

## **Dominos- The Draw Game**

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## Overview of Dominos-The Draw

Dominos originated in medieval China several centuries back. The basic **Game of Draw** has survived to this day due to its simplicity. Modern culture has evolved different variations of this game, such as: 42, Muggins All Fives, Muggins All Fives with Sniff, One-Sided Draw, etc

Dominos are rectangular pieces of bone, wood, etc. Each bone is divided by a line through the center, into two ends, and each end is marked by dots such as are used in marking dice. The Game has 28 Dominos numbered from Blank to 6-6. The Domino set includes every possible number combination of two numbers, from blank (0) up to its maximum of six (6). The bones whose two ends are alike, are called doublets. Each doublet belongs to one suit alone, while every other bone belongs to two suits. As between two bones, one is heavier than the other if it has more dots, the other being the lighter.

Doublets are always placed crosswise. The sides of doublets are open, the ends closed; whereas the ends of non-doublets are open, the sides closed. In the Game of Draw, there are always 2 open ends--the end of a non-doublet, or the side of a doublet. The individual player can play on either of the two open ends, whichever best suits his needs. It is to the Player's advantage to play doublets first, since non-doublets have two chances of being played, while doublets have only one chance.

## Game Instructions

1. The Game begins with a small form which requires the Player to enter his name or select a name from a list.
  - A New Player: Enter your name in the gold colored text box, and click the left mouse on the OK button to begin playing the Game.
  - A Previous Player: Click the left mouse on the down arrow located to the right of the gold colored text box. Select a name from the list shown by clicking the left mouse on the desired name. The name will be shown in the text box. Click the left mouse on the OK button to begin playing the game.
  - The list of names will increase in size as different players play the game. To remove a name from the list, click the left mouse on the down arrow, click the mouse on a name to be deleted, and click the left mouse on the Delete A Name button. The name is now removed from the list. Enter a new name from the keyboard or select a name from the list to begin playing the game.
2. The Game continues with the computer shuffling the 28 Dominos and displaying them face down in the Boneyard.
3. The Player is instructed to click the left mouse button on any Domino in the Boneyard and the Computer will randomly select one. The heavier of the two Dominos will result in the Drawer of the respective Domino to draw the first 7 Dominos from the Boneyard and place the Set Domino.
4. After the order of Draw is determined, the Dominos are reshuffled.
5. The Winner of the Draw will draw 7 dominos from the Boneyard.
6. The Loser of the Draw selects 7 dominos from the Boneyard.
7. The Winner of the Draw places the Set Domino. The Set Domino can be a single or doublet. It is to the Player's advantage to play doublets first, since non-doublets have two chances of being played, while doublets have only one chance.
8. After the Set, the Player and Computer play alternately. A play consists in placing a bone adjacent to one already on the screen. The cardinal rule is that a bone so played must match that upon which it is played---the adjacent ends must show like numbers. Example--First Player sets 6-6. Second can play only another bone of the 6-suit; suppose he plays a 6-4. First Player then may follow with a bone of the 6-suit or the 4-suit.
9. If the Player does not have a Domino that matches one of the two in the play field, he must draw from the Boneyard. This is accomplished by clicking the left mouse on a Domino in the Boneyard, which then appears in the Player's Court. The process continues until what is drawn, matches what's in the play field, or the Boneyard is empty. If the Boneyard is empty, and still no match, the Player clicks the left mouse on the **Can't Play Button** located in the Player's court. The turn of play switches to the Computer. The Computer will draw from the Boneyard as needed. If the Boneyard is empty, and the Computer still can't play, the message bar will state that it is the Player's turn to play.
  - If the selection matches what's in the play field, the Player clicks the left mouse on the respective Domino in the Player's Court followed by clicking the left mouse on the matching Domino in the play field. If there is a match, the Domino appears at the correct location.
  - The Game is designed so that the Player and the Computer, can each have a maximum of 18 Dominos, regardless of the Boneyard. If the Player collects 18 Dominos and can't play, the turn of play switches to the Computer. The reverse is also true for the Computer. It is highly unlikely to win a Game with more than 18 Dominos.

10. The Player or the Computer can win the Game by:

- Playing all one's Dominos before the other does.
- Having the lowest score if neither can play, and the Boneyard is empty.

11. If the condition exists where neither can play, the Boneyard is empty, and the scores are ties, nobody wins and the Game will start over.

