

# **PentaDice**

A Game of Strategy, Skill and Luck for the Newton OS

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# 1 Welcome and Registration

## 1.1 About PentaDice

Welcome to PentaDice, a game of strategy, skill, and luck for the Newton. Up to four players can play in a game, and up to three of those can be controlled by the Newton. You play by trying to get the highest scoring combinations of dice rolls to beat your opponants.

Included in this archive are the following packages:

PentaDice.pkg

This is the software package that you need to install on your Newton

PentaDice.pdf

This is the users' manual for PentaDice. You are reading it right now.

PentaDice.txt

Another manual, this time in text format. Use the pdf manual if at all possible.

SASTuff.txt

A list of all of the software available from Stand Alone Inc.

SA reg.pkg

Install this package to register your software.

## 1.2 Registering PentaDice

The PentaDice Demo will work for a 30 day trial period. At the end of the 30 Days, it will stop working. To avert this tragedy, you will need to get in touch with Stand Alone to register your software. You can register with us by several different methods.

You will need to include the following information, no matter how you choose to register. Most importantly, you need to include your name EXACTLY as it is entered in your Newton, including spaces. We use this to generate your password, so it must be precise. You will need to specify which programs you wish to register, and include payment for each of them. We accept Visa, Mastercard, and American Express. If you are using normal mail, you can send us a check as well.

Make sure to include your card number, the expiration date, and what type of card you are using. You also need to give us a way to get in touch with you. Email is the preferred way, followed by your address and phone number. An Email address is not strictly necessary, but it will result in much faster service.

For instant gratification, register by phone, and pay using Visa or Mastercard. To do so, call (773) 477-2492 and we will give you a password right over the phone.

Alternatively, you can send us a check to the address below.

You can also Email us one of several ways. The application has a Register section under the **i** button. Tap on that to open up a registration slip. If you fill out that slip, and have an Email client on your Newton, it will automatically Email us and we will send you a registration code. You could also just Email us the relevant information from your Newton or a desktop machine, and we'll send you a code. If you are registering through Compuserve, use, GO SWREG.

Once you register, you will receive a password from us. You can install this password one of two ways. There is an option to Enter Password under the **i** menu. Tap on it to bring up a screen that has a space to enter the password. Alternatively, just install the SA Register package enclosed in the PentaDice archive. Select "PentaDice" from the pop-up menu at the top, and enter the password. You should get a message confirming the password. Afterwards, you may remove the SAS Register application from you Newton.

### 1.3 Contacting Stand Alone Inc.

There are several ways to get in touch with us here at Stand Alone, Inc. Email is the preferred form of communication, but whatever works for you is fine. If you have any questions, comments, suggestions or compliments, please don't hesitate to contact us through any of the methods listed below.

- 1.3.1 Email:  
internet: info@standalone.com  
AOL: Std Alone  
CompuServe: 76342,3057
- 1.3.2 Phone:  
Voice: (773) 477-2492  
Fax: (773) 477-2579
- 1.3.3 Regular Mail:  
Stand Alone  
3171 N. Hudson, Suite 1  
Chicago, IL, 60657, USA

- 1.3.4 World Wide Web:  
<http://www.standalone.com>

# 2 Installation

## 2.1 Installation

The first thing that you need to do to get your software up and running is to install it on your Newton. To do this, you need to have Newton Backup Utility, or Newton Connection Utilities, set up to talk to your Newton. If you have problems with this part of the installation, please consult the documentation that came with your Newton. Once Newton Backup Utility is set up, just follow the steps listed below to for each of the packages you wish to install.

1. Open the Newton Backup Utility , or Newton Connection Utilities



on your Desktop machine.

2. On your Newton, go to the Extras Drawer  and tap the Connection icon



3. Once the Newton Backup Utility has loaded on your desktop machine, make sure your cables are connected and tap the **Connect** button on your Newton.

