Index

Overview

Dominoes offers four different types of domino tile based games for your enjoyment.

- **5 Columns** challenges you to remove all the tiles from the screen. The dominoes are removed in pairs which have <u>pip</u> totals of twelve. Only the dominoes at the bottom of the five columns and in your hand are available for removal.

- **2 Down** is a scored game, the more tiles removed from the screen the higher the score. Dominoes are dealt in groups of four, one onto each of four stacks of which make up your hand. Only the tiles at the top of the four stacks are available. A tile can be removed from the stack if it has 1 or 2 pips less than another available tile.

- **Domino Puzzle** is a reverse jigsaw puzzle created from a full set of double six dominoes. The tiles are arranged into a rectangle. The pips are visible but not the edges of the individual dominoes. The object is to outline each domino which make up the pieces of the puzzle.

- **Last In** pits you against the computer. You place dominoes onto a checker board pattern vertically, the computer places them horizontally. You alternate in laying down tiles. The one to place the last tile on the board wins.

Dragging the Tiles

Available dominoes can be moved to fill an open stack in **5 Columns** and **2 Down**.   To move the domino, first place the mouse cursor anywhere on top of the piece to be moved. While depressing the **Shift Key** on your keyboard, press down on the left mouse button. Keeping the mouse button depressed, move the piece to the new location.

As the domino is moved across the available opening a <u>shadow</u> is cast indicating where the tile will settle when the mouse button is released.   If no shadow is cast, it indicates the domino is not over a valid location.   When the left mouse button is released and there is no shadow the piece will return to the place where it was picked up.

Undo

The last move made in **5 Columns** and **2 Down** can be "undone" by selecting the **Undo** item from the menu bar.   This menu item is <u>grayed</u> after a <u>Deal</u> in **2 Down**, or immediately after a previous move was "undone".

5 Columns Rules

The object is to remove all the tiles from the screen.   The dominoes are removed in pairs which have <u>pip</u> totals of twelve.   Only the dominoes at   the bottom of the five columns and in your hand are available for removal.   The three tiles at the bottom of the screen make up your hand.

To remove a domino pair, choose the first by <u>clicking</u> on it using the left mouse button.   The domino will change from white to black indicating it is one of two being selected for removal. Then simply choose the other tile in a similar manner.

If the tile is unavailable, that is not the bottom of one of the five columns nor one of the 3 in your hand, you will hear a **Beep**, indicating the choice is invalid.   If the total doesn't equal twelve, or if there are no valid moves left, a dialog box will appear to inform you of that fact.

The game becomes most interesting when a column is cleared.   This will allow you to <u>move</u> one of the available dominoes to that column, making an additional tile available.   The right choice of domino to move is a major factor in winning this game.

2 Down Rules

The object of **2 Down** is to remove as many dominoes from the screen as possible.   The game is won if only the double six domino remains.   Dominoes are dealt in groups of four, one onto each of four stacks of which make up your hand.   Only the tiles at the top of the four stacks are available.   A tile can be removed from the stack if it has 1 or 2 <u>pips</u> less than another available tile.

To remove a tile simply <u>click</u> on it using the left mouse button.   If the choice is invalid, a dialog box will appear to remind you of the rule of removal.

When one or more of the stacks in your hand are empty, you may <u>move</u> a tile from the top of another stack to fill the empty stack.   This may be done to glimpse at the tile immediately below the top domino on the stack or to make it available by moving the one above it to another location.

To add to the hand, click on the **Deal Button** on the bottom left of the screen.   This can be done at any time, as moves are not mandatory.   Note that a previous move cannot be <u>undone</u> after new tiles have been dealt to the hand.

After all dominoes are dealt, pressing the **Deal Button** will cause the game <u>score</u> to appear.

Puzzle Rules

Domino Puzzle is a reverse jigsaw puzzle created from a full set of double six dominoes. The tiles are arranged into a rectangle   The pips are visible but not the edges of the individual dominoes.   The object is to outline each domino which make up the pieces of the puzzle.

To outline a tile click on each of the set of pips which make up the domino using the left mouse button.   The domino half selected reverses in color from white to black to indicate it is being outlined.   If the second half selection is not valid in context to the first, for example they are not contiguous, a **Beep** will be heard.

If you attempt to outline a domino which has already been defined, a **Beep** will sound and the duplicate tile temporarily highlighted.   To "de-select" a tile simply click on it and the outline will be removed.

The default level is **Beginner** level, that is the pip orientation is consistent with the dominoes orientation.   Clicking on this menu option will allow for a more advanced level of play where all pip orientations of non-outlined dominoes will be for horizontal tiles regardless of actual tile placement.

Choosing **Hint** from the menu will temporarily outline a tile in the computers puzzle solution. (**Note** there are on occasion more than one puzzle solution.)   The **Restart** menu item will keep the same puzzle but remove all outlines previously placed on the board.   The solution will be displayed by clicking on the **Solution** menu item.

Last In Rules

Last In pits you against the computer.   You place dominoes onto a checker board pattern vertically, the computer places them horizontally.   You alternate in laying down tiles.   The one to place the last tile on the board wins.

To place a tile, <u>click</u> on each square of the checker board where the domino is to be positioned using the left mouse button.   The square selected reverses in color to indicate it has being chosen.   If the second half selection is not valid in context to the first, for example they are not contiguous, a **Beep** will be heard.

After you place your tile, the computer will place one.   Play alternates until one side cannot make a move.   The one to have placed the last tile is the winner.

There are several options available to enhance play.
  - **Beginner**:   For a more advanced level of play click on this menu item to override the default setting of beginner level.
  - **First Move**:   By default you have the first move.   Chose this option if you want the computer to make the first move.
  - **Options**:   You may choose to have a number of obstacles randomly placed on the board.   Click on **5**, **Ten 15**, or back to the default of **No Obstacles**.

Scoring

2 Down is scored as follows:

  - Bonus of 10 points for each empty (or potentially empty) stack at the end of the game.   An additional 10 points bonus is awarded for a perfect game, that is, one tile, the double six domino, left.

  - One point is given for each domino removed less the number of dominoes remaining at the end of the game.

The score is displayed when the **Deal Button** is depressed after all tiles have been dealt.

Help

Choosing **Help** from the menu bar creates a pop-up menu which allows for several choices:

-**Help on Help** provides basic information on using Help.

-Choosing **Overview** gives general information about the operation of **Dominoes**.

-**Index** provides a list of topics for which Help is available.

-**About Dominoes...** provides some information about this program.

Exiting

To **Exit** the program simply select the **Games** menu item followed by **Exit** from the **Dominoes** menu bar or activate the **System Menu** and choose **Close**.

Drag

To use the mouse to move a graphic object about the screen, usually by placing the mouse cursor on the object, depressing a mouse button and moving the cursor to the desired position.

Click

To click on an object is to place the mouse cursor on it and press and release a mouse button, often the left one.   To double click, is to click twice in rapid succession.

Grayed

Referring to a menu item, which when displayed in gray type as opposed to the usual black, indicates the item is unavailable for selection, that is temporarily disabled.

Pips

The dots on the face of a domino.

Tile

Here used synonymously with domino

Shadow

A highlighted portion of the screen which indicates a valid position for the tile being dragged.   When a piece being dragged is released it will settle in the shadowed area.