

5DICECORSAIR USER'S MANUAL



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Getting Started

System requirements

To install and run 5DiceCorsair you will need:

- 1a. For the Hi-Res version - A High-Resolution Color PDA running Palm OS™ version 4.0 or later, like Tungsten T, Tungsten W, Sony Clie, Clie PEG-N760C, or Palm Zire 71.
- 1b. For the Low-Res version – A Low-Resolution Color PDA running Palm OS™ version 3.3 or later, like Palm M505, Palm M130, Palm IIIc or Palm Zire 21.
2. Around 900 K of available system memory on your handheld for both the Hi-Res and the Low-Res versions of the game.

“Hi-Res” and “Low-Res” Version Of 5DiceCorsair:

5DiceCorsair comes to you in two versions – “Hi-Res” and “Low-Res”. The “Hi-Res” version is specifically designed for High-Resolution Color Handhelds and has high quality graphics and improved sound effects. The “Low-Res” version is designed for 160x160 color displays.

Although the “Low-Res” version will run properly on a Hi-Res handheld we strongly recommend you to install the “Hi-Res” version if you have a High-Resolution PDA.

Installing 5DiceCorsair

To install using a PC:

1. Make sure that you have the Palm™ Desktop organizer software installed on your Desktop computer.
2. The file, which you have downloaded from the Internet, is named **5DiceCorsair.zip**. Uncompress the file **5DiceCorsair.zip** in a directory of your choice on your PC hard drive. To do that you will need an archiving program compatible with the Zip archive format.
3. The uncompressed archive consists of three files, namely **Corsair.prc**, **CorsairLowRes.prc**, **5DiceCorsairUserguide.pdf**. To install 5DiceCorsair on your PDA, double-click the file “**Corsair.prc**” (for the “Hi-Res” version of the game) or “**CorsairLowRes.prc**” for the “Low-Res” version.
4. Follow the on-screen instructions.

To install using a Macintosh:

1. Make sure that you have the Palm™ Mac Pac software installed on your Macintosh.
2. The file, which you have downloaded from the Internet, is named **5DiceCorsair.zip**. Uncompress the file **5DiceCorsair.zip** in a directory of your choice on your Macintosh hard drive. To do that you will need an archiving program compatible with the Zip archive format.
3. The uncompressed archive consists of three files, namely **Corsair.prc**, **CorsairLowRes.prc**, **5DiceCorsairUserguide.pdf**. To install 5DiceCorsair on your PDA, double-click the file “**Corsair.prc**” (for the “Hi-Res” version of the game) or “**CorsairLowRes.prc**” for the “Low-Res” version.
4. Follow the on-screen instructions.

To install using a UNIX-based computer:

1. Make sure that you have a Palm OS installation program (for instance Pilot-link) installed on your computer.
2. The file, which you have downloaded from the Internet, is named **minipolis2.zip**. Uncompress the file **minipolis2.zip** in a directory of your choice on your computer. To do that you will need an archiving program compatible with the Zip archive format.
3. The uncompressed archive consists of three files, namely **Corsair.prc**, **CorsairLowRes.prc**, **5DiceCorsairUserguide.pdf**. To install 5DiceCorsair on your PDA, double-click the file "**Corsair.prc**" (for the "Hi-Res" version of the game) or "**CorsairLowRes.prc**" for the "Low-Res" version using the installation program (see 1 above).

Uninstalling 5DiceCorsair

To uninstall 5DiceCorsair:

1. Using your stylus tap on the **Applications Launcher**.
2. Tap on the **Menu** icon (located just below the Application Launcher to the left of the Graffiti Writing Area), and then choose **App ->Delete** from the Context Menu on the top of the screen.
3. Find **5DiceCorsair** in the list of installed applications, tap on it to highlight it, and then tap the **Delete** button. Confirm the deletion by tapping on the **Yes** button.
4. Tap the **Done** button to finish uninstalling **5DiceCorsair**.

Running 5DiceCorsair

To start 5DiceCorsair:

1. Using your stylus tap on the **Applications Launcher**.
2. Then tap the **5DiceCorsair** icon.



INTRODUCTION

Hello, boys and girls!
Welcome to my ship.

Let me introduce myself - I'm captain SkullDice the Ace – a corsair by occupation and conviction.

My crew and I are operating this respectable enterprise (and don't you call it "piracy") with official sanction from "you know who". If you don't know who, that's too bad, you won't find out anyway!

