

## MonsterZee Help Index

The Index lists all MonsterZee Help topics. Use the scroll bar to see more entries. To learn how to use Help, press F1 to choose Using Help from the Help menu.

### Keyboard



Keyboard

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## **Game Menu Commands**

### **New**

This option starts a new game; the computer clears the scores.

Related Topics  
[Playing the Game](#)

### **Quit**

This option leaves MonsterZee immediately without finishing the game. You can choose this item at any time, even part way through a turn..

Related Topics  
[Playing the Game](#)

## Options Menu Commands

**Note that choosing this option will start a new game.**

Choosing this item displays a dialog box giving you several choices which affect how the game is played. (Use the scroll bar to see the last help entry)

### Number of Games

Choose between 1 and 6 games. The default is 6.  
If you choose 6 games a running total will be kept.



Mouse

Click on the appropriate button



Keyboard

Press Alt+1 or Alt+6

### Players

You may choose up to 4 players and name them.

The option for the Computer to participate is disabled in the Shareware version.

In the Registered version you may choose to have a Computer opponent. If it amuses you to do so, you can watch the computer play by itself; if you choose to do this and Pause Between Players (see below) is not selected, then you will not be able to regain control until the game is complete.



Keyboard

Click on the appropriate box to enable or disable a player.

Click on the name of the player and then use the keyboard to alter the name of a player.



Keyboard

Tab to the appropriate check box and press the spacebar to select a player.

Tab to the appropriate edit box and use the keyboard to change the name of a player.

### Pause Between Players

This option only affects the game when there is more than one player. If the box is checked, the scoreboard of the previous player is displayed on the screen until the new player has rolled the dice. If the box is not checked, a player's scoreboard is shown as soon as it is his turn to play.



Keyboard

Click on the appropriate box



Keyboard

Press Alt+P

Related Topics

[Rules Of the Game](#)

[Playing MonsterZeeScoring](#)

## Playing MonsterZee

If you do not have a mouse you can select one of the underlined topics by pressing [TAB] until it is highlighted and then pressing [ENTER]

The purpose of the game is to score as many points as possible by rolling 5 dice and filling in a scoreboard. What you score depends not only on what you throw but also on where you enter it on the scoreboard.

First you roll the dice, then you may re-throw one or more of the dice up to two further times. When you have done this you select one of the scoreboard items. The computer then enters the appropriate score on the scoreboard. (See [Scoring](#))

For details of how to roll the dice and make the scoreboard selection, see [Mouse](#) or [Keyboard](#). If there is more than one player, the players repeat the above process in turn.

Play continues until the scoreboard is complete. This may be after one or 6 games depending on the [Option](#) chosen

Related Topics  
[Rules of the Game](#)  
[Options](#)

## Scoring

When you have selected an item on the scoreboard, the computer will work out the score for the turn and place it in the scoreboard. If any bonuses are due, the computer will award them.

The computer will also keep running totals of the Upper Section, the Lower Section, the current game and the accumulated total over 6 games if this [Option](#) has been selected.

When the score has been given the roll bar shows the name of the player who's turn it is to roll the dice.

Related Topics

[Playing MonsterZeeRules of the Game](#)

[Options](#)

## Rules of the Game

You have a maximum of three rolls of the dice. However you may stop after the first or second roll.

On the first roll you must throw all five dice. On the second and third rolls you may throw any number of dice.

When you have finished throwing the dice you must make an entry on the Scoreboard.

### Aces (Ones), Twos, Threes, Fours, Fives, Sixes

If you make an entry in one of these boxes you will score the total of the dice corresponding to the selection. For example if the dice are

2 4 5 2 1

and "Twos" is chosen the score awarded will be 4 (2+2)

### Upper Section Bonus

The Scoreboard is divided into an Upper Section and a Lower Section. If you score 63 or more in the Upper Section you are awarded a bonus of 35.

### Three Of A Kind

If you select "Three of a Kind" and there are not at least three dice with the same number showing you will be awarded a score of zero.

If you select "Three of a Kind" and there **are** at least three dice with the same number showing you will be awarded a score corresponding to the total of **all**

**five dice.** For example

2 4 5 2 2

would be awarded a score of 15.

### Four Of A Kind

If you select "Four of a Kind" and there are not at least four dice with the same number showing you will be awarded a score of zero.

