# Cover-Up

Rules

Registration Information

Roll

Dice

Numbers

#### Menus

<u>Game</u>

## Roll

Pushing the Roll button causes any chosen numbers to be covered. And rolls the dice for the next turn.

## Dice

After the Roll button is pushed the dice display randomly selected numbers. You add the two dice together and then choose numbers that add up to the sum of the dice. If you roll doubles you can choose to use either the sum of the dice or just one of the dice.

### **Number Tiles**

There are nine numbered tiled, 1 - 9. Clicking on the tile will change it to blue, indicating that it is choosen.

The sum of the numbered tiles you choose MUST equal the sum of the dice. Except if doubles were rolled. You have the option of choosing the sum of the dice, or the single number.

## Menu Items

#### Game

New - (f2) Start a New Game.
Sound - Toggle the beep when the dice are rolled.
Help - Help File
About - About Box
Quit - Return to windows

# **About Cover Up**

# Help

## Form6

### Rules

The goal of the game is to cover all of the numbered tiles. Each turn the dice are rolled. You must cover the numbered tiles that add up to the sum of the dice. The exception of this is doubles. If you role doubles you can choose either the sum of the two dice or just one of the dice.

For instance if you rolled a 4 and a 5, you could cover the 9, or 1 and 8, or 2 and 7, or 3 and 6, or 4 and 5, or even triples like 1 and 2 and 5.

If you rolled a 3 and a 3, you could cover numbers that add up to 6, or 3.

## **Registration Information**

Registration fee: \$10.00

Registered Users will receive the most current version and notification of upgrades. Upgrades will be free except for shipping and handling.

Register On-line through Compuserve GO SWREG #10934 or Send registration fee of \$10.00

Dale Heinold 616 S School Lacon IL 61540