4. For each of the packages you wish to install, do the following:

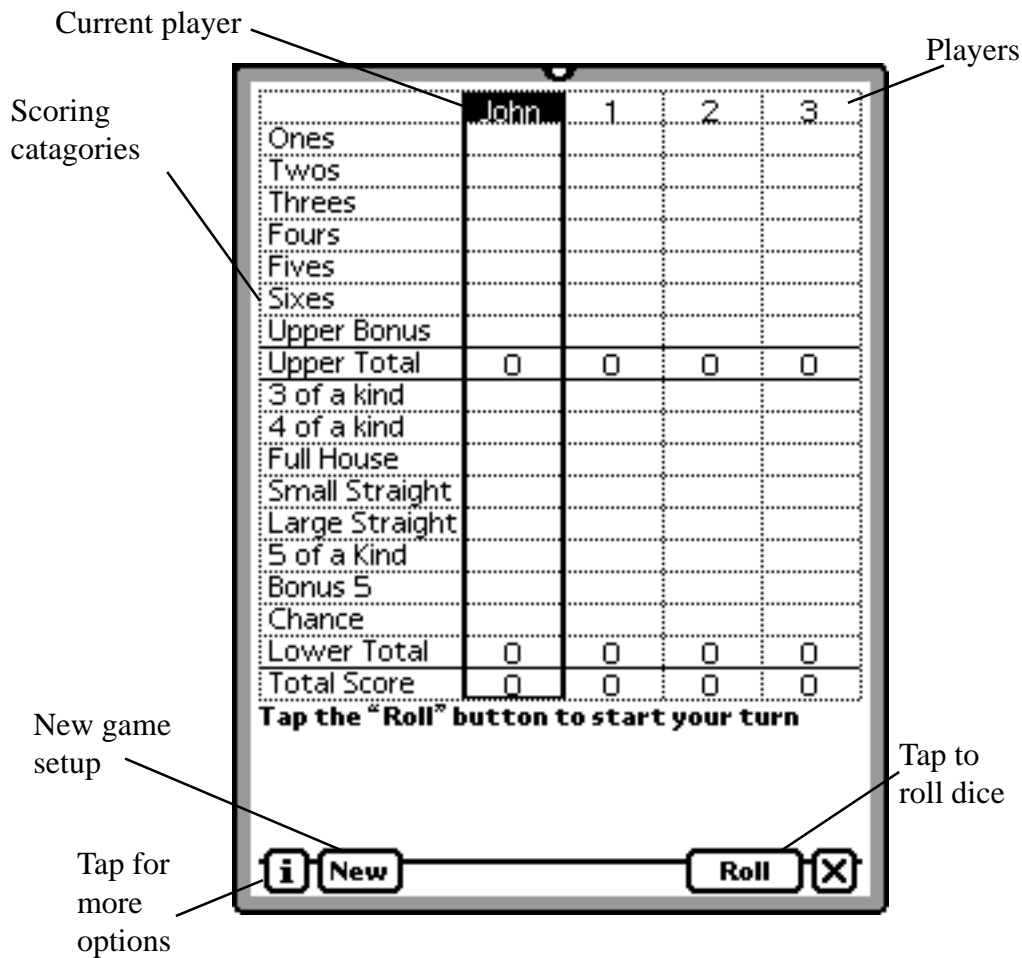
- Tap the Install Package button in the Newton Backup



- Go to the folder where your packages are, and select the desired package.
- Click on the “Install” button

# 3 Set Up

To begin a game of PentaDice, go to the PentaDice icon in the Extras Drawer and tap on it. When it is tapped, it will launch, and the opening screen will appear.

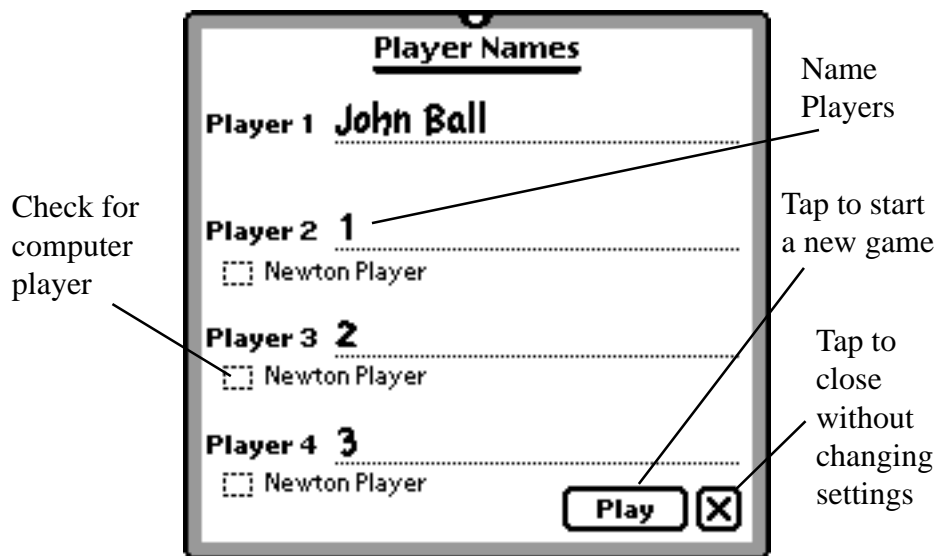


To begin a new game, you just need to tap the New button.



