

5d6 - help

Please read the entire manual, because only then will you know what this game is all about.

The aim of this game is to collect as many points as possible. To accomplish this you need to roll figures i.e. dice patterns. Each figure has its own level of difficulty so it has a different bonus. The order of dice doesn't matter, only the patterns they form are important.

At the beginning the player rolls all dice. To try and get a desired figure, you can roll any of the dice at most two more times, using up to all dice. Then you need to decide where in the points table to put the set that you got. If the set doesn't match any slot you get no points but you still need to pick a slot. So sometimes you need to sacrifice a slot and get no points. In some specific cases you can even lose your points.

After filling all slots the game ends with score summary.

The table consists of three parts – the upper part is called *school*, the middle is called *figures* and the bottom one is *bonus*.

In the *school* part the value of dice matters, so you roll for 1s, 2s, 3s, 4s, 5s and 6s. Points scored depend on how many dice have a given value. The formula is: (number of dice with a given value – [minus] 3) x dice value. Let's assume you have rolled four times 3 and one of 1. If you put it as threes you get three points because $(4 - 3) \times 3$ is 3. But if you put this as ones you lose 2 points because $(1 - 3) \times 1$ is -2. Still, if you put this as twos you lose 6 points: $(0 - 3) \times 2$ is -6.

The middle part of the table consists of *figures*. The table below explains them. You always get the top value for a given figure, e.g. if you roll 1, 2, 2, 4, 4 and you decide to put it as a pair, you get 8 points (in this pattern there are two pairs: twos and fours).

name	example with score	scoring
pair	4, 4 / 8 p.	sum of pair
three	3, 3, 3 / 19 p.	sum of three + 10
straight	1, 2, 3, 4, 5 or 2, 3, 4, 5, 6	66 – the 1st roll 56 – the 2nd roll 46 – the 3rd roll
full	1, 1, 5, 5, 5 / 47 p.	sum + 30
four	4, 4, 4, 4 / 60 p.	sum of four + 40
five	3, 3, 3, 3, 3 / 65 p.	sum + 50
min	Pointed only In the bonus – see below	
max		

The last part of the table is the *bonus*. The number of points awarded is (max score – min score) x count of 1s in the *school*.

There is one more scoring component: bonus or penalty for the *school*. If you get less than zero points in the *school*, you lose 30 points. If you get more than 10 points, you receive +30 bonus.

How to play

The game is controlled by slash commands. If you want to play, you need to issue commands starting from /5d6. The game responds to the following commands:

/5d6 new-game – start the game,

/5d6 table – show current game status,

/5d6 roll [indices] – roll given dice, at most twice per turn, e.g. /5d6 roll 135

/5d6 keep [indices] – roll the other dice, at most twice per turn, e.g. /5d6 keep 24






/5d6 put [slot] – store the rolled pattern in a given empty slot, the chat hints at available slots,

/5d6 help – show link to the help.

The game ends when you fill all the slots.

After issuing a command the game responds as follows:

table - the 1st roll

1
2
3
4
5

open slots

1 (-2) - 2 (-6) - 3 (0) - 4 (-12) - 5 (-10) - 6 (-18) - 5x (0) - 2x + 3x (0) - min (15) - max (15)

score so far

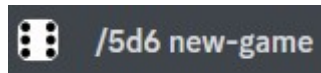
135

The current dice pattern is shown at the top – with dice numbers displayed (see /5d6 keep and /5d6 roll commands above). The middle part shows free slots with scores that you would get if you put the score in a given slot. The bottom part shows the current score.

Enjoy the game and reach high scores!

supplement – filling the first slot

Start the new game.



The initial roll.

table - the 1st roll - 2 rolls left

1	2	3	4	5

free slots
 1s (-2) 2s (-4) 3s (-6) 4s (-4) 5s (-15) 6s (-18) 2x (8) 3x (0) 1-5 / 2-6 (0) 2x + 3x (0) 4x (0) 5x (0) min (14) max (14)

Re-roll dice 1, 2 and 4



table - the 2nd roll - 1 roll left

1	2	3	4	5

free slots
 1s (-3) 2s (-4) 3s (-9) 4s (0) 5s (-15) 6s (-12) 2x (8) 3x (22) 1-5 / 2-6 (0) 2x + 3x (0) 4x (0) 5x (0) min (20) max (20)

score so far
 0

Re-roll dice 1 and 2.

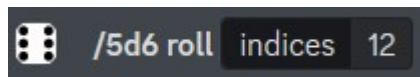


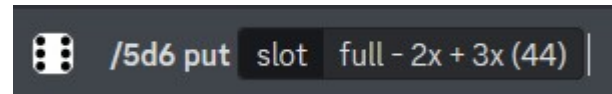
table - the last roll - no rolls left

1	2	3	4	5

free slots
 1s (-1) 2s (-6) 3s (-9) 4s (0) 5s (-15) 6s (-18) 2x (8) 3x (22) 1-5 / 2-6 (0) 2x + 3x (44) 4x (0) 5x (0) min (14) max (14)

score so far
 0

Save (put) current roll as 'full' for 44 points.



The next roll. As you see you've gained for points. The next roll is executed automatically.

table - the 1st roll - 2 rolls left

1	2	3	4	5

free slots
 1s (-2) 2s (-6) 3s (-6) 4s (-4) 5s (-15) 6s (-12) 2x (8) 3x (0) 1-5 / 2-6 (0) 4x (0) 5x (0) min (18) max (18)

score so far
 44

Continue with filling all remaining slots.