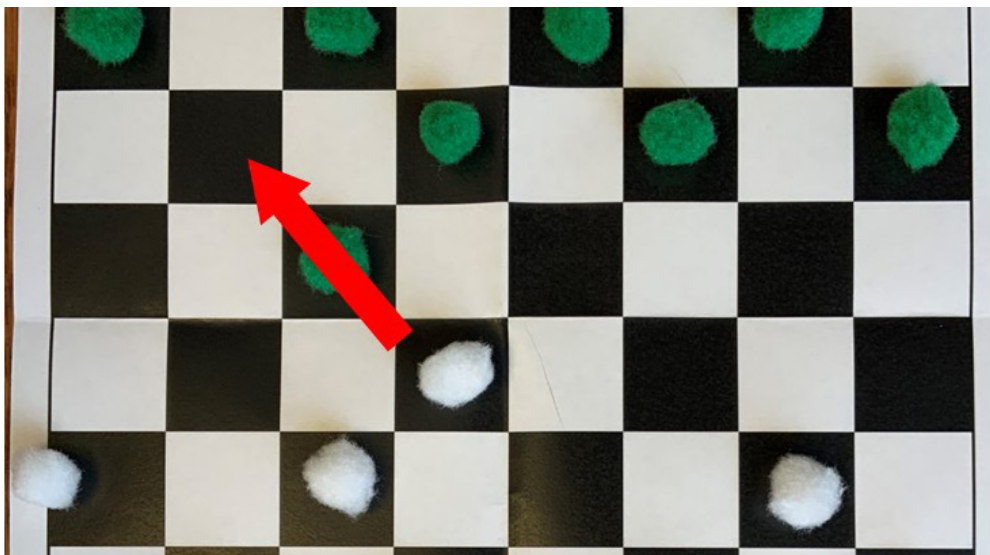
- Take out your checkerboard from the kit.
- Each player gets 12 checkers (you will be using poms for the checkers). One player gets green, another gets white.
- Set up the checkers on opposite sides of the board on the black squares only.



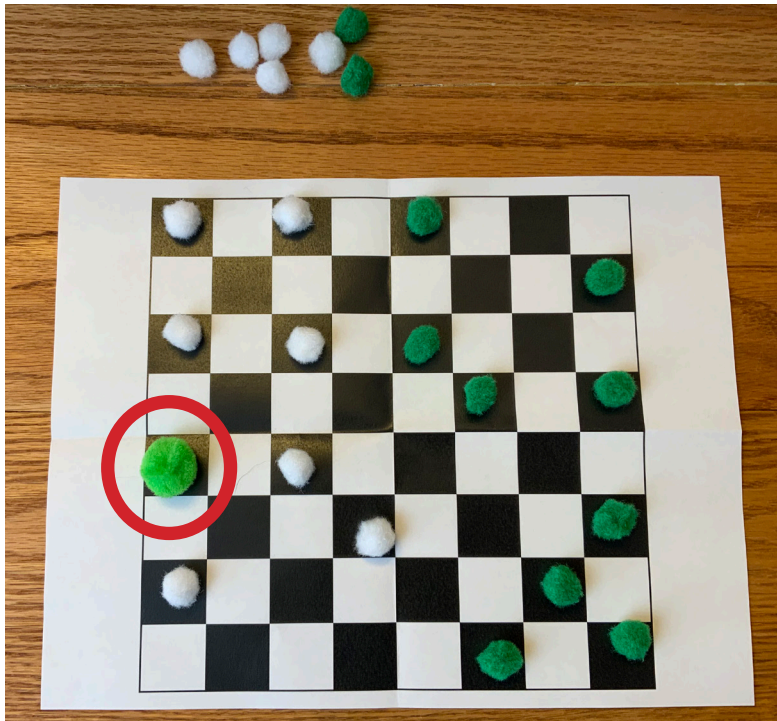
- Typically the player with the darker colored checkers goes first.
- To move, you can only travel diagonally and forward (towards your opponent's side) and only one square at a time.



- If a checker is in between you and an empty square, you can “jump” it to get to that next empty square. If you do this, you then take your opponent's checker off the board for the game.



