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## Introduction

The shareware version of Ancient Ivory does not allow you to score in the Ivory or the Large Straight categories. The full, ordered, version of Ancient Ivory has all categories available, single- and double-column games, and a ten-dice game (including both single- and double-column games). Also included is a computer player for the five-dice games.

Ancient Ivory is a dice game where the object is to score the highest you can by rolling the dice, or a subset of the dice, a maximum number of rolls, depending on the game variation and the level of difficulty, and placing a score in one of the twelve score categories each turn.

The game is played with one to four players or with one player playing against the computer for the five-dice games. Ancient Ivory is a set of four games:

- Five-dice, one-column Ivory
- Five-dice, two-column Ivory
- Ten-dice, one-column Ivory
- Ten-dice, two-column Ivory

The five-dice option can be played with one set of scoring categories (1 column). Or, it can be played with two columns of complete sets of score categories. The scores in the 2 columns are sub-totaled at the bottom of the screen and the sub-total for the second column is doubled. Finally, the player's total score is the sum of these two sub-totals. As you can see, two-column Ivory provides additional strategic options.

The ten-dice game is played in much the same way as the five-dice game, except that ten dice are used. Scoring for some categories is a greater challenge. For example, in order to score Double Ivory, ten of a kind are needed, and so three levels of difficulty (3, 4, or 5 rolls) are provided. Some of the score categories are more difficult to obtain, but the scores for each category are correspondingly larger. The two-column option is also available for the ten-dice game.

## Starting a Game

The first time you play Ancient Ivory, the New Game Dialog will be displayed on the scroll. Choose the options you desire, and then click on the "Return to Ancient Ivory" text. The options are:

- 5-Dice or 10-Dice game
- Single-Column or Double-Column game
- 3, 4 or 5 Rolls
- Number of Players
- Players' Names
- Display Tip of the Day

The Number of Rolls is available only in the 10-Dice versions of the game, providing levels of difficulty for those games.

Under "Players" category, select 1, 2, 3, or 4 players, or click on "Computer" to play against the computer player. The computer player is available for the 5-Dice games only. Depending on the number of players selected, some or all of the Players' Names boxes will be available. Initially the boxes will be filled with default names. To change a name, click on one of the boxes, then using the backspace key, delete the characters, and type in your own name. The names of the current player(s) will be saved to a preference file for use the next time the game is played.

Finally, check or uncheck the Display Tip of the Day option.

Any of the above options may be changed at any time by selecting New Game in the Game menu.

The next time you play Ancient Ivory, your saved preferences from the previous game will be set.

(The shareware version Ancient Ivory has only 5-Dice Ivory available)

## Animation Speed

To change the animation speed of the dice select Faster or Slower from the Animation Speed menu. Another way of doing this is to type + to increase the speed or - to decrease the speed.

## Playing a Game

You are ready to play a game. The score for the first player is on the scroll to the right of the screen with the player's name and total at the bottom of the scroll. The dice are in the cup at the bottom left of the screen. Notice when you move the mouse around, the cursor on the screen will change. The cursor will change from a hand holding a die, to a hand holding a quill pen, to a scroll with the word "Roll" written on it. These cursors indicate the action which may be taken at that part of the screen if it is appropriate to do so. Of course, before you've rolled the dice, it is meaningless to try to score a category.

## Roll the Dice

To start, click on the cup. Your cursor will be the "Roll" cursor when it is on the cup. The cup will rattle, and the dice will be rolled onto the tabletop. If you are satisfied with the dice you have rolled, you may click on a score category. Probably, however, you will want to roll some or all of the dice one or more times. To roll some (or all) of the dice again, click on each die you wish to roll again. Notice the cursor now is a hand holding a die. The dice will disappear into the cup. When you have the dice you wish to roll again in the cup, click on the cup to roll these dice. NOTE: If you have accidentally put the wrong dice into the cup, don't worry! Select "Undo" from the "Undo" menu, and all the dice in the cup will be placed back on the tabletop, so you can choose again which dice to roll. (Once you have rolled the dice, however, you cannot get them back!)

