

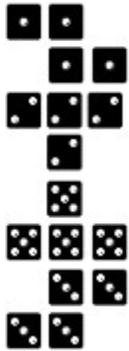
# Objective

The object of Cascade is to maximize your score by forming multiple "cascades" with one die. A cascade is a '4 of a kind' or 'straight' (of 4). When you form a cascade, those dice are removed and the remaining ones fall to fill any empty spaces directly below them. If those dice then form new cascades, they are also removed and scored. The game is over when you either cannot place your current die, or when you have played all the dice. When you place a die, your next die is taken from the bottom of the stack of dice to the left of the playing area.

# Rules for forming cascades

- The 4 dice may be in any connected pattern where the dice are adjacent to one another (at right angles, not diagonally).

- '4 of a kind' means the dice all have the same value. Here are some examples of '4 of a kind':



- Straight is like a straight in poker, where the values are in sequence:

1 through 4, 2 through 5 or 3 through 6. Here are some examples of 'straights':



- Note that there is not 'T' pattern for 'straights'.

- Here are some examples that are **NOT** cascades:



- Cascades can overlap each other so that dice can be used several times.

For example:



Would generate 8 cascades!

- Dice are inserted into the bottom of the columns.
- You cannot place a die in a column that is full.
- You cannot place a die in a column if it matches the bottom die of that column.
- Use the column of dice on the left to plan ahead. Those are the dice you'll be getting in the future.

# Basic game controls

- Press <Left> and <Right> arrow keys or use mouse to position the die beneath the columns.
- Press <Space>, <Up> or left mouse button to insert the die.
- Press 'H' to see the high score.

# Scoring

Your score for playing an individual die is based on the number of cascades you obtain in the move, according to the chart on the screen. The bonus scoring is the following:

- If you use a colored die in a cascade, your score for that move is multiplied by the value of the colored die. Colored dice occur once every 30 dice in a sequence from 2 to 6.

Bonus (colored) dÉce:

(here supposed to be examples)

- Clear the entire screen any time during the game: 300 points.

- Place all 150 dice: 500 points + 2 points for each remaining die + The Lightning Round.

- Clear the board with your last die: 800 points + the screen fills with dice and you get scored for any resulting cascades + The Lightning Round.

## Lightning round

You are given as many seconds to play as the total number of cascades you made during the regular game. You get an infinite number of dice and every 15th die is a colored (bonus) one.

## Game strategy

The strategy of Cascade is to set up a large number of almost complete cascades, and set them all off with one die. There are also techniques that cause this to tend to happen 'accidentally'. Here is one of them: Sort dice into columns with 1's or 2's in the leftmost column, followed by 2's and 3's in the next column, then 3's or 4's and so on. This system has a tendency to form patterns of cascades.



