

## **Dom95 Help Contents**

[Introduction](#)

[Rules of Dominoes](#)

[Dom95 Play](#)

[Settings](#)

[Tips](#)

[About Dom95](#)

## **Dom95 - Version 1.0**

Dom95 is classic draw Dominoes played against the computer (I call him "Puter"). It offers sound, 5 different colors of background, and 6 different domino sets (registered version only).

...

### **Playing**

If you don't know how to play draw dominoes, see [Rules of Dominoes](#). If you already know how to play, go directly to [Dom95 Play](#).

## **Rules of Dominoes**

To start Dominoes, the dominoes are mixed, face down, and each player draws seven pieces. One player downs (plays the domino of his choice). Play then alternates, with each player laying a domino on either end of the played string of dominoes. Dominoes played must match the "spot" count of the domino they are played next to. Dominoes are played end to end, except "doubles" (dominoes with the same number of spots on each end), which are played sideways. The first double played becomes the "spinner", and can be played on both ends, as well as its sides.

The object is to play dominoes which make the ends of the string add up to 5, 10, 15, etc. Any multiple of five scores that many points for the player who layed the domino. If a player cannot play a matching domino at his turn, he must draw from the remaining pieces until he can play. If, after drawing all the dominoes from the "bone pile", a player still cannot play, he passes, and it becomes the other player's turn to play. A player laying his last domino calls "Domino", and receives the total of all the spots in his opponant's hand, ending the hand. The "down" alternates each hand, with the game ending when one player reaches 250 points.

If a hand becomes blocked (both players have dominoes remaining, but neither can play), The player with the lesser spot count in his hand is awarded the other players spot count (rounded to the nearest five), and the hand is over.

### Dom95 Play

## **Dom95 Play**

To start a new game, from the menu, select "Game", then "New". The dominoes will be shuffled and hands drawn. You draw the first hand, then the draw alternates. The right side of the menu will show your and "Puter's" scores, and the game status. To draw, just click a domino. After that, click a domino to highlight it, then click the end of the domino string where you want to play it. When the spinner is played, the domino string will be moved on the screen (slid on the table, if you will) so that the spinner is centered in the play area. If you cannot play, click the "Draw" button. A domino from the "bone pile" will be added to your hand. If there are no remaining dominoes, you will see a dialog box informing you of such, and it will become Puter's turn. If Puter must pass, if sound is enabled, you will hear him say "Pass". If sound is disabled, a dialog box will inform you that he has passed.

## Settings

## Settings

To modify Dom95's settings, from the menu choose "Settings", then "Preferences". You can turn sound on or off and choose five different background colors. If you have registered Dom95, you will have six different domino sets to choose from.



## Tips

## **Tips**

Dominoes is easy to play, but sound play will help you defeat Puter more often. Don't lay a spinner you can't play on if you can help it. Take note of where Puter is not playing, and try to play to make him draw (Make both ends of the domino string the same as the one he is not playing on). You can draw dominoes even if you can play from your hand, but do so only if you're sure you can keep Puter from getting all those points when he "dominoes". Don't pass a chance to block the hand, if you're reasonably sure you have fewer points in your hand than Puter. Check Puter's possible scoring opportunities before you play, and if you can't score yourself, play something which will keep him from scoring.

## **Notes**

Dom95 must turn the domino strings to keep all the played dominoes on the screen. Sometimes a double on the corner of a turn is not obvious, look closely.

Dom95's main window is an "always on top" window, to keep Windows95's taskbar from invading its space. If you need the taskbar or another program, just minimize Dom95.

Dom95 controls its color palette, and should display its colors correctly on any 256 color monitor. However, with a 16 color monitor, some domino sets and backgrounds probably won't be easy to see.

Don't forget when you down, Dom95 does not highlight a domino when you click it, but plays it immediately. (I may add an "Undo" feature in future versions, if enough people want it.)

[About Dom95](#)

## About Dom95



Dom95 was created by Bud Baker with Microsoft Visual C++ 4.0.

If you like Dom95, a \$10.00 registration donation to the author will get you the newest version (and get rid of the nag screen, as well as enabling all of the domino sets). Even if you don't register, send your suggestions or comments. The latest version of Dom95 can be obtained from my shareware page: <http://www.flash.net/~castman/shareware.htm>

Send donations (and any other good stuff) to:

Bud Baker  
618 Lemons  
Cedar Hill, Tx 75104

Email me at: [castman@flash.net](mailto:castman@flash.net)