Thank you for coming on the board of my gorgeous ship. Here you will meet a whole bunch of enjoyable and beautiful people. Frankly, you'll meet only my personal crew of dirty pirates, but it's not so bad – you'll see.

Now it's time for us to begin our little tour along this ship. If you want to join my crew and be a real corsair you'll have to talk like us, fight like us, drink like us and most importantly – throw the dice like us. Whoever can't play the dice cannot be one of us.

I remember my grandfather "Big SkullDice" and my father "Bigger Skulldice" who were famous corsairs in their time, playing the "Corsair Dice Game" in the ports of Puerto Rico.

They called it "5DiceCorsair" and from that day on, I'm playing it every single day with my sailors. We are usually playing it for grogs, low man paying, but I have also seen thousands of golden coins change hands at a single Corsair game session. Because it contains some "strategy stuff" which few other dice games have, it is quite a fascinating game.

Our tour will begin by a full explanation of the rules of our favorite game – the mighty 5DiceCorsair. Then you will have to examine the different places on that ship. Once you are aware of the rules and this ship is no more a secret for you, the most exciting part will come – you will learn how to play. Of course, most probably you will lose your first games, but you don't have to give it up – 5DiceCorsair is a fascinating game, let it show you its beauty. Never forget our first and most important rule: Don't you even dare cheating here, we are real corsairs, remember!

Now, let our learning tour begin. The time has come to learn the rules, but I'm too tired now. I'm going to take a little rest while playing 5DiceCorsair and will call my first senior captain, Ivory The Smoking Sword, to explain them to you.

- Ivory, stop playing, we've got a work to do. It's my turn now.
- But, Captain, I'm almost at the end of the game. I will set a new record.
- That's another good reason to stop playing! I own the record... you'll never break it.

- Oh, all right, Captain. What do I have to do?
- Come here and explain this newcomers the rules. I'll take a rest now...



RULES

- I was going to beat his record, it's not fair. I'm so angry! However, it looks like I will have to explain you the rules of the game. Let's begin, 'cause I want to go playing as soon as possible.
- I'll start with the **OBJECT OF THE GAME**:

The object of 5 Dice Corsair is simple. Try to achieve as many points as you can, by throwing the five dice and choosing between different combinations of what they show.

In 5 Dice Corsair each player has a score sheet and five dice. Along with her enthusiasm this is all she needs to have a really good time with this game.

Playing 5 Dice Corsair is quite simple. In the first turn the player has the right to roll the dice up to three times. After the first and the second roll he/she can choose which dice to keep and which to roll again. After the third and final roll, according to the dice result the player has to choose a combination from the score sheet.

Different combinations will bring her different points. If the dice score cannot be matched to any unfilled combinations the player will receive 0 (zero) points for one of the available combinations, which he has to choose. You cannot choose the same combination twice so be very careful when doing it. The player can make his score after the first, the second, or the third roll of the dice – this is his

own choice. After the score is calculated, it's the next player's turn. The game finishes after the 15th turn of each player when all 15 combinations in the score sheet are filled. The number of rolls you have is +++

cummulative. This means that if you throw the dice twice and then you score a combination leaving one throw unused, the next turn you will have $3 + 1 = 4$ rolls.

Who's The Winner. The player with the highest total score after the 15th turn is declared to be the winner.

Number of players allowed: In 5 Dice Corsair up to 4 players can play at the same time. Since this is a score game you can play and practice by yourself trying to find the better strategy for beating your opponents.

- Now, let's pass to another important rule of 5DiceCorsair:

SCORING COMBINATIONS

In the score sheet there are 15 different scoring combinations. Each combination will bring the player different amount of points, according to the numbers that are forming the combination. The combinations are divided in two categories: Simple Combinations and Complex Combinations.

A) Simple Combinations – the first six combinations in the score sheet (aces, twos, threes, fours, fives and sixes). They are called “simple” because in these types of combinations no relation between the numbers is required. “Aces” will bring you the number of aces thrown after the 3 consecutive throws, “twos” will bring you two times the number of twos, etc... the sixes will bring you six times the number of sixes in your dice. You can score these combinations at any time after your first, second, or any other throw and they will bring you the amount of points respectively. Here's the table with the simple combinations:

| | |
|--------|---------------------------------|
| Aces | <i>1 x the number of aces</i> |
| Twos | <i>2 x the number of twos</i> |
| Threes | <i>3 x the number of threes</i> |
| Fours | <i>4 x the number of fours</i> |
| Fives | <i>5 x the number of fives</i> |
| Sixes | <i>6 x the number of sixes</i> |



For example: If you have thrown: “two, two, three, ace, six” and you choose “twos” from the combinations list, you will receive $2 \times 2 = 4$ points (2x the number of the twos in your dice score).








