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## Registration

This is the shareware version of **Ditto**. Please register this program if you decide to keep it. Upon registering you will be sent the registered version. Please fill out the [Registration form](#) and send this form along with payment to:

**Sage Software**  
**PO Box 7223**  
**Huntsville, AL 35807**

Credit card orders are also accepted (please see the Registration form).

If your computer is equipped with a printer, you can print the registration form by selecting that help topic (position the mouse over [Registration form](#) and click the left button), then select the **Print Topic** entry under the **File** menu item. This registration form can also be found in the file ORDERFM.DOC.

The registered version of **Ditto** has the registered reminder screen removed and the progressive levels go up to a 10 button configuration.

If you have additional questions about this programs or about registering, please call Sage Software at (205) 830-9364 9:00am - 5:00pm CST Monday - Friday. You can also E-mail us at: **102225.2363@compuserve.com**

You are welcome to visit our WEB site at: <http://www.best.com/~mcintyre/sage/> where you can download other great shareware games.

# Registration Form

Please register my version of **Ditto**. (You will be sent the registered version upon receipt of the registration fee). Software cost = \$5.00. Shipping and Handling = \$1.00 (\$2.00 if not in the U.S. or Canada).

Disk type: \_\_\_ 5.25      \_\_\_ 3.5

Software Total	\$ _____
Shipping & Handling	\$ _____
Total	\$ _____

Send check or money order to: **Sage Software**  
**PO Box 7223**  
**Huntsville, AL 35807**

----- Credit card orders -----  
We accept MasterCard and Visa

Card Number \_\_\_\_\_

Card Member \_\_\_\_\_

Expiration Date \_\_\_\_\_

You can also call us at (205) 830-9364 from 9:00 AM - 5:00 PM CST, Monday - Friday  
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Please print your name and address clearly to avoid delays.

Your Name: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Shareware Survey: How did this product come to your attention?

\_\_\_ 1. From a shareware vendor (name) \_\_\_\_\_

\_\_\_ 2. From our WEB page.

\_\_\_ 3. From a BBS (name) \_\_\_\_\_

\_\_\_ 4. From a friend.

\_\_\_ 5. Other (please specify) \_\_\_\_\_

# Rules of the game

## **Object of the Game**

The object of the game is to score as many points as you can by repeating the button sequence that is shown to you.

## **How points are scored**

Each time you select the correct button in sequence you are rewarded points. As the sequence of button selections gets longer, the amount of points rewarded for a correct button selection increases. Also, the more buttons that are present on the screen increases the rewarded points.

## **How to play**

To start the game, select the **Start** entry under the **Game** menu item. You can also simply select the **F2** key on your keyboard. Once this is done buttons will appear in the window. After a short pause one of the buttons will light up and the message YOUR TURN will appear at the top of the window. This means that it is time for you to select the same button that was just shown to you. If you make the correct selection the sequence of button selections shown to you will increase by one and you will once again be required to repeat the button sequence just shown to you.

## **Types of games**

There are four different types of games to choose from. These different games can be selected under the **Game Definition** entry under the **Game** menu item. When the **3 Buttons**, **4 Buttons**, or **6 Buttons** game is selected, the specified number of buttons will remain throughout the game. As you play these games, the sequence of button selections will continue to increase by one until you make an incorrect selection. Once you make a mistake the sequence will start back at one and increase by one again until your next mistake. The **Progressive** game is a little different. There are goals that enable you to advance to higher levels. The goal represents the length of a sequence that you must complete successfully to advance to the next level. The next level represents a different button configuration which contains one more button than the previous level. Once you complete one goal, the number of buttons on your screen will increase by one and the sequence length will reset to one. When you make a mistake, the game will reset to level one, sequence one, no matter what level or sequence you are presently on.

## **Game over**

Once you have made three incorrect selections the game is over. If you have scored enough points to make the high score, the [High Score dialog box](#) will automatically display to allow you to enter your name.