Continue in this way until you have rolled all or some of the dice the maximum number of times (3 in the 5-Dice game, 3, 4, or 5 in the 10-Dice game depending on the level of difficulty) or have dice you are satisfied with and wish to score.

Number of Rolls Left

Notice the small dots under the cup. These indicate the number of rolls left.

## Score a Roll

Click on one of the score category names on the scroll, or even to the right of the name where the score will be written, or, in the 2-column game, click in one of the rounded rectangles, where you wish the score to go. The score will automatically be entered for you and the total (and sub-totals, if any) will be added and written onto the scroll (Scoring).

If you accidentally clicked in the wrong score category, never fear! Just select "Undo" from the "Undo" menu and that score will be erased from the scroll (and subtracted from the total, and sub-total, if any) and your dice will be placed back on the screen, where you can choose the correct category. If you have any rolls left, you may roll the dice again before choosing a score category.

If you are playing a 2-column game, the sub-total of the second column is doubled, so it makes sense to put high scores there.

## Next Player

If you are playing against the computer or against another player, a "Next Player" button will appear on the cup. The cursor will now be a scroll with the word "Next" on it. When you have taken a look at your score and are ready to go on, click on this button.

After you have clicked on the "Next Player" button the screen will change to show the next player's scroll. If it is the computer's turn, the computer will roll the dice, wait a second and roll some or all of the dice again, or choose a score category. When the computer is working, the cursor will change to an hourglass. After the computer scores, the dice will remain on the screen so you can see its choice. You know it is your turn when the "Next Player" button appears on the cup.

## Completing a Game

Play continues in this way until all players have filled in every category on their score scrolls. One score category must be chosen after each turn. If, for example, you were trying to get an Ivory (five of a kind) and ended up with a pair of threes, a pair of fours and a one, you may score in Threes (6 points), or in Fours (8 points), or perhaps even in Twos (0 points). If Ivory is the only category left unscored, you need to choose that score category and receive zero points for Ivory.

At the end of the game, the program will show the winner of the game, and also keeps track of the ten highest scores in each of the four game variations (5-Dice Ivory, 5-Dice Double-Column Ivory, 10-Dice Ivory, 10-Dice Double-Column Ivory).

To clear the ten highest scores in each category, select Clear Top Ten Scores from the Scores menu.

## Scoring

Remember, in a two-column game, the second column sub-total is doubled, so you score more points by putting your first (and perhaps only) Ivory, Large Straight, etc., there. However, if your score for that category is low, say a Full House of only 7 points, it is better to put that score in the first column, if available.

See [Scoring 5-Dice Games](#) and [Scoring 10-Dice Games](#)

## Scoring 5-Dice Games

Ivory

Large Straight

Small Straight

Four of a Kind

Full House

Sixes

Fives

Fours

Threes

Twos

Ones

Choice

## Scoring 10-Dice Games

Double Ivory

Double Large Straight

Double Small Straight

Eight of a Kind

Double Full House

Sixes

Fives

Fours

Threes

Twos

Ones

Choice

## Ivory

In order to score points in the Ivory category, you need five of a kind. The score for Ivory is always 50 points, whether you have five 6's or five 1's.

## Large Straight

In order to score points in the Large Straight category, you need either:

1 2 3 4 5

OR

2 3 4 5 6

Your score is always 30 points, regardless of which Large Straight was rolled.

## Small Straight

To get points for a Small Straight, you need one of the following:

1 2 3 4

OR

2 3 4 5

OR

3 4 5 6

Your score is always 15 points, regardless of which Small Straight was rolled.

