

UltraDice

Version 1.1.1

by Jacob Weber and Josh Meyer

Shareware Info

Copyright © 1994 Jacob Weber and Josh Meyer
Programming in THINK Pascal 4.0 by Jacob Weber

This game is shareware. If you like it, please send \$15 to:

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In return, you will receive all future updates to this game, and notification of any future products.

This game may be freely copied, but NOT sold. If you copy it, it cannot be modified in any way, and the files listed in "The UltraDice Files" (below) must be included.

If you have any questions, comments, or (gasp!) complaints, send them to the address above, or better yet, e-mail Jacob Weber:

Internet: rweber@gas.uug.arizona.edu
CompuServe: 72303,3540.

About the Authors

Jacob Weber and Josh Meyer are a couple of average Mac-addicts, who live in Tucson, AZ. We are both practicing musicians, and need all the money we can get! (see above). We hope you enjoy this game, because we spent a long time working on it.

The UltraYahtzee Files

In addition to the program itself, UltraDice includes the following files:

- UltraDice Help (for balloon help)

- UltraDice Sounds (for game sounds)

- UltraDice Read Me (hmmm...)

If you copy this game, be sure to include all of the files.

UltraDice will look for the first two files in its own folder. If it can't find them, it will still run correctly, but no help or sound will be available.

UltraDice also installs a file called "UltraDice Preferences" when it runs. This file contains the player names, game settings, and high scores. If you are using System 7, this file will be in the Preferences folder, which is in the System folder. Otherwise, it will be in the same folder as UltraDice .

When upgrading to a newer version of UltraDice, it is recommended that you throw "UltraDice Preferences" into the trash. When you run UltraDice, the file will be re-created, with default preferences. Starting with version 1.1, the name was changed, so you may remove the preferences file with the old name.

Starting the Game

When you run the game, a dialog box called "New Game" will appear. In it, there are spaces for the names of four players. To include a player in the next game of UltraDice, click the box next to his/her name.

To the right of the names, you will see the high scores list. This keeps track of the ten highest scores, along with the dates they were reached. To reset this list, click the "Reset" button. The highest score that I've seen is 570, by Fernando Ma. If you can beat it, let me know.

To begin the game, click "Play" or press return/enter.

Playing UltraDice

When your turn begins, the dice will be rolled automatically. You will have two more chances to roll during that turn, but it is not necessary to use them both. Clicking the “Roll” button will roll all the dice that are not marked with an X. Click a die to mark or unmark it. You can also use the keyboard to control the dice. The numbers 1-5 mark or unmark dice, and return/enter or “R” rolls them.

When you are finished rolling, click in the square below your name that is marked with the scoring option you want, or simply click the name of the option that appears to the left. If your score will be zero in this area, an alert will appear, asking you to confirm your choice.

When all players have filled in their scoring areas, the game will end, and UltraDice will announce the winner.

Score Categories

The following is a description of the scoring areas.

Area	Description	Example
Aces	Totals all of the ones.	1 3 4 1 1 Score = 3
Twos	Totals all of the twos.	2 3 2 5 5 Score = 4
Threes	Totals all of the threes.	1 3 4 1 1 Score = 3
Fours	Totals all of the fours.	1 3 4 1 1 Score = 4
Fives	Totals all of the fives.	2 3 2 5 5 Score = 10
Sixes	Totals all of the sixes.	1 3 4 1 1 Score = 0
3 of a Kind	Totals all of the dice if 3 of them have the same value.	1 3 4 1 1 Score = 10
4 of a Kind	Totals all of the dice if 4 of them have the same value.	5 5 2 5 5 Score = 22

Full House

Scores 25, if there is a 3 of a Kind 3 4 3 4 3

	and a pair.	Score = 25
Small Straight	Scores 30, if there are 4 dice with consecutive values.	3 4 2 1 6 Score = 30
Large Straight	Scores 40, if all 5 dice have consecutive values.	3 4 2 1 5 Score = 40
High Five*	Scores 50, if all 5 dice have the same values.	3 3 3 3 3 Score = 50
Chance	Totals all of the dice, regardless of their values.	2 3 2 5 5 Score = 17
Upper Section Bonus	Totals the first six categories. Scores 35, if the above total is 63 or more.	
Lower Section	Totals the last 7 categories.	
TOTAL SCORE	Totals all 13 categories, plus the bonus.	

*High Five is the only category that you can choose more than once. Each time after the first scores 100 points, and you will get an extra turn at the end of the game (to fill in your last scoring area). This is similar to the "Yahtzee Bonus" category on other versions of the game.

Game Settings

The following settings are always available in the File menu:

Sound:

Turns game sounds on. (requires the file "UltraDice Sound.") Sounds are played when you fill in a score category, roll a High Five, and finish the game.

Dice Speed:

Opens a dialog in which you can change the rolling speed of the dice. The first option controls how many times the dice will be rolled. The second option controls the delay between each roll, in 60ths of a second. These options are for visual appeal only, and do not affect game play.

Warning for No Score:

Displays a warning when you are about to receive no score in a category. If you click Yes, you will receive no score. Otherwise, you will be able to choose another category.

Version History

1.0	1/5/94	The initial release of the game.
1.0.1	1/11/94	Works on black-and-white computers. Dice Speed option added. Minor changes made.
1.0.2	1/30/94	Minor changes made.
1.1	7/5/94	Changed the name to UltraDice. Improved the Dice Speed dialog box. Allows clicks in score category column. Added keyboard commands for dice. Minor changes made.
1.1.1	7/8/94	Minor changes made.

Thank You

We appreciate any suggestions, and will try to implement them. Special thanks to the people in the Macintosh Developers Forum on CompuServe for all their help. Thanks to Corey Smeaton for the name High Five. Also, thanks to Rush, Nirvana, Alice in Chains, Metallica, Primus, Pink Floyd, Jimi Hendrix, Queensrÿche, Prince, Parliament and Pearl Jam, for giving us something to listen to while we worked.