## Other Programs

Here is a list and a brief description of other programs offered by Sage Software. If you are interested in purchasing any of them, please fill out the [Order form](#) and send this form along with payment to:

**Sage Software**  
**PO Box 7223**  
**Huntsville, AL 35807**

If your computer is equipped with a printer, you can print the order form by selecting that help topic (position the mouse over [Order form](#) and click the left button), then select the Print Topic entry under the File menu item.

Or you can call us for credit card orders at: **(205) 830-9364**.

**Sage Video Poker Simulator.** This is a casino video poker simulator with great graphics and sound effects. The payout table is user definable and there are three different games to choose from: Draw Poker, Joker`s Wild, and Deuces Wild. Statistics of the different hands obtained during play are kept.

**Sage Video Poker.** This is a more advanced version of the Simulator. It can do everything that the Simulator can do plus has functionality which can analyze the poker hands to find which are the best cards to discard for any poker hand (this analyzing functionality is available for the Draw Poker and Joker`s Wild games, not Deuces Wild). This analyzing functionality includes Advice, Tutor, Analyze Hands, and Analyze Game. The Advice button can be selected anytime during a game after the initial cards are dealt. This will tell you which the best cards to discard are for the current hand and what the expected winnings will be. It will also show the expected winnings for every possible discard combination. When the Tutor is turned on, it will notify you whenever you do not choose the proper cards to hold to yield maximum returns during a game. The Tutor will also keep a list of all the mistakes you made and will show you the percent advantage that you lost due to your errors. The Analyze Hands functionality displays the same information as the Advice button does but you can specify any poker hand to be analyzed. The Analyze Game functionality will analyze the current game you have specified. After analyzing a game, you will be shown what the player`s expected advantage is upon perfect play. Also you will be shown what percent of the time you can expect to get each of the payout hands upon perfect play. As a bonus, there is a Tournament Play mode in this program. This is a fast-paced exciting break from standard play mode. The object is to score as many points as you can in a 10 minute period. If you are good enough to score in the top 10, you get to place your name on the top 10 list (sorry, you don`t get a prize!). This program is for someone who wants to go beyond just playing the game. It allows you to find which video poker machines in a casino offers the best returns and it can help you learn the correct cards to hold in order to maximize your winnings.

**Sage Blackjack Simulator.** This is a casino blackjack simulator with outstanding animated graphics, sound effects, and background music. It can simulate the house rules of most casinos in the world. Up to seven players may play at the same time. Any seat can be unplayed, played by the user, or played by the computer according to a playing strategy which the user can define. From 1 to 8 deck games can be specified. Either a face-up or face-down game can be defined. Either a random or a casino shuffle can be defined. The speed of the graphics can be changed by the user to control the speed of the game. Various statistics such as current bankroll, largest bankroll, smallest bankroll,

winnings, number of rounds played, and more are kept. With the casino shuffles and because all cards are collected and discarded in the same order as the casinos do, this program is one of the best casino blackjack simulators on the market at any price!

