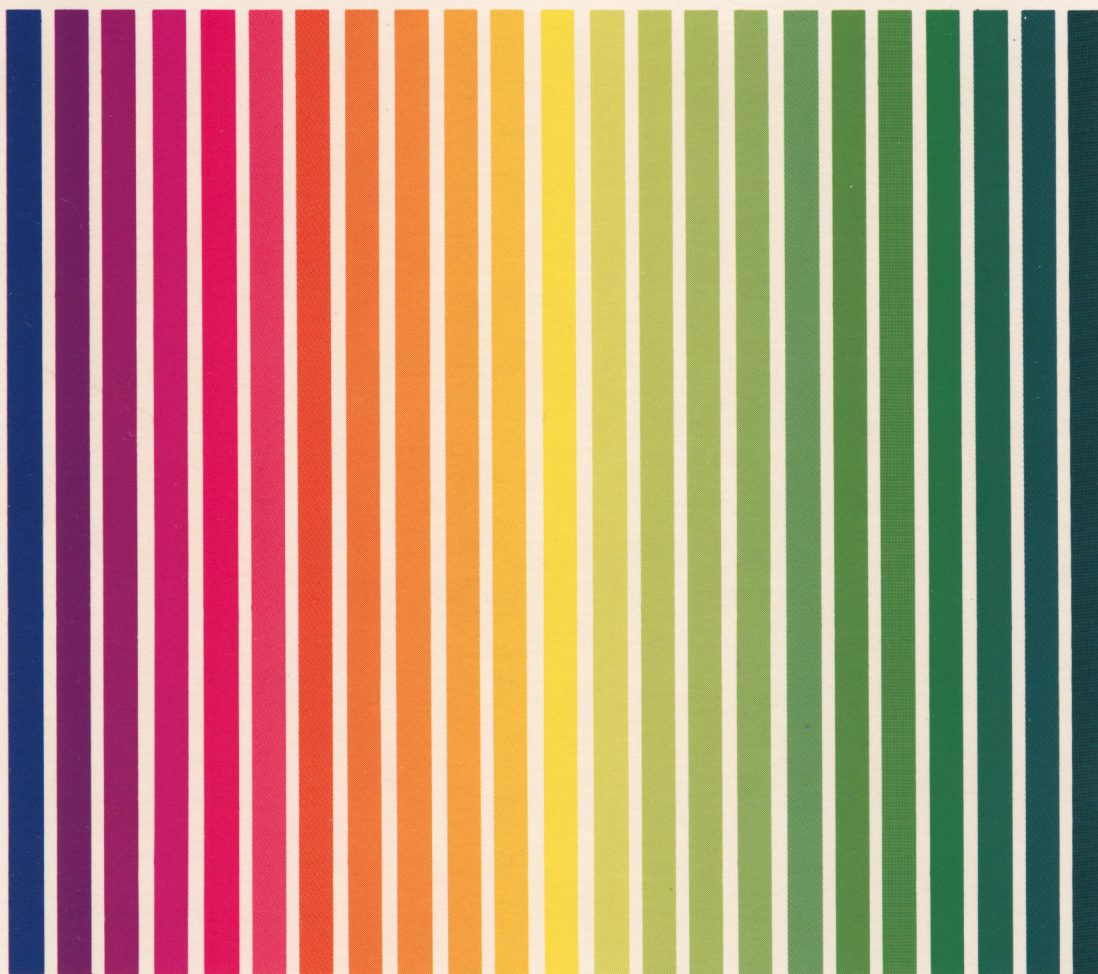


APX ATARI® PROGRAM EXCHANGE



BOB POLARO MARCH 1982

DICE POKER

CASSETTE (APX-10035)

REQUIRES: 16K RAM

DISKETTE (APX-20035)

REQUIRES: 24K RAM

User-Written Software for ATARI Home Computers

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DICE POKER

by

Bob Polaro

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INTRODUCTION

OVERVIEW

DICE POKER is a one- to four-player dice game combining strategy and luck. A game consists of thirteen rounds of play. In each round, you can roll any or all of five dice up to three times to obtain one of thirteen scoring combinations, such as aces, three of a kind, and full house. But you must select some combination each turn, even if you score zero points, so that you've chosen all thirteen combinations by the end of the thirteen rounds of play. DICE POKER displays your running score as well as any bonus points you earn for rolling five of a kind or for high scores. Winner is the highest scorer. The diskette version of DICE POKER keeps track of the top ten scores and players' initials or names.