If you choose “threes” you will receive $3 \times 1 = 3$ points (3x the number of the threes in your dice score).

BONUS: If your total score from the simple combinations is 63 or more you will receive a 50-point bonus.

| | |
|---------|----|
| BALANCE | 0 |
| BONUS | 0 |
| SUM | 15 |

What is the Balance field about? The balance field is included only for your convenience. The easiest way to reach the necessary points for the Bonus is to score 3x in each of the simple combinations. ($3 \times 1 + 3 \times 2 + 3 \times 3 + 3 \times 4 + 3 \times 5 + 3 \times 6 = 63!!$). The balance helps you determine how well you have done so far in the chase for the Bonus. If you score two twos – the balance will be “-2”. This means that from that point on, if you make 3x each of the remaining simple combinations, you won’t get the Bonus. You have to make “+2” points in at least one of them. For example: you will have to score four threes so that you’ll have 3 extra points to compensate negative balance of “-2”. Now your balance will be “+1” and you will get the bonus even if you score only two aces and not three.

B) Complex Combinations: These combinations are more difficult to achieve, because in order to make score with them a definite combination of your dice numbers is needed. If made after the first roll of the dice, some of these combinations will add 5 extra bonus points to your score. Here’s a table showing the seven complex combinations (One Pair, Two Pairs, Full House, Small Straight, Large Straight, Three of a Kind, Four of a Kind), the combination of dice that you will need in order to score them, and the amount of points you will receive.

| Combination Name | Combination Of Dice | Example | Received Points |
|------------------|--|--|----------------------|
| One Pair | A pair of one number |  | The sum of the pair |
| Two Pairs | A pair of one number and a pair of another |  | The sum of the pairs |
| Full House | Three of one number and a pair of another |  | 30 (25) |
| Small Straight | Four in a row |  | 35 (30) |
| Large Straight | Five in a row |  | 45 (40) |
| Three Of A Kind | Three identical numbers |  | The sum of all dice |
| Four Of A Kind | Four identical numbers |  | The sum of all dice |

The combinations “Full House”, “Small Straight” and “Large Straight” will give you respectively 30 ; 35 and 45 points if scored after the first roll and 25 ; 30 and 40 points if scored after the second or any other roll.

| |
|-----------------|
| ONE PAIR |
| TWO PAIRS |
| THREE OF A KIND |
| FOUR OF A KIND |
| SMALL STRAIGHT |
| LARGE STRAIGHT |
| FULL HOUSE 2+3 |

Examples:

You can score Full House only if you have a combination of three of a kind of one number and a pair of another. If you have made it after the first roll of the dice, you will receive 30 points. Otherwise – 25.

If you have the following combination of dice: 4 , 4 , 2 , 2 , 4 . It is up to you to choose whether you will score a Full House , a “Three of a Kind”, “One Pair” or a “Two Pairs”. If you choose “Full House” you will receive 30 points if this is your first roll of the dice or otherwise – 25. If you choose “Three of a Kind” you will receive $4 + 4 + 2 + 2 + 4 = 16$ points (the sum of all 5 dice). For “Two Pairs” you will receive 12 points = $4 + 4 + 2 + 2$.

Remember: Once you have scored a combination, you can't score it a second time. So think carefully which combination you will choose.

If you have already scored Large Straight and you throw 1,2,3,4,5 or 2,3,4,5,6 you can score it on the “Small straight” (if not scored too) but you will still receive 35 (30) points.

OTHER COMBINATIONS:

There are two other combinations in the score sheet – Chance and Corsair.



1) Chance – You are allowed to score “chance” at any times without any conditions. The amount of points that you will receive is the sum of all dice.
Example: You have thrown 6, 4, 3, 4, 5 and you like to score chance – you will receive $6 + 4 + 3 + 4 + 5 = 22$ points (the sum of all 5 dice).

