ROLL 'EM

Roll "Em is a classic dice game in it's triple scoring variety. The capabilities of Miscrosoft Windows are fully exploited with the hopes of providing an efficient player's interface.

The basic premise of the game is to roll five dice up to three times to achieve the highes score using the stana\dard scording grid. The specifics of scoring will be explained in the test that follows.

Playing Roll 'Em

Roll "Em begins with a blank window. Open the File menu and select Set Player. A dialog box will appear. type in your name or handle and press the OK button. This will be the name which is appended to any scores you place in the high score list.

Open the File menu again and select New Game. The game windows are opened and drawn. These windows are:

1. Dice: The five dice are shown and controlled here. To roll them press the Roll! button. Dice will roll when their 'backs' are shown (as is the case before the first roll) or when one or more dice is selected. After the third roll, the Roll! button becomes disabled.

2. Scorecard: All scoring is done here. Scoring is described in the following section.

Probably the best way to describe how to play Roll "Em is to provide a walk-through. Once all three windows are showing, press the Roll! button in the Dice window. If the dice tumble too slowly for you, open the File menu and select the Show Roll item. This will cause the dice to rapidly update. Open this menu again and assure that the Show Hints item is checked When a menu item is checked, it means that the function referred to is enable. If there is no check shown, the function is disabled.

The condition of the Scorecard after a roll depends on the values on the dice. Since we turned on Show Hints, the scorecard will show in black the items which will yield points if selected. All others will be disable (shown in gray). You may place a score in any item, but if the combination of the dice does not match, you will receive zero points in that box. If Show Hints is not enable, all scoring categories will show clack throughout the game.

However, since this was the first roll, there is no reason to select a scoring category quite yet. You may select on any roll, but after the third roll you MUST select a scoring category (even it if it is invalid).

To initiate a roll after the first roll, select which dice will be rolled again by clicking on them with the mouse pointer and pressing Roll!

When you have selected a scoring category, the dice faces are replaced by the diceback design and the Undo! menu item becomes enabled for the first time. This allows you to take back the scoring placement just made. If you press it, the score is removed and the dice faces are restored. You are now in the same position as before the scoring selection was made. If you have another roll left you can highlight dice and roll again or place the score in a different category.

You may notice that the scoring buttons are arranged in three columns. This is the essence of the triple scoring method. The total of the left-most column is multiplied by one, the second column is multiplied by two and third column is multiplied by three. The

totals of all three columns is combined to make up the Grand Total, which is your final score.

The Scorecard is divided into four sections. The top section comprises the matched value scoring. If you have two fours showing on the dice and select a button on the Fours row, you would score eight points on that button. Only the dice matching the rows type are totaled in the first section. The second section is the total area for the upper section. The total of each column is shown in the Total row. If this value is 63 or greater, a bonus of 35 points is awarded and shown on the Bonus row. The last row of the second section shows the upper section total and is made up of the Total and Bonus rows.

The lower section begins with the third section. This section contains scoring categories based on special sequences or combinations using different scoring methods:

Three of a Kind: If 3 or more of the dice match, the total of all dice is entered.

Four of a Kind: If 4 or more of the dice match, the total of all dice is entered.

Full House: If 3 of one face and 2 of another are shown on the dice, then 25 points is awarded.

Small Straight: If 4 consecutive values (i.e., 1, 2, 3, 4) are shown, then 30 points is awarded.

Large Straight: If 5 consecutive values (i.e., 1, 2, 3, 4, 5) are shown, then 40 points is awarded.

Roll 'Em: If all dice are of the same value, 50 points is entered into the selected button. If you are fortunate enough to get more than three Roll 'Em's, additional five-of-a-kind combinations will be recorded in the Roll 'Em Bonus category (worth 100 points) starting in the leftmost column. You must place the score into a valid category to receive this bonus (i.e., four of a kind).

Chance: The total of all dice is entered. This is useful if the values of the dice are high, but are not applicable on any other button.

Game Play continues until all playable buttons have a score in them. At this point, the "Game Over" dialog box will appear. If your Grand Total is among the ten highest, your score, name and the current date will be placed in the High Score window, in it's appropriate position. To play again, select New Game for the File menu.

Notice that it is possible to save a game in progress by selecting the Save Game item from the File menu. Any game which is saved can be restored at a later time by selecting the Load Game item from this same menu.

All high scores are retained in the YTZ.INI file. These scores can be viewed along with the date they wee achieved and the players name by selecting the High Scores drop down menu.

STRATEGY

There are as many strategies to playing Roll 'Em as there are players. Every one of those beta-testing Roll 'Em developed their own methods to reaching the highest score possible. Each was as correct as the next. There are, however, several undisputable techniques to

get you started.

When in doubt, always go for a Roll 'Em!

Fill in the third column with your best scores first.

Use combinations in Upper section first to get Upper Bonus.