

Dominoes

COLLABORATORS

	<i>TITLE :</i> Dominoes		
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REVISION HISTORY

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Chapter 1

Dominoes

1.1 Index

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Welcome to...
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D O M I N O E S  v1.0

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Silicon Circus

Contents:
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READ ME READ ME READ ME READ ME
"Pass me the next domino"
Robosexlesbiansfromthewrongsideoftownwithbabylotion
```

1.2 Instructions

```

You know those white dots...
-----

Running the program from floppy disk
Turn the computer off
Put the Dominoes disk in the internal drive
Turn on the computer
```

Hard disk owners see

 Installation

 The Game

You play dominoes against a computer opponent. The rules are standard dominoes ones: you must place a domino next to that of your opponent. You may only place a domino if one of the numbers on your domino matches the number at the end of the line of already placed dominoes.

Pick up a domino with the left mouse button, drag then drop. Drop to the right of Dominoes logo to place your domino at the top of the line, and to the left for the bottom end of the line.

If you have no domino that can be placed you must knock. Do this by clicking left mouse button in the box labelled knock.

Ideally, the aim of the game is to win by getting rid of all your dominoes before your opponent does. It might appear that a draw is possible since it could arise that neither player can go. In this case, the game ends automatically, and a winner is calculated by how many spots each player has left on all of their dominoes. The player with the highest number of spots loses. You can only draw if you have the same number spots left and the same number of blanks (although we've never seen it happen).

I guess that if you are still reading now, then you are either very unversed in ancient games involving wood, or you're looking for spelling mistakes (in which case you've probably found some).

1.3 Installation

What you need

System Requirements

Workbench v2+

It needs about 1MB of free CHIP RAM

Installation

Because I do all this kind of stuff, there is an Installer (Hurrah!).

Double click on InstallDominoes, and simply follow the on screen instructions. This entire program was written with WB 2 and above in mind, although having said that, it should work on WB 1 (?). You can install it on your A500. I'm not going to explain, as I figure that if you have an A500 and you're reading the text file, you already know how use assign.

And, as ever, if you don't you can

 ask us

 .

Anyway, double click on the Dominoes icon. Remember that you must reset before playing so that the assign which has been put in your S:User-Startup can take effect.

1.4 Techie (don't you hate that word) stuff

Once again, it's all quite simple!

=====

Well..

The computer plays like a bit of a dullard. This is for a number of things:

- (i) It was a limitation of the A-Level task
- (ii) You'd get easily offended if you lost every time
- (iii) We're lazy

It was written in AMOS Pro (sorry to shock you!). The whole game runs in Hires Laced (640x512) with 16 colours. The dominoes in the background of the game were modelled in Imagine and then touched up in DPaint.

Errr.. there isn't really anything breathtaking, but I think that the game works well. I think it's simple. If you don't, you can

write
and ask.

Credits

Imagine Impulse Inc.
DPaint IV Electronic Arts
AMOS Pro Europress ltd.
PowerPacker Nico (the man himself) François

Anybody missed out (I should probably use the word herein, or something)...
err... Sorry!

1.5 Software gods (?)

Cool, we get to write about ourselves!

=====

Programming

Jon
(just in case you haven't seen the intro!)

Graphics, producer, director and chief text file writer (!)

Matt
Music

Jake

There are two others: Ben and Alex, but somehow they've managed to ←
get away

with doing no work (just how did I get roped into doing the graphics Alex?). Anyway, they're not getting a node in MY guide for doing nothing!

1.6 Ego trip

You know those stereotyped PC owners who wear heavy metal T-shirts ←
and talk
to you about Doom? Well, Jon's not like that. No, really. No, no, don't
get me wrong.

Actually, I can't say anything too bad otherwise I think he'll get his
revenge in the game somewhere.

Jon programs in anything and drinks medically dangerous amounts of alcohol,
but I've yet to see the combination.

Anyway, here's his chance to slag me off...

I can't think what to start with, so I'll copy
Matt
's entry

Name : Ma... (Er, maybe not) Jon Bright
DOB : 14/02/78
Occupation : Full time beer swiller and Part Time Student
Fav. Game : Doom (Obviously)
Hated Game : Micro Machines (Nice overhead controls!)
Hobbies : PC, Amiga, Hockey (NOT)
Drinks : Bitter (Tetley, Banks's), Vodka (Preferably Smirnoff)
Fav. Music : Metallica, Megadeth, Sabbath, W.A.S.P., Pulp Fiction Soundtrack
Hated Music : Anything which Ben likes