2) Corsair – This is the most powerful combination in the game. You can score a Corsair only if you have 5 dice of the same kind. The amount of points the Corsair will bring to you is as follows:

| | |
|-------------|------------|
| Five aces | 50 points |
| Five twos | 60 points |
| Five threes | 70 points |
| Five fours | 80 points |
| Five fives | 90 points |
| Five sixes | 100 points |

If thrown after the first roll the “Corsair” will bring you 150 points no matter what the numbers are.

Please note: 5DiceCorsair is not a pure-luck game. You'll need sophisticated strategic thinking if you want to beat your opponents and achieve a good score.

It's up to you to determine the way you will play – trying to catch the Bonus from the Simple Combinations is a little bit risky for making zeros in the complex combinations. You can play with the single idea of scoring “Corsair”, but this will make the “straights” and the “full house” more difficult to be scored. It's all up to you to choose your strategy, so do it wisely.

Ok, boys and girls. Now you are aware of the rules. It's time to take a little tour of our ship. You will visit all the rooms in-here. Let's begin.

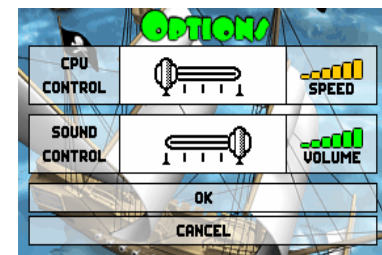
MENU



We will begin our tour from the deck of our ship. However, here we've got only five cabins and an exit of course...I don't recommend you to use the “exit” right now – we are sailing – there's only sea outside and angry sharks are out there in the ocean, waiting for their next victim. It's safe here, on the ship, wait until we reach the port and there you will have to make your decision.

Let's go to the first cabin. As you can easily see, it's called “[New Game](#)”. Of course, this is the most interesting cabin of all – here the actual game is being prepared. The captain is there right now, playing, and I don't want to disturb him. This is why we will have just a slight look in there, but the real fun will come later.

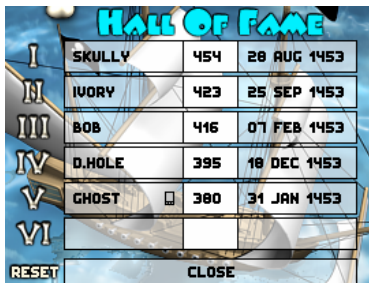
Before the game starts you have to determine the number of the players and their type. (CPU or Human). As you can see, right now Skully (that's the nickname of Captain Skuldice The Ace – please, don't tell him that I mentioned it) is playing against a CPU named “Ghost”. The “Start” option will begin the game, but right now we will go back to the tour by choosing “Back To Menu”.



The cabin that we are going to visit now is called with the secret codename “Options”. Here you can set some of the game preferences – the “CPU Control” and the “Sound Control”. Sometimes the “Corsair's Pressing Unit” (the “CPU”) makes its moves a little bit slower and this could be enervating. So, you can make it faster using this “CPU Control”.

The “Sound Control” is used to adjust the sound settings of the game, of course. During the game you will hear the monkey (enjoying each your combination

score), the old-time corsair's spirit, the Hall Of Fame magic melody and many other delightful sound effects. If you want to turn down their volume – use the “Sound Control”. But when I'm playing it is always set to “max”.



| HALL OF FAME | | | |
|--------------|--------|-------|-------------|
| I | SKULLY | 454 | 28 AUG 1453 |
| II | IVORY | 423 | 25 SEP 1453 |
| III | BOB | 416 | 07 FEB 1453 |
| IV | D.HOLE | 395 | 18 DEC 1453 |
| V | GHOST | 380 | 31 JAN 1453 |
| VI | | | |
| RESET | | CLOSE | |

The third cabin that I'll show you is the “Hall Of Fame” of the best 5DiceCorsair players. This is a sacred cabin, so please, be careful and don't touch anything. Here, the names of the most mighty corsairs are written. As you can see, mine is here too – Ivory the Smoking Sword, remember my name! There's a small button “Reset” in here. If you press it, you will erase all the names in the Hall Of Fame. Don't do it now, captain SkullDice will freak out if you delete its best score.



Now, we are entering another important cabin on our ship. The “About”. Here you can find more about our ship, who made it and other interesting information. We are constantly improving the ship and its version is also written in this cabin.