**Sage Blackjack.** This is the top of the line as far as blackjack programs go. This program was designed to teach the user winning blackjack strategies and can also be used to test and even create them. It has many teaching aids available for doing this. One teaching aid provided by this program is the Tutor. When the tutor is turned on, the computer will monitor each playing action the user makes while he plays and will notify him if he makes a mistake. The user can define any playing strategy to be tutored on, including playing strategies based on a true count. Another teaching aid is the Count Training functionality that can help teach the user how to count cards. Card counting is a method that experienced blackjack players use to gain an advantage over the casinos. It is no secret that a player who counts cards can gain an advantage over the casinos. Yet another training aid provided by this program is the Flash Cards. Any playing strategy that you define for a player can automatically be transferred to flash cards which you can scroll through to help you learn the proper playing actions to take under different situations. To test playing or betting strategies, this program has the ability to define most playing and betting strategies to each of the 7 seats. When the graphics are turned off and the game is started, the computer can deal more than 1,000,000 hands an hour (or closer to 6,000,000 when a 100mhz pentium or better is used). At this high rate, it is possible to evaluate different strategies by assigning them to different seats and comparing the statistics. The player's advantage for each strategy will converge toward the actual value when a large number of hands are tested. Also this program has the Evaluation functionality that can be used to find the best playing action to take under different conditions. This functionality can be used to calculate the basic strategy for different house rules and can also be used to calculate count based strategies for different counting methods! The decks used in the game can also be modified. The players can be programmed to enter and leave the game under different conditions, such as based on the true count or based on money won or lost or the number of rounds played. This program offers a wealth of statistics including statistics based on the types of hands, the true count, count reversal, progression, sessions, previous hands, and more. The animated graphics, sound effects, and background music makes this a great blackjack program to play for the sheer entertainment as well. This program comes packaged with a manual and can be found in a few selected stores.

**Barraging Barriers.** This is a challenging multi-level maze game. The object is to score as many points as you can by collecting bonuses as you advance to higher and higher levels, trying not to let the barraging barriers barricade you.

# Order Form

I would like to order Sage Video Poker Simulator. Software cost = \$10.00. Shipping & Handling = \$1.00 (\$2.00 outside the U.S. and Canada).

I would like to order Sage Video Poker. Software cost = \$25.00. Shipping & Handling = \$1.00 (\$2.00 outside the U.S. and Canada).

I would like to order Sage Blackjack Simulator. Software cost = \$10.00. Shipping & Handling = \$1.00 (\$2.00 outside the U.S. and Canada).

I would like to order Sage Blackjack. Software cost = \$35.00. Shipping & Handling = \$2.00 (\$4.00 outside the U.S. and Canada).

I would like to order Barraging Barriers. Software cost = \$5.00. Shipping & Handling = \$1.00 (\$2.00 outside the U.S. and Canada).

Disk type:  5.25       3.5

Software Total	\$ _____
Shipping & Handling	\$ _____
Total	\$ _____

Send check or money order to: **Sage Software**  
**PO Box 7223**  
**Huntsville, AL 35807**

----- Credit card orders -----

We accept MasterCard and Visa

Card Number \_\_\_\_\_

Card Member \_\_\_\_\_

Expiration Date \_\_\_\_\_

You can also call us at (205) 830-9364 from 9:00 AM - 5:00 PM CST, Monday - Friday

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Please print your name and address clearly to avoid delays.

Your Name: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Game Menu Item

The **Game** menu provides some options for controlling the game.

The **Game Definition** item entry allows you to select the type of game that you want to play. The **3 Buttons** item entry defines a game with only three buttons, the **4 Buttons** and **6 Buttons** entries define a game with four and six buttons respectively. The **Progressive** entry defines a game where levels with different numbers of buttons can be advanced. These entries will be disabled when a game is currently being played. If you want to change the game definition you must first stop the current game.

The **Start** item entry will start the game. The **F2** key on your keyboard performs the same function. If you select this while a game is currently being played, the current game will stop and a new game will start.

The **Stop** item entry will stop the current game.

The **Sound On** item entry will turn sound effects on and off during a game.

The **High Scores** item entry will display the [High Scores dialog box](#) where the high scores for each of the four different game types can be viewed.

The **Exit** item entry will terminate the program.



## High Scores Dialog Box

This dialog box is displayed when the **High Scores** item entry under the **Game** menu item is selected and after the player beats the high score at the end of his game.

This dialog box shows the high scores for each of the four different game types. Selecting the **Clear** button will clear out these scores. This list is maintained even after the program is terminated.

## High Score Dialog Box

This dialog box is automatically displayed after a game in which the player obtains a score high enough to beat the previous high score.

This dialog box allows the user to enter the name to be associated with this high score. This name will then be shown on the [High Scores dialog box](#).

