Contents

Welcome to Pentam Help.   Version 1.2

Select a topic below. You can return to this page by selecting the **Contents** button on the button bar.

Playing Pentam

Pentam is a game of dice. It is played by taking 13 turns at <u>rolling</u> 5 dice and <u>scoring</u> the results on a <u>scorecard</u>. The scores are totaled and the winner is the one with the highest score.

You start the game by rolling the dice. To start a new game select **Game** from the main menu and choose **New** or type **F2.**

Next <u>Players</u>

Players

Up to four players can compete. To change the number of players select **Players** on the main menu. Select the number of players (1-4) by clicking your choice with the left mouse button. Enter the player names by using the **tab** key to move from player to player. The player names can be changed at anytime during the game.

Next <u>Rolling the Dice</u>

Rolling the Dice

On each turn you have 3 rolls of the dice. To roll the dice click on the roll button. To roll again first <u>select the die</u> you wish to roll by clicking it then click the roll button.

You don't have to roll the dice 3 times. If you are happy with a <u>score</u> you may select it instead.

Next <u>Picking the Dice</u>

Picking the Dice

   You may roll any or all of the dice over on your second and third roll. To roll a die over click it with the left mouse button. The die will disappear as if being picked up. After your third roll you must select a scoring button.

Next Scoring

Scoring Points

You may score points after any <u>roll of the dice</u>. Your scoring choices will appear as numbered buttons on the <u>scorecard</u> under your name. To pick a score click it with the left mouse button. If you roll any of the dice over the points will change according to the dice shown.

Next <u>Scorecard</u>

Scorecard Choices

The Scorecard contains 13 different scoring lines. On each turn you must pick one of the 13 scoring options until the scorecard is completed.
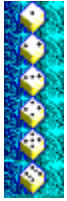
At the top are six lines for scoring the six digits of the dice (1 through 6). If a **ones** die is visible one point will be added to the **ones** score. If a **twos** die is showing two points will be added to the **twos** score and so on.

If the total points on the top half of the scorecard reach 60 you score the **60 Bonus** of 35 points.

At the bottom of the scorecard are 7 scoring lines with the following values

3 of a Kind	- 3 of same die	- total of dice
4 of a Kind	- 4 of same die	- total of dice
Full House	- 2 & 3 of a kind	- 25 points
Small Straight	- four in a row	- 30 points.
Large Straight	- five in a row	- 40 points.
Pentam	- 5 of same die	- 50 points
Remains	- any combination	- total of dice

Next <u>Scoring Bonus Pentams</u>

Scoring Bonus Pentams

A **Pentam** is scored when all five dice have the same value.   The first Pentam is worth **50** points and each additional Pentam is worth **100 bonus** points, as long as a zero (**0**) is not scored on the Pentam line.   If a zero is scored on the Pentam line no bonus points are awarded.

Bonus Pentams are awarded automatically.   After receiving the bonus points your turn continues.   You may roll gain if you have not rolled three times. You must choose a <u>scoring</u> line to end your turn.

Next <u>Scoring Wild Pentams</u>

Scoring Wild Pentams

Wild Pentams can be used to score:

      25 on the **Full House** line,
      30 on the **Small Straight** line, or
      40 on the **Large Straight** line.

A **Wild Pentam** occurs when a **Pentam is rolled** and both the **Pentam scoring line** and the **top scoring line** for the dice thrown are used.   For example, if five **Twos** are rolled and the **Twos line** has been scored as well as the **Pentam line** then the Pentam is **Wild**.

If a **Wild Pentam** is rolled the scoring points for a Full House, Small Straight, and Large Straight are automatically displayed.   <u>Bonus Pentam</u> points are also awarded if qualified.


Next <u>High Scores</u>

High Scores

The top ten scores are automatically saved at the end of play. They can be viewed by selecting **Options** and then **Hi Scores** from the main menu.

If you score in the top 10 the **Top 10 Table** will appear, giving you the chance to change the saved name. If you want to clear the **Top 10 Table** delete the **PENTAM.DAT** file. A new **Top 10 Table** will automatically be created.

Next Sound

Sound
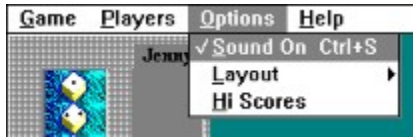
 To turn the sound option on select the **Options** menu item and click **Sound On** or type Ctrl+S. A **check** mark will appear next to the **Sound On** option. To turn it off select it again and the check mark will disappear.

When you quit **Pentam** this option is saved along with the high scores.