## Playing Conditions

Dominos-The Draw Game gives the Player three different modes of playing the Game. To make a change in the conditions of playing the Game, the Player selects Playing Conditions from the menu, and place a check mark in the box adjacent to the appropriate description. The Player can change a mode at any time during the Game, whereas, the Computer cannot make any changes. The settings below are automatically preserved for the individual Player so the next game will start with the same parameters.

1. The Player can select from two modes for starting a Game:
  - The Player and the Computer each make a draw from the Boneyard and whoever has the highest Domino will draw the first 7 from the Boneyard and place the Set Domino.
  - The Winner of each Game will start the next Game by drawing the first 7 from the Boneyard and placing the Set Domino.
2. The Game has two levels of Play:
  - A Novice Player---Use this level if you don't play Dominos very often. The Computer will play at your skill level. The first Game will always start in this mode.
  - An Expert Player---Use this level if you are proficient at playing Dominos. The Computer will become a fierce competitor.
3. The Game can save today's wins and losses to show a history for an individual Player. The Player must make this selection to save the wins and losses. The Games will be preserved **only after** the Player ends the Game by selecting Quit from the menu.

**Dominos-The Draw Game** was made by:  
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## Select New Colors

The User can change the colors of the 28 dominos and the background color of the Playfield by the steps below:

- Select "Select New Colors" from the menu.
- The top window of the color Form contains the existing colors of the dominos and Playfield. Any changes made by the User will be displayed in this window. The system default colors are:  
Playfield.....Blue  
Domino Face.....White  
Domino Spots.....Black  
Domino Outline.....Black
- To change the color of a particular area of a domino, click the mouse on the respective item within the Frame titled "Make Your Selection Here".
- Click the mouse on the desired color in the bottom window. the new color will appear on the respective item in the top window.
- To make other changes, repeat the above two steps as required.
- To accept the changes made, click the mouse on the OK button and return to playing the game.
- To reject any changes made and restore the colors to what existed prior to making any changes, click the mouse on the Cancel button and return to playing the game.
- The User can restore the default colors (described above) by double-clicking the left mouse on the top window and then clicking on the OK button.

## Glossary

A	B	C	D	E	F	G	H	I	J	K	L	M
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

### **B**

Boneyard

### **C**

Computer's Court

### **G**

Game History

### **O**

Open a Previous Game

### **P**

Player's Court

### **Q**

Quit

### **R**

Restart the Game

### **S**

Save the Present Game

Set Domino



**Boneyard**

The storage area for the 28 dominos. The area is located at the bottom of the screen.

## **Computer's Court**

The storage area for the Computer's Dominos. The area is located above the Boneyard. The Game of Draw is designed such that the Computer can have a maximum of 18 Dominos. If after drawing from the Boneyard, and having collected 18 Dominos, and the Computer still does not have a Domino which matches one of the two open Dominos in the playfield, the turn of play switches to the Player. The odds of winning the Game are against the Computer with more than 18 Dominos in the Computer's Court. The turn of play also reverses if the Player has collected more than 18 Dominos without a match in the playfield.

## **Game History**

A menu selection. A message box which shows the previous wins and losses for the respective player. The Player has the option whether or not to save today's wins and losses. To save today's games, select Game Conditions from the menu and check the appropriate box. The Player can change the selection as desired. The wins and losses do not get saved until the Player ends the Game by selecting Quit from the menu.

### **Open a Previous Game**

A menu selection which will open a previous Game. The Game will restart with the same configuration as when it was saved. The number of wins and losses were not conserved by this feature

## **Player's Court**

The storage area for the Player's Dominos. The area is located above the Boneyard. The Game of Draw is designed such that the Player can have a maximum of 18 Dominos. If after drawing from the Boneyard, and having collected 18 Dominos, and the Player still does not have a Domino which matches one of the two open Dominos in the playfield, the turn of play switches to the Computer. The odds of winning the Game are against you with more than 18 Dominos in the Player's Court. The turn of play also reverses if the Computer has collected more than 18 Dominos without a match in the playfield.

**Quit**

A menu selections which will end the Game.

## **Restart the Game**

A menu selection which will start the Game over.

**Save the Present Game**

A menu selection which will save the existing Game for later play. The Game will restart with the same configuration as when it was saved. The number of wins and losses are not conserved by this feature.



**Set Domino**

The first Domino of the game to be played and can be a single or a Doublet. The cardinal rule is to play a doublet, since a single has two chances of being played, while a doublet has only one.