Fav. Film : Pulp Fiction, Pulp Fiction, Pulp Fiction, Pulp Fiction
Hated Film : Teenage Mutant Ninja (Hero Blah-de-Blah) Turtles Pts 1-4 (Esp.3)
Fav. TV : X-Files (Obviously), Thunder Cats
Hated TV : Mighty Morphing Power Rangers
Fav. Video : Reservoir Dogs (I hope)

I'd particularly like to thank:

Mr. Thomas (The school network technicians)
& For their invaluable help in reformatting hard drives,
Mr. Bradshaw making stupid directory trees with "fool" at the end, etc.,

Jon #:-}

1.7 Ego Trip

Every body has copied my first (and crap) entry. But now I've ←
changed it
- just to spite them!

I errr... am 17? Is that how you should start? I read Amiga Power (natch)
and thrive in the total body emmersing experience which is the mighty
SENSIBLE WORLD OF SOCCER. Ahem. Actually, because I'm also the financial
adviser... I'll give free registration to BOMB to anyone who can beat me
at SWOS, or who dares to blaspheme against Portsmouth F.C. in my presence.

Are you still reading? Oh well, I'll give you a quick personality profile:

TOPIC	MOST LOVED	MOST HATED
Computer game	SWOS	Rainbow Islands
Film	Pulp Fiction (in 1994)	Romeo is bleeding
Food	Meat	Vegetables (sorry Mum)
Magazine	Amiga Power	The One
Music	INXS	- best read
	Jon	
	's entry -	
TV	X-Files (at the mo')	Blind Date
Saying	- it's from Ezekiel!...	"I kid you not"
People	Women	Long haired (!) Germans
Beer	Pilsner Urquell (draught)	Newky Brown

So, goodbye. Please register, so to make Matt a happy boy. What jewel of knowledge can I leave you with?... don't throw stones in glass houses... no... buy an Amiga - they're good... no you've must already have one... buy another Amiga! Hurrah and see you l8r.

Oh - before I go, brief greets to: Greg, James, Fraz (can I have some software now?), Brad (it's time to write, m8), women of the world, friends, family, Foley lower VIth and to the person who discovered fermentation (without whom none of this would have been possible).

Matt. ;-)

1.8 Ego Trip

Jake writes a song in about five minutes (although I hope he's spent some time for us). Is it only me that thinks that OctaMED is impossible? Luckily Jake doesn't think so, else the game would be very silent. In fact, deafingly so (if you see what I mean).

If you know anyone really dodgy (in an illegal way) then you probably are an indirect friend of Jake's!

Jake is being political, and not doing an entry (or is it just that he can't be bothered?).

Anyway, big thanks to Jake from me. A huge apology now because I have cut the music to shreads by cutting out samples, skipping blocks, etc.

1.9 What are you - stupid?

They were the infamous brutal German police who were around during the second world war.

(and coincidentally, we just happen to share our initials with them)

1.10 Today and tomorrow

Silicon Circus

Okay, so Dominoes is dull. I admit it. It was written solely as an A-Level exercise, and released just for the hell of it.

There are five members of

Silicon Circus

: Me (

Matt

),

Jon

, Alex, Ben (Mr

Beej to you) and our maestro

Jake

. We are at the moment working on

BOMB, which is now coming along. It's a Dynablaster clone. Oh no. But, yes! It is however not crap, and has some rather flashy graphics. It works kind of like Street Fighter, in as much as you chose characters to combat with and you then play on their home turf. Everybody has their own animation and, all in all, it's looking pretty flashy! It's gonna be good - look out for it in the Amiga Format AMOS games competition.

Anyway,

Jon

had to do a dominoes game, so I stepped in to assist with an interface and before very long it had turned in the first (and humble) offering from

Silicon Circus

.

Silicon Circus

has been around for about a year now. We all do our A-Levels at the same school, and so got to know each other that way. Initially

SS

was just Beej and

Jon

. I joined up, and then there were

three! We had a software group, and weren't doing anything until we saw Alex mucking around on DPaint drawing about four frames of a gangster walking along. We got a-going with BOMB. It was soon apparant that the game was going to be very silent, so I rang

Jake

(an old friend) who

just so happened to be a bit of an OctaMED guru. And... err.. that's us! Looking back now, when the finished product is far on the horizon, we never anticipated what a huge and nightmarish task writing a complicated game from scratch.

Well, nothing you've seen so far is really any good, but BOMB really will be worth looking at. We are not a big group, but we know what we like in a game and are 100% Amiga-ers (!) (even

Jon

at times). Anyway, l8r

Matt
:)

1.11 How to ensure the kindness of the gods...

Registration

Registration is simple and inexpensive. This game is postcardware, so simply send us a postcard with your name and address and whatever else on one side and this on the other:

Matt
Newton-Lewis

Foley House
Old Swinford Hospital
STOURBRIDGE
West Midlands
DY8 1QX

And we'll register you as a user (we might even send you something).

If you want a reply please enclosed a S.A.E.

Thanks!