### 3.1 Setting Up a New Game

When you tap on the New Button, the set up screen appears. The set up screen has the names of all of the people playing.



Player 1's information is taken from the Owner Info of the Newton that it is played on. PentaDice starts with only player one playing. To include another player you need to write a player name into the line. For each player that you include, you also need to decide if they will be played by a human, or the Newton. Just check the box under the player number if you want them to be a Newton player. The computer controls any player designated as a Newton player. Any player with a name entered is included in the game. To remove a player from the game, delete their name. When you have set the number of players and if they are human or Newton controlled, just tap the Play button to begin the game. To close the window without making any changes, just tap the  button.

### 3.2 Playing the Game

Once you have set up the number of players and returned to the main screen, it's time to begin the game.

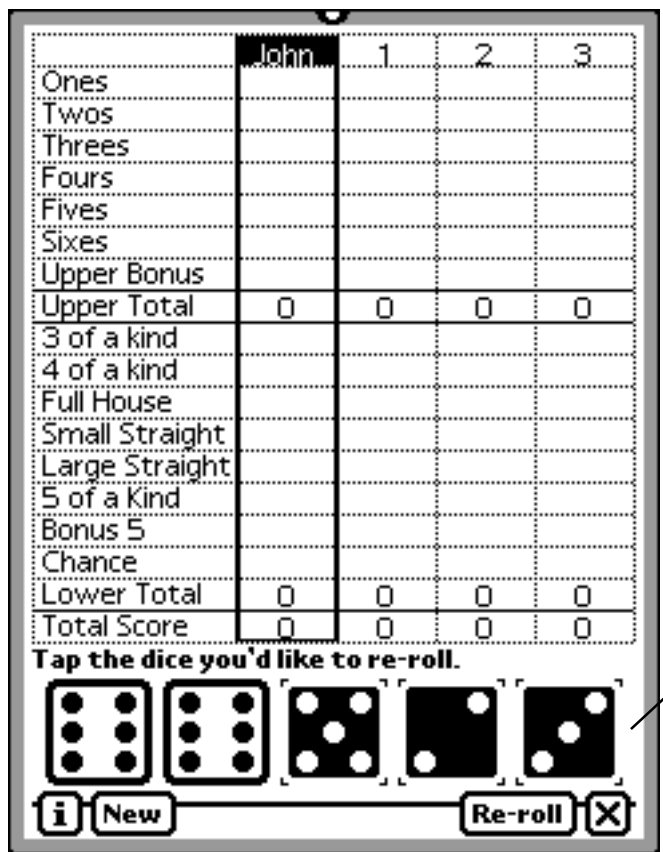
#### 3.2.1 Beginning a Turn

To begin your turn, tap the Roll button. The computer players will roll automatically, so you don't need to worry about them.

#### 3.2.2 Rolling the Dice

Tapping the Roll button rolls the set of five dice. Each turn you have three chances to get the best combination of numbers.. After you have rolled the dice, tap on the

dice that you wish to re-roll. These dice become highlighted, and when you have made your choice you tap the re-roll button. There is also an option in Prefs that will allow you to make the tapped dice the ones that you keep, rather than re-roll. You can decide to place the roll at any time, and do not need to take any of your re-rolls.



3.2.3 Placing Your Roll on the Score Sheet.

When satisfied with your roll, or after the third roll in a single turn, you need to decide how to score the roll. To do so, just tap on the space on the score sheet where you wish to place your roll. Your roll will then be scored, and the total is entered into the sheet.

# 4 Scoring in PentaDice.

Each player has fourteen spaces on the score sheet to enter a roll. Not so coincidentally, each game lasts for fourteen turns, and ends when each player has filled every space on their score sheet. Each turn, you must enter your roll into a space on the score sheet. You cannot skip a turn and if the roll is inappropriate for the space, for example placing a roll of 1, 1, 3, 4, 5 in the 3 of a kind slot, the roll is scored as zero. The Newton tabulates the score in the scoring slots, and no value can be entered by the player.

	John	1	2	3
Ones	2	2	1	3
Twos	4	2	2	4
Threes	9	6	0	6
Fours	12	8	0	8
Fives	15	10	10	10
Sixes		12	18	12
Upper Bonus				
Upper Total	42	40	31	43
3 of a kind	25		16	11
4 of a kind	18	10	13	
Full House	25			
Small Straight	30	30	30	30
Large Straight	0			
5 of a Kind				
Bonus 5		0		0
Chance		17	26	18
Lower Total	98	57	85	59
Total Score	140	97	116	102

Tap the dice you'd like to re-roll.

The scoring of each slot is listed below.