### Four of a Kind

For points in this category, you need four of the same number, e.g., 3 3 3 3 4, or 4 4 4 4 1. Your score is the total of all the pips on the five dice. A Four of a Kind of 6 6 6 6 6 will score 30 points, the maximum obtainable, whereas a Four of a Kind of 1 1 1 1 2 will score only 6 points.

## Full House

A Full House in Ivory is scored the total of the pips on all the dice if there is three of a kind and a pair. The maximum score for Full House is for a roll of 6 6 6 5 5, for a total of 28 points.

## Sixes

Sixes are scored by summing the pips of all the 6's which were rolled. The maximum score in this category when using 5 dice is 30 for five 6's. The maximum score in this category when using 10 dice is 60 for ten 6's. The minimum score is zero points if no 6's were rolled.

## Fives

Fives are scored by summing the pips of all the 5's which were rolled. The maximum score in this category when using 5 dice is 25 for five 5's. The maximum score in this category when using 10 dice is 50 for ten 5's. The minimum score is zero points if no 5's were rolled.

## Fours

Fours are scored by summing the pips of all the 4's which were rolled. The maximum score in this category when using 5 dice is 20 for five 4's. The maximum score in this category when using 10 dice is 40 for ten 4's. The minimum score is zero points if no 4's were rolled.

## Threes

Threes are scored by summing the pips of all the 3's which were rolled. The maximum score in this category when using 5 dice is 15 for five 3's. The maximum score in this category when using 10 dice is 30 for ten 3's. The minimum score is zero points if no 3's were rolled.

## Twos

Twos are scored by summing the pips of all the 2's which were rolled. The maximum score in this category when using 5 dice is 10 for five 2's. The maximum score in this category when using 10 dice is 20 for ten 2's. The minimum score is zero points if no 2's were rolled.

## Ones

Ones are scored by summing the pips of all the 1's which were rolled. The maximum score in this category when using 5 dice is 5 for five 1's. The maximum score in this category when using 10 dice is 10 for ten 1's. The minimum score is zero points if no 1's were rolled.

## Choice

The score for the Choice category is just the sum of the pips of all of the dice. The maximum score when using 5 dice is 30 points for five 6's. The maximum score when using 10 dice is 60 for ten 6's. This is a good category to score when no other category fits the rolled dice. You will always receive some points here, and if you have many 5's and 6's, the number of points may be high, especially in the second column.

## Double Ivory

In order to score points in the Double Ivory category, you need ten of a kind. The score for Double Ivory is always 100 points, whether you have ten 6's or ten 1's.

## Double Large Straight

In order to score points in the Double Large Straight category, you need to score two sets of large straights. The combinations may be:

1 2 3 4 5 AND 1 2 3 4 5  
OR  
2 3 4 5 6 AND 2 3 4 5 6  
OR  
1 2 3 4 5 AND 2 3 4 5 6

Your score is always 60 points, regardless of which set of Double Large Straight was rolled.

## Double Small Straight

To get points for a Double Small Straight, you need two sets of Small Straight. The combinations may be one of the following:

1 2 3 4 AND 1 2 3 4  
OR  
1 2 3 4 AND 2 3 4 5  
OR  
1 2 3 4 AND 3 4 5 6  
OR  
2 3 4 5 AND 2 3 4 5  
OR  
2 3 4 5 AND 3 4 5 6  
OR  
3 4 5 6 AND 3 4 5 6

Your score is always 30 points, regardless of which set of Double Small Straight was rolled.

## Eight of a Kind

For points in this category, you need eight of the same number, e.g., 3 3 3 3 3 3 3 4 4, or 4 4 4 4 4 4 4 3 1. Your score is the total of all the pips on all ten dice. And Eight (!) of a Kind of 6 6 6 6 6 6 6 6 6 will score 60 points, whereas an Eight (!) of a Kind of 1 1 1 1 1 1 1 1 1 will score only 10 points.