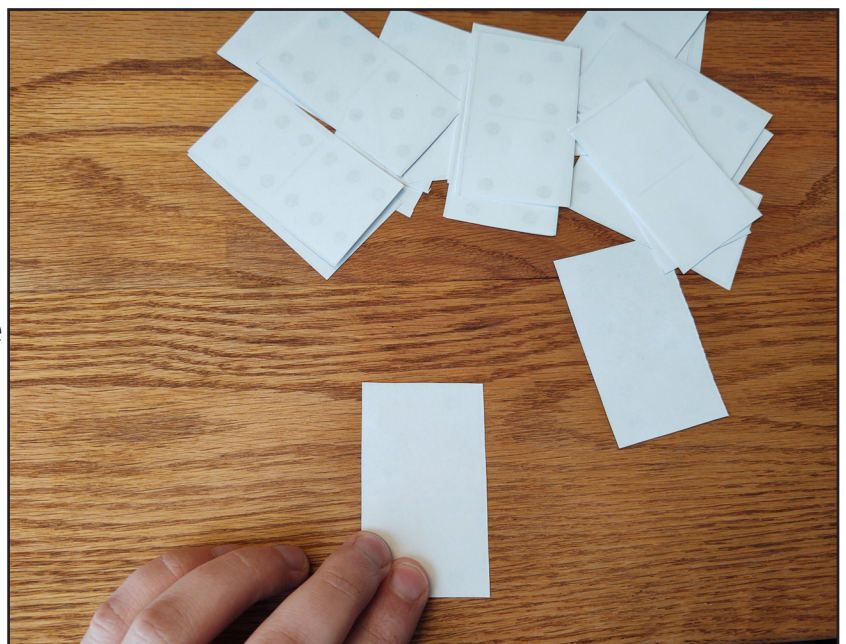
- When you make it to the opposite side of the board, your checker becomes a “king” (replace your poms with a larger-sized one - some of the kits have brown “king” sized poms for the player with white pieces). A king can move forward **and** backward but still can only move diagonally.



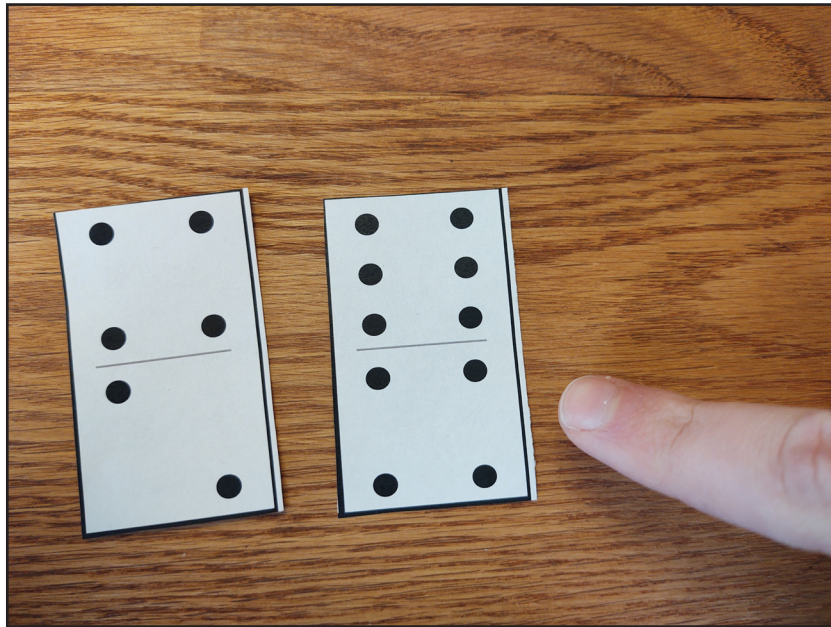
- The game is finished once one player has no more pieces on the board.

Instructions for Dominoes (2-4 players)