## 4.1 Upper Section

The upper section has seven parts, listed from one to six, with a space for an Upper bonus. You can only enter rolls into the first six lines. The top section is scored as follows.

### 4.1.1 Ones

You get one point for each one that is included in the roll, scoring between 0-5 points

#### 4.1.2 Twos

You receive two points for each two in the roll, scoring between 0-10 points

#### 4.1.3 Threes

Here you receive three points for each three in the roll, scoring between 0-15 points.

#### 4.1.4 Fours

Four points are received for each four included in the roll, scoring between 0-20 points.

#### 4.1.5 Fives

Five points are received for each five in the roll, scoring between 0-25 points.

#### 4.1.6 Sixes

Six points are scored for each six in the roll, scoring between 0-30 points.

#### 4.1.7 Upper bonus

You receive the upper bonus for having an upper total of greater than 62 points. This point total can be achieved through any combination of points in the upper section, and is worth 35 points.

## 4.2 Lower Section

In the lower section of PentaDice, you receive points for having combinations of dice. The eight slots to place rolls are detailed below.

#### 4.2.1 3 of a Kind

To receive points for this place, you must have three of the same number on your selection of dice. You receive points equal to the total of all of the dice combined, for a point range of 5-30. 1,1,2,4,5 would get 0 points because it only has two 1's, while 1,1,1,4,6 would be scored in three of a kind and receive 13 points. 1,1,1,1,1 would also be allowed, but would only be scored for 5 points. In most cases, there are better places to place this roll.

#### 4.2.2 4 of a Kind

This is much like 3 of a kind, but it requires four of the same number in your roll. The scoring is nearly the same as for 3 of a kind, with a range of 5-30 points. 1,1,1,4,6 would receive 0 points because it only has three 1's, while 1,1,1,1,6 would get 10 points, and 1,1,1,1,1 would get 5.

#### 4.2.3 Full House

This space is based on a poker hand, and you need to have 3 of one number and 2 of another on the dice. For example, 1,1,1,3,3 would be a scoring roll, as would 3,3,3,6,6. In all cases, a full house is worth 25 points.

#### 4.2.4 Small Straight

A small straight has requires that four or more of the dice in a roll be in consecutive order. 1,2,3,4,6 and 2,3,4,5,4 count as small straights, but 1,2,3,5,6 does not. A small straight is always worth 30 points.

#### 4.2.5 Large Straight

A Large Straight requires that all of the dice in a roll be in consecutive order. 2,3,4,5,6 would be a legal Large Straight. Large Straights are worth 40 points.

#### 4.2.6 5 of a Kind

5 of a Kind requires all of the dice in a roll to be the same. 4,4,4,4,4 is considered a 5 of a Kind. 5 of a kind is worth 50 points.

#### 4.2.7 Bonus 5

This space is the same as 5 of a kind, and is worth 100 points. It is only counted if 5 of a kind has already been scored.

#### 4.2.8 Chance

This roll adds up the value of all of the dice in a roll, and scores their total. Chance is worth between 5-30 points.

# 5 Winning and Other Important Things

## 5.1 Winning the Game

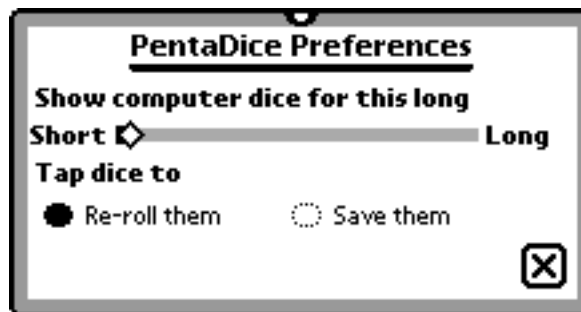
When fourteen turns have passed, and a roll has been entered into each space on the score sheet, the game ends. The person with the most total points is the winner.

## 5.2 Odds and Ends

The  button contains a number of extra features for PentaDice.

### 5.2.1 Prefs

Prefs has two ways to customize PentaDice



5.2.2 The first option is to set how long the computer player's dice are shown. For a fast game, set it for a shorter time. To view the computer's dice and re-rolls, set it for a longer time.

### 5.2.3 Customizing re-rolls

Normally, when you are re-rolling dice, the dice you tap and highlight are the ones that are re-rolled. However, you have the option of having the dice you highlight be the ones that are saved rather than re-rolled. To set whichever you prefer, just tap on your selection.

### 5.2.4 High Scores

If you go to High Scores under the i menu, it will show you a list of the highest scoring games ever. Just for the sake of information, a perfect game of PentaDice has a score of 475.