REQUIRED ACCESSORIES

Cassette version

16K RAM

ATARI 410 Program Recorder

Diskette version

24K RAM

ATARI 810 Disk Drive

ATARI BASIC Language Cartridge

One to four ATARI Joystick Controllers

GETTING STARTED

LOADING DICE POKER INTO COMPUTER MEMORY

1. Plug one joystick controller per player into the controller jacks on the front of your computer console. Start with the leftmost jack (jack 1) and work rightward.
2. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.
3. If you have the cassette version of DICE POKER:
 - a. Turn on your TV set.
 - b. Turn on your computer and connect your program recorder to the computer and to a wall outlet.
 - c. Slide the DICE POKER cassette in the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.
 - d. Type CLOAD on your computer and then press the RETURN key two times. The tape will load into computer memory.
 - e. After the tape finishes loading, the word READY will display on your TV screen. Type RUN and press the RETURN key. The first display screen of DICE POKER, as described later, will appear on your TV screen.

If you have the diskette version of DICE POKER:

- a. Turn on your disk drive.
- b. When the BUSY light goes out, open the disk drive door and insert the DICE POKER diskette with the label in the lower right-hand corner nearest to you.
- c. Turn on your computer and TV set.
- d. When the READY prompt displays on your TV screen, type RUN "D:DICE" and press the RETURN key. If you're using more than one disk drive, remember to follow the device initial (D) with the number of the drive containing the DICE POKER diskette (e.g., RUN "D2:DICE" for disk drive two). The program will load into computer memory and start.

THE FIRST DISPLAY SCREEN

In the diskette version of DICE POKER, the first display screen shows the top ten scores to date, plus the scorers' initials or names. (The cassette version doesn't have this part of the first display screen.) At the bottom of the screen is the prompt for selecting the number of players. The screen looks roughly like this:

```
-----
|               D I C E   P O K E R               |
|               T O P   T E N   S C O R E S         |
| 1   TRB                      241                  |
| 2   MCT                      225                  |
| 3                               |
| 4                               |
| 5                               |
| 6                               |
| 7                               |
| 8                               |
| 9                               |
|10                               |
|               1  2  3  4  P L A Y E R S          |
|-----
```

If you have the diskette version of DICE POKER, the first ten rounds you play will result in the top player's score in each round being posted to this list. Thereafter, whenever a player surpasses a score on the list, that score and player's initials replace a current posting, bumping the lowest score off the list.

SELECTING NUMBER OF PLAYERS

At the bottom of the first display screen are the numbers one through four, with number 1 flashing. Use your joystick controller to select a one-, two-, three-, or four-player game. Holding your controller so that the red button is in the upper left-hand corner toward the TV screen, push the joystick to the right until the appropriate number flashes. Then press the red button to select that number. (Note. In all cases in this game, joystick selection, whether it's a leftward-rightward or forward-backward movement, cycles from the last choice back to the first choice should you inadvertently pass your intended choice.)

Once you select the number of players, the program clears the screen and then displays the playing field for the first player's turn. For multiplayer games, DICE POKER displays the player's number in the first line of the playing field display.

PLAYING DICE POKER

THE PLAYING FIELD

The playing field looks roughly as follows (asterisks represent the dice spots),

```

1 | D I C E   P O K E R   # 1
  |
  | ACE                UPPER
  | TWO               BONUS
  | THREE             LOWER
  | FOUR              TOTAL
  | FIVE              RECORD   241
  | SIX               TRE
  |
2 | THREE OF A KIND
  | FOUR OF A KIND
  | FULL HOUSE
  | SMALL STRAIGHT
  | LARGE STRAIGHT
  | CHANCE
  | QUINTA            ROLL 1
  |
3 | (R)OLL            (S)CORE
  |
  | ---
4 | | * | | * * | | * * | | * | | * |
  | |   | | * * | | * * | | * | |   |
  | | * | | * * | | * * | | * | | * |
  | ---

```

The playing field contains four parts. Part 1 is the upper scorecard (left side) and the scorekeeping (right side) area; part 2 is the lower scorecard area; part 3 is the action prompt; and part 4 is the dice area. Each of these parts is explained below, together with the appropriate joystick movements. We'll discuss part 3, the action prompt, first, followed by part 4, the dice area, and parts 1 and 2, the scorecard and scorekeeping areas.