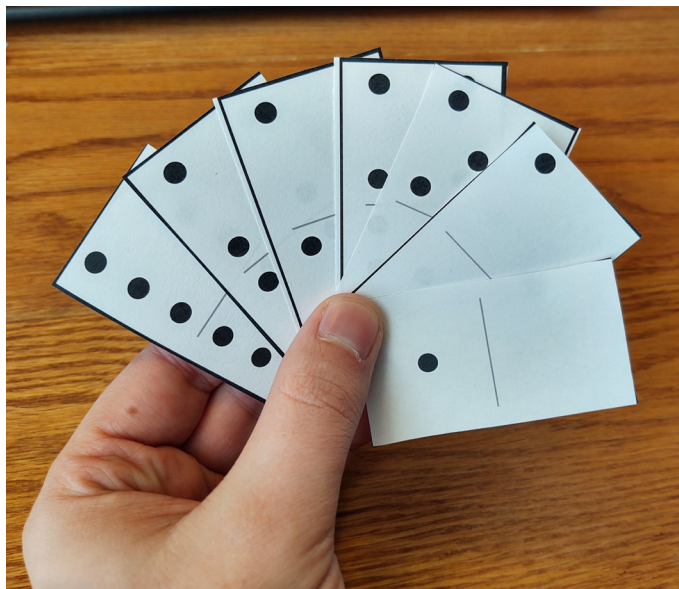
- This is just one version of the game. You might also know about other versions or rules that you want to use.
- You will need to cut out your dominoes before you can start playing. Cut the dominoes on the solid black lines (not the gray divider lines) so they look like the images on pages 3-4.
- To begin, place the dominoes face down and mix or shuffle them.



- Players each draw one domino and look at the dots, also called pips.
- The player drawing the highest double (two of the same number on each side of the domino) or if no players draw a double, the person who has the domino with the highest total of dots plays first.

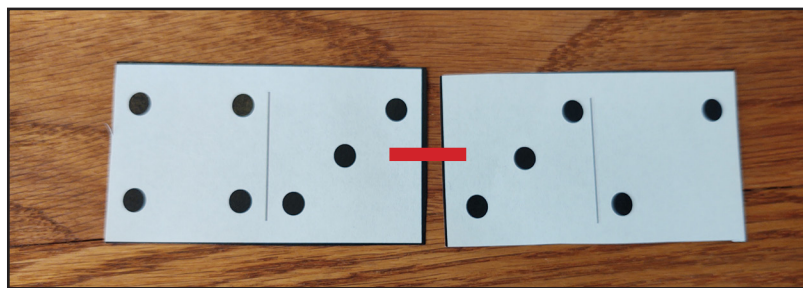
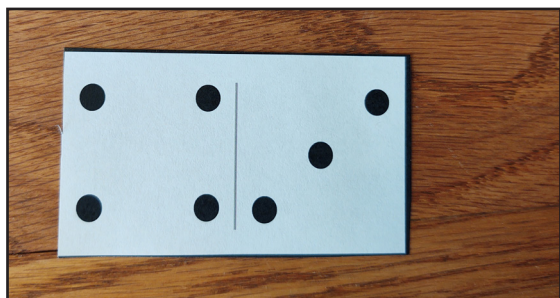


- Re-shuffle and then begin drawing the first hand. Each player draws seven dominoes for their hand.

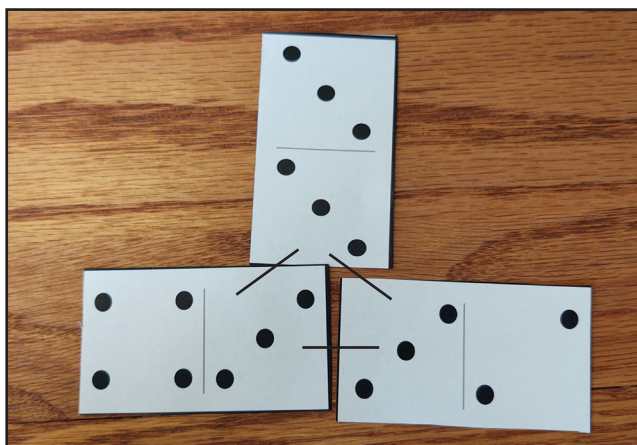


- The remaining dominoes, if any, are left face down on the table to be drawn later if a player is unable to play from their hand.
- The player who drew the highest double or the highest domino plays first, playing any domino they wish from their hand.

- Players will take turns laying the dominoes end to end (the numbers of the touching ends must match: i.e., ones connect to ones, twos connect to twos, etc.).



- When you play a domino with a double (a domino with the same number of dots on both ends), you place it in an L shape to the main line of dominoes (like in the picture below.)



- If you don't have any dominoes in your hand that can play on the dominoes on the table, then draw another domino from the face-down pile. Play that domino if you can, and otherwise it becomes the next player's turn.
- When a player uses up all of the dominoes in their hand, or when none of the players can play any more dominoes on the structure, the game ends. The person with the least amount of pips/dots in their hand wins (if a player uses up all of their dominoes, then that person is the winner).

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