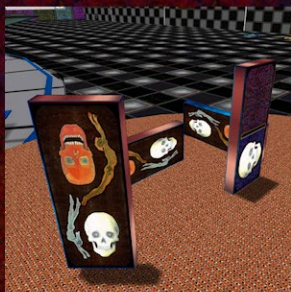


DOMINO SETUP INSTRUCTIONS



information on general
setup and URL for
Domino-Games site

TCGWS





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P 01 Introduction

P 05 Domino Table & Deploying

P 08 Gathering the Boneyard
and hand.

P 13 Bone Tips

P 17 HUD, information links

P 18 Contact Info





Visit the homepage at
<https://thunderchild.net>

Each Domino package contains a set of double 6's, 9's, 12's, and 18's in individual deployer boxes. The Debut set has mixed sets.

- Double 6's in green and white skull pips.
- Double 9's in all red skull pips.
- Double 12's in all white skull pips.
- Double 18's in white and red skull pips.

All the artwork is by AJ Leibengeist at the Thunderchild Gallery Workshop. SL Marketplace:
<https://marketplace.secondlife.com/stores/227095>

The connecting script is by Teddy Tobias. SL Marketplace:
<https://marketplace.secondlife.com/stores/139560>

The full set of textures available come from the skulls and human spirits from the artwork "Union, Suns & moons," wood, wood fractals and metal images from the inventory.

You can view the sets of textures on demos from the MP or Casper Vendors inworld. FP textures are available at AJ's Texture Gallery (AJTG). A Scrapbook Catalog with all the available textures is available.

Any corrections or version updates will be sent when available. Contact me for any special requests of combinations you'd like to have.

Thanks,
AJ

THE PERMISSIONS ON THIS PACKAGE ITEMS ARE AS FOLLOWS.

DOMINOES: COPY ONLY, ANYONE CAN MOVE

DEPLOYER: COPY ONLY

PLAYERS BOARD: COPY & TRANSFER
(give copy to other players)

SETUP BOOK: COPY & TRANSFER
(give copy to other players)

HUD.SKULL BONES INFO: COPY TRANSFER
(give copy to other players)

Links to Domino-Games.com for playing instructions, terminology and more on a wide variations of domino games.

Links to this book and product info in PDF. Landmark giver.

Link to SL MP.

SCRAPBOOK CATALOG: TRANSFER ONLY



Dominoes are pretty simple to play. Addition & subtraction and you're good to go.

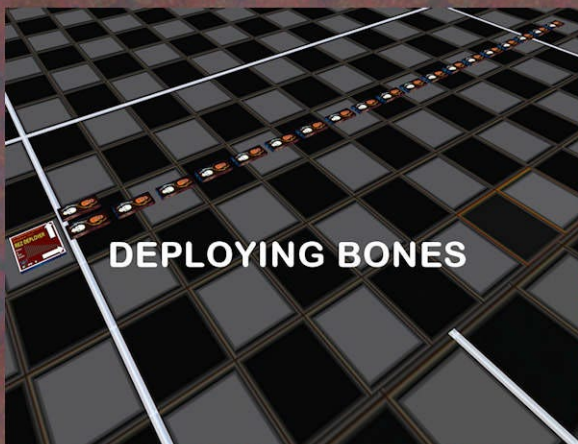
**SEE THIS SITE FOR DOMINO
GAME INSTRUCTIONS**

<http://www.domino-games.com/>



**TOUCH
DEPLOYER
TO START**

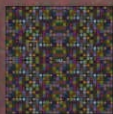
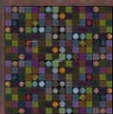
Pass out the Domino Stands, this book or the HUD to the players.



DEPLOYING BONES

Deployer will rez dominoes into a small square meter area.

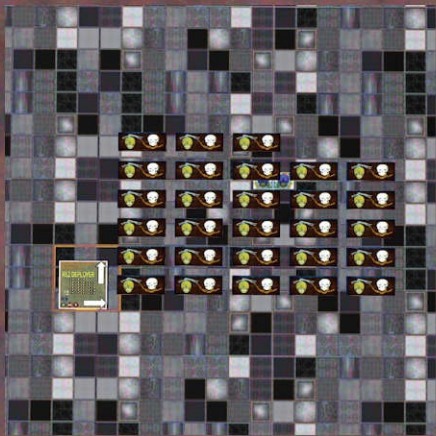
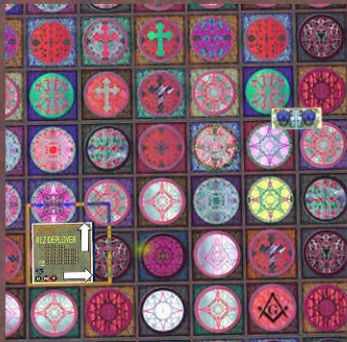




There is a Table included (2 LI) with 13 top textures selected by menu.

Touch the underside of the Table to get the menu.

There is a
image of a
bone in the
center.
Off to the
side is a box
outline for
the relative
position
for the Deployer.



Get the first bone near your holder.

Click on a dot on a bone in the boneyard, then click the bone near you.

The first bone will move over and align with the second.

Collect your hand.

BONEYARD



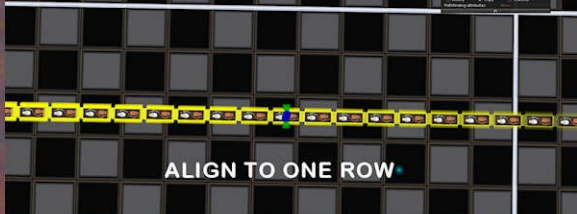
BONE HOLDER

BONE NEAR YOUR HOLDER



HILITE ALL BONES FOR ALIGNMENT

Use the editing tools
to geather the dominoes
into a single bone pile.
This is the boneyard.