ROLLING THE DICE AND SELECTING A SCORING COMBINATION

The basic steps comprising a turn in DICE POKER are as follows:

- * The dice roll automatically one time.
- * You use your joystick to do one of three things: (1) keep any of the dice as rolled and then roll the other dice again; (2) roll all the dice a second time; or (3) select a scoring combination if you're satisfied with the current roll.
- * After the second roll, you have the same three choices available: (1) keep any of the dice as rolled and then roll the other dice again; (2) roll all the dice a third time; or (3) select a scoring combination if you're satisfied with the current roll.
- * After the third roll, you choose any unused scoring combination from the upper or lower scorecard area so that you gain maximum benefit (or do minimum damage) from your final roll; you must choose a combination, even if your score will be zero.

Keeping some of the dice

To keep some of the dice, push downward (towards yourself) on your joystick, regardless of whether the "R" of "(R)OLL" or the "S" of "(S)CORE" is flashing. The action prompt will then change to:

SELECT DICE TO KEEP

Push your joystick leftward or rightward to cause the flashing red "X" to position itself over the die you want to retain. When it is so placed, push the red button on your joystick. The flashing red "X" changes to a stable yellow "X", indicating the die won't change when you reroll the other dice. Repeat the process for each die you want to keep as is.

If you make a mistake or change your mind about keeping a die, you can reverse the process by positioning the flashing red "X" over the die to be reactivated and pushing the red joystick button. The yellow "X" will be erased and that die will be included in your next dice roll.

When you've kept all the dice you intend to, push your joystick upward (toward the TV screen) to recall the "(R)OLL (S)CORE" action prompt.

Rolling the dice a second or third time

Whether or not you keep some of the dice as is, if you want to roll others another time, push your joystick leftward until the "R" of "(R)OLL" in the action prompt is flashing, and then press the red button on your joystick. The dice you didn't keep will reroll

automatically and the action prompt will change to

ROLLING

while this is happening. Then it will revert to "(R)OLL (S)CORE" and you can decide whether to retain more dice, roll a third time, or select a scoring combination based on your current dice.

Selecting a scoring combination

When you're satisfied with your dice combination, you select a scoring combination from the unused combinations in the upper or lower portion of the scorecard areas. After your final roll, when the "(R)OLL (S)CORE" action prompt displays, push your joystick rightward until the "S" in "(S)CORE" is flashing and then push the red button. The action prompt changes to:

MAKE SELECTION

and the first unused scoring combination in the scorecard areas displays in yellow. (This prompt displays automatically after your third roll.) Push your joystick forward or backward until the scoring combination you want to select displays in yellow, and then push the red button. The score you earn for that combination displays next to the name of the scoring combination and this score is added to your TOTAL on the left-hand side of the upper scorecard area (opposite the "FOUR" scoring combination).

This step completes your turn, and the next player starts his or her turn when the playing field redisplay with the player's number and cumulative scoring information.

THE DICE AREA

Each time you roll the dice, you'll see them "roll" several times until they settle down. However, any dice you kept as is won't roll on additional rolls (unless you reactivate them first).

SCORECARD AREAS

The scorecard consists of two areas, an upper and a lower area. The cumulative scores of these two areas, together with any bonus points you earn, comprise your total score. The scorecard is divided into two areas because the scoring method differs for their scoring combinations.

The upper scorecard area

The scoring combinations in the upper scorecard area are:

ACE
TWO
THREE
FOUR

FIVE
SIX

In each case, you score points for each die showing the number of the scoring combination you choose. (You needn't have any, however, to choose one of these scoring combinations.) The points awarded correspond to the number value you choose. For example, you earn one point for each die showing an ace, if you choose the ACE scoring combination, or you earn two points per die showing a two if you choose the TWO scoring combination, and so on. Thus, if your final dice roll has four dice showing 6 and one showing a 2, you might want to choose the SIX scoring combination, which would earn you 24 points (4 dice x 6 points each). Whether you would choose this scoring combination depends on the other unused combinations available to you that could earn you more points than selecting a SIX combination.

The lower scorecard area

The scoring combinations in the lower scorecard area are:

THREE OF A KIND--three dice with the same number (e.g., three 2's, plus any number on the other two dice)

FOUR OF A KIND--four dice with the same number (e.g., four 3's, plus any number on the other die)

FULL HOUSE--three dice with one number, two with another number (e.g., three 4's and two 5's)

SMALL STRAIGHT--a sequence of four numbers (e.g., a 2, 3, 4, 5, and any number for the fifth die)

LARGE STRAIGHT--a sequence of five numbers (e.g., a 1, 2, 3, 4, and 5)

CHANCE--any combination of dice values

QUINTA--five dice with the same number (earns you 50 bonus points) (e.g., five 5's); the program automatically selects this combination for you when you obtain it

The points earned for any scoring combination in the lower scorecard area depend on the combination. For THREE OF A KIND, FOUR OF A KIND, and CHANCE, you earn the total of all dice values; if you meet the requirement of the scoring combination (there is no requirement, of course, for CHANCE). For example, if your final roll shows three 5's, one 4, and one 3, and you choose THREE OF A KIND, your score for that combination is 22 $((3 \times 5) + 4 + 3)$. However, if you pick either THREE OF A KIND or FOUR OF A KIND scoring combination and don't meet its requirement, then you score zero for the combination.

