

MAKIN' WHOOPEE

By Denis M. Bennett

THE OBJECT OF THE GAME is to accumulate a higher score than your opponent and to place your score into the King's position on the High Score Board.

REQUIREMENTS: 1040ST or equivalent, Color Monitor, and one Joystick.

LOADING INSTRUCTIONS:

- (1) Boot your **Whoopee** disk by placing it in your **A** drive and turning your computer on.
- (2) Turn the sound up on your monitor and wait for the title screen to appear.
- (3) Unplug your mouse (or set it aside where it can't be used.)
- (4) If you have a Mouse Master, switch it over to the Joystick mode.
- (5) Plug a Joystick into Port 1

SETTING UP THE GAME

SELECT NUMBER OF PLAYERS: From one to six players may play **Whoopee** at a time. Players can be added at any time during the game up to a maximum of six players. To add a player into the game you must wait until the last player's turn is over (meaning if there are three players you need to wait until the third player's turn is over) and then press the Insert key on your keyboard. Type in the new player's name; he will then be able to roll the number of turns needed to catch up, at which time play will return to the first player. Only one player at a time may be added in; other players must wait for the end of the next round.

PLAYING THE GAME

ROLLING THE DICE: Each player starts with five turns or rolls of the dice, plus three rolls added at the start of each turn thereafter. You may end play at any time after the first roll in any turn. In doing so your remaining rolls accumulate onto your next turn, up to a maximum of nine rolls. To start your first roll, simply push the joystick forward and your Whoopee cup will shake the dice and dump them out. To reroll a die move the cursor (^) under the die you wish to reroll and press the joystick button. To undo your choice just press the button a second time. Once you have highlighted all of the dice that you wish to reroll, push the stick forward to start your roll. If you wish to reroll all five dice, you may do so by pulling back on the joystick. To undo this you can either use your button on each individual die or move the stick left or right to un-highlight all five dice. (Un-highlighting all five dice may only be done directly after pulling back on the stick to light all five dice. Once you press the button to unlight one of the dice, moving the stick left or right will again operate the dice cursor.) To stop your turn after a good roll, (for example 23456 for a Locomotive, or 55555 for a Whoopee) first make sure that no dice are highlighted then push the stick forward and you may choose to continue rolling or enter the category selection mode by pressing the joystick button.

THE GREEN MEANIE: During any player's turn, if he decides to roll more than three times, he takes a chance of losing two rolls to the Green Meanie. At the end of the fourth roll and every roll thereafter the Green Meanie will appear in the center of the screen. If he smiles at you and says "Oh Yeah!" you can relax and decide whether to take another chance and roll again. However, if he looks at you mean-like and gives out a groan he will subtract two rolls from your turn. If you have only three turns left and you have rolled more than three times, it could turn out to be your last roll with you ending up in the category selection mode with whatever numbers happen to show up on the dice.

Will you dare the GREEN MEANIE?

CATEGORY SELECTION MODE

HOW TO SCORE: The screen is divided into two sections. The left section consists of your **D-O-L-O-T** and **Twos** through **Sixes**. You will need a total of 65 points in this section to qualify for your Big Bonus. Your Big Bonus could be anywhere from 0 points to 225 points which could play a big factor in whether or not your score makes the High Score Board. The first category is D-O-L-O-T which means Deposit Ones Lose One Turn. Every time you enter the category selection mode you have the option to deposit any ones that you have rolled into D-O-L-O-T. You must have one roll left in your turn to access D-O-L-O-T. This also has to be done first before choosing another category. After placing any ones into D-O-L-O-T you can then finish your turn by placing your roll into your desired selection. To fill a category place the (>) next to your desired choice and press the Joystick button. It may take some ones to reach the 65 points needed to get your Big Bonus. The rest of the left section, **Twos** through **Sixes**, require at least three of each to score points.

EXAMPLE: Two twos in the **Twos** would score zero, three twos in the **Twos** would score six, and four twos in your **Twos** would score eight.

To reach a total of 65 points takes five D-O-L-O-Ts and at least three of each of **Twos** through **Sixes**. However, you can score 65 any way you desire; you would not need any ones in your D-O-L-O-T if you had four fives. The Big Bonus Roll happens automatically as you reach the score of 65. Three dice will roll with the scores of 25, 50, and 75 on them and the possibility of the Zero Witch. Your roll ends whenever the Zero Witch appears and your score is whatever is showing at the roll's end. Your roll could be high, say 75-25-50 for a total of 150, or you could get three Zero Witches for a zero score.

The right section contains a number of categories. When each is chosen it gives an animated display.

EXAMPLE: "Ocean Liner" shows an Ocean Liner tilting right, then left, and finally sinking into the ocean complete with sound effects. You'll have to get a Whoopee to see what happens with that selection.

STARTING AT THE TOP:

Thumbs Down – Total of all five dice, score must be 20 or less.

Bang! Bang! – Total of all five dice, score must be 20 or more.

Ocean Liner – Any three of a kind, score the total of all five dice.

War Plane – Any four of a kind, score the total of all five dice.

41' Willys – Any three of kind plus two of a kind (a "full house"), score 30 points.

Locomotive – All five numbers in sequence: 1-2-3-4-5 or 2-3-4-5-6 score 50 points for a Locomotive.

Whoopee – All five dice must be the same. Score 75 points for a Whoopee, and 150 for each additional Whoopee with the option of placing each additional Whoopee in the category of your choice.

Five sixes would make for an excellent War Plane, or placing it in your sixes category might give you a good shot at reaching the 65 points needed for a Big Bonus.

STRATEGY AND TIPS: Never quit a turn with over six rolls remaining unless you have a Whoopee, a 41' Willys, or something that you need to fill a special category. You are only allowed a total of nine rolls on any given turn. If you quit a turn with seven rolls left and you receive three additional rolls on your next turn, $7+3=10$, you are in essence throwing away a roll. Try to get an extra 4, 5, or 6 in your leftover section to help reach the goal of 65 points for a Bonus Roll. Build up your rolls as high as you can; you might need them on the next turn for a possible Whoopee or a Locomotive.

If you wish to quit a game in progress, you may do so by pressing the Delete key at the beginning of any player's turn and following the prompt at the top of the screen. If someone presses Delete by accident or you have changed your mind, you can then press the Insert key and resume play.