ALIGN TO ONE ROW

Once the boneyard is ready, the bones can be passed out for the hand. Players use the editing tool to gather for the domino stand.

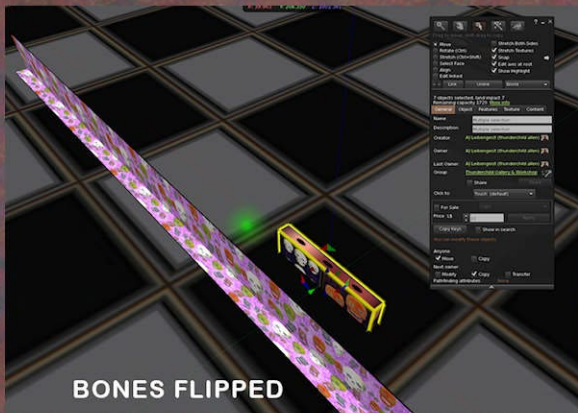


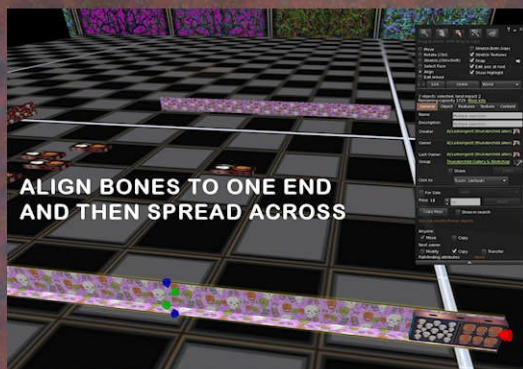
ALIGN TO ONE STACK



BONE YARD IN MIDDLE AND PLAYERS TAKE BONES FOR HAND



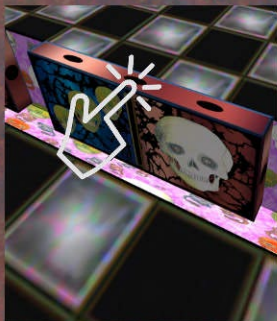




Be sure to click on the dot's center. When selecting the first bone, it will not activate unless you do hit the dot.

When selecting the second bone, it is possible to click on the bones in general. The first bone will center on the second bone, generally at a 90 degree angle.

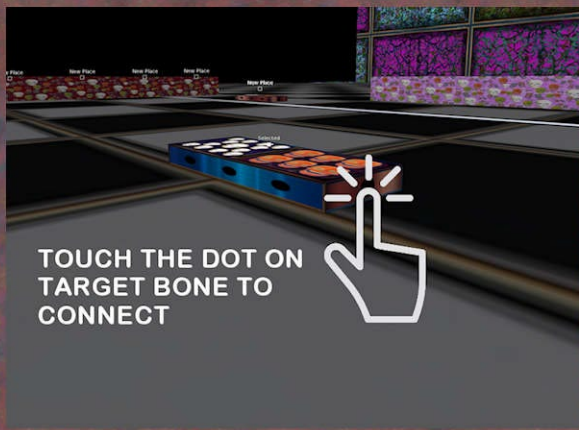
This is good for collecting your hand at the start. During play, you'll want to cam in enough to hit the dot, or adjust it at that location.



**CLICK DOT ON YOUR
BONE TO START PLACEMENT.
ALL BONES WILL SHOW TEXT**



**TOUCH THE DOT ON
TARGET BONE TO
CONNECT**



If you put a bone out by mistake, you can right click on it and select edit. Then hit the Ctrl + Z keys and it will undo the last move.

The scripts will not validate your move or add your score up. You have to do that just like real life.

The domino tables I've purchased do a nice job, but are only double sixes. You are welcome to try those games out at my Milda Site.

These are for a friendly game of dominos with people that have okay or decent skills in SL to cam and click and do some basic movements with objects.

You're on your own with the math skills.

The HUD provides links to information on the product and the Game.

The HUD label links to this book online in PDF.

The Domino in the top right provides a link to Domino-Games.com.

There is a link to AJ's Second Life Marketplace and a landmark to TCGWS in Milda.



You can always check the bone number in your hand before you play it. You'll get messages in nearby chat from the bones.

[21:41] BONE 110: Moved.
[21:42] Now playing: John Mellencamp - Crumblin' Down
[21:42] BONE 109: Moved.
[21:42] BONE 109: Moved.
[21:43] BONE 108: Illegal move, pick another spot or wait for timeout.
[21:43] BONE 109: Moved.
[21:45] Now playing: Chris LeDoux - Little Long Haired Outlaw

If it connects incorrectly, you can generally click on it to move with the edit tools.

If you lose it, you can do an area search for the bone by its name, ie. BONE 109 or BONE 108.



**Thunderchild
Gallery
Workshop**

**Contact me or drop
me a notecard
inworld at my main
site in the Milda
Regaion.**





VISIT THE HOME PAGE AT
[HTTPS://THUNDERCHILD.NET](https://thunderchild.net)

LINKS TO REAL LIFE PRODUCTS
AT ON LINE STORES!

CONTACT AJ FOR CUSTOM
WORK BOTH IN SECOND LIFE
AND REAL LIFE.