If you meet the requirement, you earn 25 points for a FULL HOUSE, 30 points for a SMALL STRAIGHT, 40 points for a LARGE STRAIGHT, and 50 points for a QUINTA, regardless of the total value showing on the dice. If you don't meet the requirement and you choose one of these combinations, you score zero points. In addition, if you obtain additional QUINTAs, you earn 100 bonus points per QUINTA.

SCORING

The upper right-hand side of the playing field contains the running scoring information for one player at a time. The score data is as follows:

UPPER--the total points earned so far in the upper scorecard area

BONUS--the total bonus points earned so far

LOWER--the total points earned so far in the lower scorecard area

TOTAL--the total of your UPPER, BONUS, and LOWER points

In addition, this area displays the current record holder's score (e.g., 241) and initials (e.g., TRB) or name (whichever was typed in).

The previous section explains the points earned for each kind of scoring combination. Additionally, you earn 35 bonus points if you score 63 or more points in the upper scorecard area. For example, you can earn 63 points if you obtain three of each combination, ACES through SIXES. And you earn 100 bonus points for each additional QUINTA.

SOME PLAYING HINTS

For each dice roll, evaluate all the possible scoring combinations you can pick and the points you'd earn for each combination. For example, if your final roll shows dice values of

4 4 4 3 6

you could earn 12 points for the FOUR scoring combination or 21 points for THREE OF A KIND or CHANCE (total value of dice).

Avoid filling the higher values in the upper scorecard areas with zeros, since doing so makes earning at least 63 points much more difficult and thus lowers your chance to earn the 35 bonus points for scoring 63 or more points in the upper scorecard area. Whenever you must place a zero in a box because you haven't met any requirement for remaining scoring combinations, use your judgment to minimize the number of points lost.

END OF GAME AND BECOMING A TOP TEN SCORER

If, at the end of the game, the winner's score is better than the lowest score on the top ten score list, the message:

YOU MADE THE TOP TEN

flashes on the TV screen, followed by the prompt to enter the winner's initials or name (you may use up to 11 characters). After typing in the name or initials, press the RETURN key.

To play another round of DICE POKER, press the SYSTEM RESET key and type RUN. The initial ten ten score list (in the diskette version), now updated, displays and you're on your way.

DICE POKER SUMMARY

SCORING COMBINATIONS (AND POINTS EARNED)

Upper Scorecard Area

(35 bonus points if score 63 or more)

<u>ACE</u>	Total number of 1's (1 point per ace)
<u>TWO</u>	Total number of 2's (2 points per 2)
<u>THREE</u>	Total number of 3's (3 points per 3)
<u>FOUR</u>	Total number of 4's (4 points per 4)
<u>FIVE</u>	Total number of 5's (5 points per 5)
<u>SIX</u>	Total number of 6's (6 points per 6)

Lower Scorecard Area

<u>THREE OF A KIND</u>	Three of same number (sum of all dice values)
<u>FOUR OF A KIND</u>	Four of same number (sum of all dice values)
<u>FULL HOUSE</u>	Three of one number, two of another (25 points)
<u>SMALL STRAIGHT</u>	Sequence of four numbers (30 points)
<u>LARGE STRAIGHT</u>	Sequence of five numbers (40 points)
<u>CHANCE</u>	Any combination of dice (sum of all dice values)
<u>QUINTA</u>	Five of same number (50 points) (100 bonus points per additional QUINTA)

JOYSTICK MOVEMENTS

1. Selecting number of players--push left or right to desired number; press red button

2. Selecting dice roll (R) or a scoring combination (S)--push left or right to letter of desired action; press red button

Selecting a scoring combination, push forward or backward until desired combination displays in yellow; press red button

3. Keeping a die value--push backward (toward you) to get SELECT DICE TO KEEP prompt; push left or right to position flashing red "X" over die to keep; press red button.

Reactivating a "kept" dice--use the same procedure as in 3. above

Returning to the (R)OLL (S)CORE action prompt--Push forward (towards TV screen)

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ATARI PROGRAM EXCHANGE

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1. Name and APX number of program _____

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate and/or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Useful (non-game software)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the software or user instructions:

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