## Double Full House

A Double Full House in Ivory is scored (pay attention here) the total of all the pips on all the dice if there is:

Four of a Kind

AND

Three of a Kind

AND

Two of a Kind

AND

One of a Kind

The maximum score on a Double Full House is on 6 6 6 6 5 5 5 4 4 3, or 50 points.

## Undo

The Undo menu is provided if you accidentally dropped the wrong dice into the cup to be re-rolled (see [Give Me Back My Dice!](#)) or if you accidentally clicked on the wrong score category (see [I Clicked on the Wrong Category!](#)).

## Give Me Back My Dice!

If you have accidentally put the wrong dice into the cup, don't worry! Select "Undo" from the "Undo" menu, and all the dice in the cup will be placed back on the tabletop, so you can choose again which dice to roll. (Once you have rolled the dice, however, you cannot get them back!)

## I Clicked the Wrong Category!

If you accidentally clicked the wrong score category, never fear! Just select "Undo" from the "Undo" menu and that score will be erased from the scroll (and subtracted from the total, and sub-total, if any) and your dice will be placed back on the screen, where you can choose the correct category. If you have any rolls left, you may roll the dice again before choosing a score category.

## Sound

Choose the menu options to turn the sound effects and music on and off. The checked option is the one that is currently activated. Turning sound effects and music on and off may be done at any time during the game. Your preferences for music and sound effects are saved for use in subsequent games of Ancient Ivory.

Ancient Ivory will play one music (midi) file repeatedly. Three midi files are provided for you. However, you may play any midi file on your hard drive. To choose a different midi file as background music, choose "Select Music File" from the Audio menu. Search your hard drive for the midi file you would like to play. Please note that there are many midi files on the internet for download and use with this program. Using your favorite search engine (such as: <http://www.hotbot.com>), search for "midi". Most midi files on the internet and major online services may be downloaded and enjoyed for your personal use at no charge to you.

## Quit

Clicking on the "Quit" menu allows you to exit the game at any time.

## Order

To order Ancient Ivory on the World Wide Web, immediately download the full version, and save shipping and handling costs, visit our web site at:

<http://www.latticeworksw.com>

click on the Order Now button, and follow instructions.

To order Ancient Ivory by mail, choose "Order By Mail" from the "Order" menu, fill in the dialog box and follow instructions. Or print order.doc, fill in the form and mail to the address on the form:

LatticeWork Software, Inc.  
P.O. Box 362  
Lafayette Hill, PA 19444  
USA

Or, if you are a member of CompuServe, you may order the program online, and be charged to your CompuServe account. GO SWREG and enter registration ID number 9582 for the Windows 95 version or registration ID number 9583 for the Windows 3.1 version.

The following support of Ancient Ivory is provided. LatticeWork Software, Inc. will answer questions and fix serious bugs during a one-year period after ordering. For problems involving specific hardware or software environment or feature, LatticeWork Software, Inc. may choose not to modify the program. In that case, if the problem is reported within three months after ordering, then LatticeWork Software, Inc. will refund the user's order price. You may contact LatticeWork Software, Inc. at the following addresses:

- 1) LatticeWork Software, Inc.  
P.O. Box 362  
Lafayette Hill, PA 19444
- 2) email to [support@latticeworksw.com](mailto:support@latticeworksw.com)
- 3) Visit our web page for news and to send email: <http://www.latticeworksw.com>

## Uninstall

To uninstall Ancient Ivory in Windows 95, click on Start/Settings/Control Panel. Next double-click the Add/Remove Programs icon. Scroll down and click on Ancient Ivory. Then click the Add/Remove button.

To uninstall the Windows 3.1 version, click on Uninstall Ancient Ivory in the Ancient Ivory program group.

## About Shareware

Ancient Ivory is a "shareware program" and is provided at no extra charge to the user for evaluation. Feel free to share it with your friends, but please do not give it away altered or as part of another system. The essence of "user-supported" software is to provide personal computer users with quality software without high prices, and yet to provide incentive for programmers to continue to develop new products.



