

Moves

Enter the number of the board followed by either:

a. nothing - will load the first dice if multiple

b. a dash followed by the dice choice.

e.g. 120 or 120-3

or hit return to do nothing.

Doubles

Enter a D followed by the quiz number.

e.g. D25

When the quiz loads you will need to know whether to double to see if the computer accepts or whether to get doubling advice.

or listen for Double Computer or Advice to let you know