3dDom Help Contents

3dDom -   Version 1.6

Ready for a not-so-fast-action 3D game?   3dDom is classic draw Dominoes played against the computer (I call him "Puter").   It offers sound, speed settings, 5 different colors of background, and 6 different domino sets (registered version only).   It requires Microsoft DirectX.

Playing

If you don't know how to play draw dominoes, see <u>Rules of Dominoes</u>.   If you already know how to play, go directly to <u>3dDom Play</u>.

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.

3dDom Play

3dDom Play

To start a new game, click the New button on the toolbar.   The dominoes will be shuffled and hands drawn.   You down the first hand, then the down alternates.   The status areas of the toolbarwill show your and "Puter's" scores, and the game status.   To down, just click a domino.   After that, click a domino to select 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.   At the end of each hand a dialog box is shown informing you that the hand is over.   If Puter had remaining dominoes, they are turned face up.   You can check to see what dominoes Puter had and what was scored on the last play of the hand, then click Ok to start the next hand.

Settings

Settings

To modify 3dDom's settings, click the Pref button on the toolbar.   You can turn sound on or off, choose from 10 speed settings, and choose five different background colors.   If you have registered 3dDom, you will have six different domino sets to choose from.

Tips

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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

3dDom'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, minimize 3dDom by clicking the icon in the upper left corner of the toolbar.

Don't forget when you down, 3dDom does not "select" a domino when you click it, but plays it immediately.

About 3dDom

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3dDom, version 1.6, was created by Bud Baker with Microsoft Visual C++ 4.0.   3dDom requires Microsoft DirectX to run.

If you like 3dDom, a $10.00 registration donation to the author will get rid of the nag screen, as well as enabling all of the domino sets.   Online registration is available.   Even if you don't register, send your suggestions or comments.   The latest version of 3dDom can be obtained from my SpinnerBaker Software site:
http://www.spinnerbaker.com
A non-3D version of this program, called Dom95, is also available from that site.

Special thanks to Nigel Thompson for his book, 3D Graphics Programming for Windows95, which made this, my first 3D program, much easier to create.

Send registrations to:

> SpinnerBaker Software
> P.O. Box 654
> Cedar Hill, Tx   75106-0654

Email me at: budbaker@spinnerbaker.com

NOTE: Almost every day I get email telling me I didn't send required dll's with 3dDom.   As is mentioned in a bunch of places in 3dDom's files, Microsoft DirectX has to be installed for 3dDom to run.   If you get missing dll messages when you try to run it, you don't have DirectX installed.   There is a link on 3dDom's page on the SpinnerBaker Software site to follow to get it.