If you select "Four of a Kind" and there **are** at least Four dice with the same number showing you will be awarded a score corresponding to the total of **all**

**five dice.** For example

2 2 5 2 2

would be awarded a score of 11.

### Full House

If you select "Full House" and the dice do not comprise a pair and three of a kind you will be awarded a score of zero. (But see MonsterZee as a Joker below).

If you select "Full House" and the dice **do** comprise a pair and three of a kind you will be awarded a score of 25. For example

2 2 5 2 5

would be awarded a score of 25.

### Low Straight

If you select "Low Straight" and the dice do not comprise at least four dice in sequence you will be awarded a score of zero. (But see MonsterZee as a Joker below).

If you select "Low Straight" and the dice **do** comprise at least four dice in sequence you will be awarded a score of 30. For example

3 2 5 4 5  
would be awarded a score of 30 (for the sequence 2 3 4 5).

### **High Straight**

If you select "High Straight" and the dice do not comprise five dice in sequence you will be awarded a score of zero.

If you select "High Straight" and the dice **do** comprise five dice in sequence you will be awarded a score of 40. For example

3 2 5 4 6  
would be awarded a score of 40 (for the sequence 2 3 4 5 6).

### **MonsterZee**

If you select "MonsterZee" and the dice do not comprise five dice with the same number showing you will be awarded a score of zero.

If you select "MonsterZee" and the dice **do** comprise five dice with the same number showing you will be awarded a score of 50. For example

1 1 1 1 1  
would be awarded a score of 50. (You may also be entitled to a MonsterZee Bonus - see below)

### **Chance**

If you select "Chance" you will be awarded a score comprising the total of all dice. For example

1 3 5 2 1  
would be awarded a score of 12.

### **MonsterZee as a Joker**

If you throw five of a kind (MonsterZee) you may be able to use it as a Joker.

If MonsterZee has already been used (regardless of whether zero or fifty was scored) and you have already used the appropriate number in the Upper Section, you may complete the Low Straight or High Straight box and you will be awarded 30 or 40 points. You may also be entitled to a MonsterZee Bonus (see below).

Note that you can always place five of a kind in "Three of a Kind", "Four of a Kind", "Full House" or Chance.

### **MonsterZee Bonus**

If MonsterZee has been used **and scored 50** each subsequent MonsterZee is awarded a bonus of 100.

Related Topics

[Options](#)

[Playing MonsterZeeScoring](#)



## Playing Using the Keyboard

### Using the Menus

All the actions that can be performed with the mouse can also be performed by selected from the menus.

See:

[Game Menu Commands](#)

[Option Menu Commands](#) [Keys Menu Comands](#)

### Using 'Hot Keys'

All the rolling and scoreboard actions that can be performed with the mouse can also be performed by pressing the appropriate hot key:

#### Rolling the dice:

spacebar or  
ENTER or  
R

#### Holding or releasing dice:

Letter	Chooses
A	The left hand die
B	The second die
C	The third die
D	The fourth die
E	The fifth die

#### Placing in the upper section:

Number	Chooses
1	Aces (ones)
2	Twos
3	Threes
4	Fours
5	Fives
6	Sixes

#### Placing in the lower section:

Letter	Chooses
T	Three of a Kind
F	Four of a Kind
U	Full House
L	Low Straight
H	High Straight
Z	MonsterZee
N	Chance

#### Undo the last placement:

O or  
Alt+Backspace or  
repeat the key used to make the placement

Related Topics

[Playing MonsterZeeScoring](#)

## **Playing Using the Mouse**

**To roll the dice:** Click on the roll bar

**To hold or release a die:** Click on the die.

**To select an item in the scoreboard:** Click on the button next to it.

**To undo the last item selected in the scoreboard:** Click on the button next to it.

## **Keys Menu Commands**

**Note that all commands in this menu are carried out more easily by either clicking on the appropriate button/die/rollbar with the mouse or pressing the letter next to it (space or ENTER or R in the case of the Rollbar). This menu is included only for those people who insist on using menus for everything!**

### **Roll**

This item is equivalent to pressing the roll bar.

### **Hold**

This item brings up a dialog box from which dice to hold. The dice are lettered from A to E. Mark with a check (by pressing the appropriate letter), those dice which you do not want to be rolled on your next roll.

### **Place**

This item brings up a sub-menu where the various Scoreboard entries can be chosen.

### **Undo**

This item undoes the last Scoreboard entry

Related Topics

[Playing the GamePlaying Using the Keyboard](#)