

**test**

**COLLABORATORS**

	<i>TITLE :</i> test		
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**REVISION HISTORY**

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# Chapter 1

## test

### 1.1 INSTRUCTIONS

Project Name: Bones --- (C)1997 Anthony L. Ross

BLACK LIGHTNING SOFTWARE

Author: Anthony L. Ross [tonyross@primenet.com]

Start Date: 2/22/97

Description: 1 player Dominoe game

Revision: 3.1

Instructions:

The files:

"COMPONENTS"

"Bones.guide"

"Bones.brush"

"jingle001"

"sweepdown.iff"

"blacklight"

"light"

MUST be in the current directory.

Also, you MUST have a copy of Multiview in the current directory as well. If you prefer to use another AMIGAGUIDE viewer, just copy it to the directory that contains the above files and rename it to "Multiview".

Dominoes (at least the way I was taught to play)

Starts off by 4 players shuffling and dividing 28 dominoes

(7 each). The dominoes range from DOUBLE BLANK - DOUBLE SIX.

In the first round, the player with BIG SIX (the

double six) starts. BIG SIX is now the "spinner". The next

player, to the left, has to play a dominoe, with a six on it, to the north or south of the spinner. Now game play proceeds with players taking turns placing dominoes on the ends of the "star" trying to score (see **SCORING**). You can't place dominoes to the east and west of the spinner until BOTH the north and the south sides have been played on. If you don't have a dominoe to play, you must skip a turn. If NO ONE has a play then the game is LOCKED (see **LOCKED**).

Game play continues until a player hasn't any dominoes left. He is deemed the winner, gets DOMINOE points (see **SCORING**) and get's to decide the spinner for the next round. After the first round, the spinner can be ANY double the winner chooses. If, at the beginning of a round, any player has at least 4 doubles, that player can opt not to play this hand. The dominoes are reshuffled and the process starts from the beginning.

**LOCKED**

**SCORING**

**SAMPLES**

**GAME PLAY**

**SCREEN LAYOUT**

**DISCLAIMER**

## 1.2 GAME LOCKED

LOCKED: When no player can play on any side, the game is LOCKED. Each player adds up the total dots in their hand. The player with the lowest amount is the winner. They are awarded points, (see **SCORING**), BUT DON'T GET TO CHOOSE A NEW SPINNER. Instead the dominoes are reshuffled and re-divied and the player with BIG SIX starts the new round.

## 1.3 SCORING

SCORING: There are 4 ways to scoring playing BONES.

I. When placing a dominoe on one end of the "star", the value of that end, is the number showing. If the dominoe placed on the end is a double bone then the value is is double the number. (i.e. double 3 placed on the north

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side makes the north side equal to 6) If all the ends add up to a number that is a multiple of 5 (i.e. 5, 10, 15, 20, 25, etc..) the player who placed the bone gets that number added to his/her score. HOWEVER, the east and west sides value are equal to 0 until they are played on. And remember, you can't play on them until the north and south sides have been played on first.

See **SAMPLES** .

II. When a player DOMINOES, all of the dots remaining in the other players hands are added together and rounded up or down, to the nearest multiple of 5. That number is added to the WINNERS score.

III. When the game is **LOCKED** , as mentioned above, all players add up the total dots in their hands. The player with the lowest amount of dots gets the points. The amount of points awarded is determined by adding up all of the OTHER players dots and rounding up or down to the nearest multiple of 5.

IV. Starting the round with BIG FIVE... 10 points awarded.

## 1.4 SAMPLES

Samples:

Sample 1:

Let's say the north side has a two(2) showing, the south side has a double three(3), the east and the west sides have yet to be played on. If you have the "2 - 4" dominoe and place it on the NORTH side, then you score 10 points ( $4+6=10$ ).

actual values showing values

4 4

0 0 6 6

6 33

Sample 2:

Same scenerio except the east has five(5) showing and the west has a double blank. Naturally the player, who just played has scored 15 points.

( $4+5+6=15$ )

actual values showing values

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4 4

0

5 0 5 0

6 33

Let's say you have the DOUBLE FIVE(5) and place it on the west side. Now you have just scored 20 points. (4+10+6=20)

actual values showing values

4 4

5 0

10 0 5 0

6 33

## 1.5 GAME PLAY

Game Play:

KEYBOARD:

At the "Choose Dominoe" point, where the dominoes are rotating on the left and right, you choose a dominoe by hitting a 1-7 key. If you hit a key and wish to change your mind, just hit another number. The dominoe you choose will become highlighted. Now, Confirm the choice by hitting the carriage return <CR> key. You choose where to play it by pressing N, S, E or W, afterwards hitting the <CR> key to confirm. The arrow, indicating your choice of direction, will blink. If you change your mind and want to change the dominoe you want to play, while the computer waits for a "where input", type "B" and you will be taken back to the "choose dominoe" point. If you want to quit, just get to the "choose dominoe" point and type "Q" or choose QUIT in the menu at any time.

MOUSE:

Game control via the mouse is pretty self explanatory. All of the indications are the same as in the KEYBOARD control explanation (above).....

JUST POINT AND CLICK.

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## 1.6 SCREEN LAYOUT

The Screen: At the top of the screen is where the scores are located.

The SPINNER indicator, a very small DOUBLE BLANK dominoe, indicates who started the game with the spinner.

A yellow happy face, indicates who's turn it is.

The "BONE COUNTER"s indicate how many dominoes are left in the other players hand.

Red is player 1.

Green is player 2.

Blue is player 3

Yellow is player 4 (you).

Menu options:

Sound - Toggles on/off sound effects.

Messages - Toggles on/off help messages.

Help - Brings up this Amigaguide helpfile.

About - A little ditty about the program and author.

Quit - Exits the game.

Restart - Restarts the game.

## 1.7 DISCLAIMER

As usual: The author is not responsible for any damages occurring to any computer system/devices or software, while playing this game.

Please report any bugs, comments, suggestions to me at:

TONYROSS@PRIMENET.COM

ENJOY!

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