The fifth and last cabin is the “Help”. It has three sections – “rules of the game”, “how to play” and “registration”. In the first section the rules of the game are explained, but I have already done this with you, so we will continue to the second one. I can frankly say that you are privileged, you know, many other just

have to read, but you had all the rules explained by me – Ivory the Smoking Sword, remember my name! Now, it is about time to pass to the “How To Play” section of our little Introduction.

How To Play

So, if you want to become our shipmate, you will first have to pass a crash course on “5DiceCorsair”. I'm gonna tell one of my “friendlier” gunners to come explain it to you.

- “Dead Hole”, come here.
- Aye, Ivory.
- Show this rookie how to throw the dice...

- Hi, I'm "Dead Hole". I'll tell you the rules and I'll do it just once. So pay attention!

In "5DiceCorsair" you have a score sheet, five dice and three buttons ("Roll", "Undo" and "Done").

When starting a new game, first choose how many players will participate in it. Up to four players can play. Why can't there be more players? We tried once, playing 6 men, but it turned nasty and after the game we had to recruit 6 new sailors... So, now it's up to four players, not a single man above this limit. You can play all alone if you want – it's a good and SAFE exercise.



Once you select the number of players you have to choose which players will be humans and which will be guided by AI (one of these things, you know - we call them "Ghosts".) Choose "CPU" to show that this player is a "Ghost". Playing with ghosts isn't easy, I'm warning you. Well, you have determined how many players will be there and how many of them will be humans and ghosts.

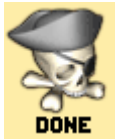
It's play time! I'd say drinking time, but... it's up to you, sailor.



Playing the game is very simple. Tap on the "Roll" button to roll the dice. You will see a pretty hand grabbing the dice and the button will change to "Stop". When you want to stop the dice from rolling – tap on the "Stop" button. I'm warning you, sailor, don't push your luck, the hand on the button was once alive. Once you have stopped the dice, you will see them moving to the left. Choose which dice you want to keep by bringing them back to the right and then roll the others by pressing the "Roll" button again. You can repeat this while you have any throws left.

| | |
|-----------------|----|
| ONE PAIR | 12 |
| TWO PAIRS | 12 |
| THREE OF A KIND | 12 |
| FOUR OF A KIND | 12 |
| SMALL STRAIGHT | 12 |
| LARGE STRAIGHT | 12 |
| FULL HOUSE 2+3 | 12 |
| CHANCE | 12 |
| CORSAIR | 12 |
| SCORE | 12 |

After each roll you will see a die with an arrow, appearing "out of nowhere" on the score sheet pointing you to one or more combinations. This means that the dice you have are suitable for the marked combination(s). It's up to you to choose whether you'll score it or you'll roll the dice again. Tap on the combination to score it. The amount of points you receive will appear immediately.



Once you've scored a combination you have two possibilities – choose the “Done” button if you're pleased with your score or press the hook on the “Undo” button to take back your dice and score another combination. After pressing the “Done” it's the next player's turn. Each player has 15 turns, after that it's time to calculate the points. The player with the biggest score wins. If your score is big enough you can enter the Hall of Fame of corsairs. This won't be easy, sailor, you have to know that. Ivory, our First senior captain made 423 points not long ago and his friend, Bob the Golden Tooth - 416 pts. The leader is Captain Skulldice with its fabulous 454 pts.

And last, but not least: Don't expect to see the buttons pressed by the ghosts, sailor, this is why they are ghosts – you can't see what they are doing, you'll see only their dice, score and a little sword showing you what's happening. This is all the information you need, rookie, it's time to roll the dice now.



- Oh, not so fast boys and girls. There is one more think to explain you. The third section in the “Help” cabin – “Registration”.

REGISTRATION

As you know very well, our free trip comes to its end. You are prepared to play 5DiceCorsair, but unfortunately there is time for only 5 games until our ship comes to port. After these five games you will have to decide whether you will stay onboard or you will get off the ship. If 5DiceCorsair likes you we invite you to register and enter our world of fabulous adventures and neverending fun. You won't be disappointed.

You can easily purchase and register 5DiceCorsair online at www.pdatreasures.com.

At the time of purchase you will be asked to supply your CustomerID in order for the sales transaction to complete and the "Unlock key" to be issued.

For more information and other exciting new products for Palm OS, Pocket PC, and Symbian OS handhelds please, visit our product site www.pdatreasures.com

Now....let the adventure begin!

“Captain” SkullDice The Ace

“First Senior Captain” Ivory The Smoking Sword

“Gunner's chief” Dead Hole