

Dice Manual

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Abstract

Instruction manual for the puzzle game Dice.

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1 Introduction



*I am convinced that He does not play dice.*¹
– Albert Einstein

Dice is a small puzzle game, it's the first game from **Badger Bite Games**. The game comes with several mazes that challenges the player's puzzle solving skills.

¹The quote is Einstein's comment on the then emergent theory of quantum mechanics, specifically the property that everything is controlled by statistical probability and not some well defined state. He is capitalized since that refers to God.

2 How to play

The objective of Dice is to reach the goal tile in order to advance to the next level. The only way you can move to neighbouring tiles is to align the color of the dice and the tile. When you do this, a red indicator arrow shows up to mark that it's a tile you can move to.



Figure 1: The Main Menu in the game

When you start the game you are greeted by the main menu, here you can select between either start a new game, look at the highscores, look at the credits or exit the game. You can also at any time exit the game by pressing the escape key.



Figure 2: Showing the main playfield. Notice the indication arrows and the hud.

In the actual game there are a couple of indicators, the ones next to the dice in figure 2 are

the movement indicators, they show which tiles are available for a move. In order to move to a tile you have to line up the dice with the same color on the side as the tile next to the dice and when you do the red indicator arrow will start bouncing.

Every time you visit a new tile you will get points. If you visit new tiles before the timer at the top middle of the screen runs out you will get a multiplier for the scores. The controls for the dice are:

- Left mouse button** Move to square under cursor.
- Right mouse button** Twist dice clockwise.
- s** Twist dice counter clockwise.
- a** Twist dice counter clockwise.
- Arrow keys** Move dice.

There is a small time limit to the game, after a while the tiles will start to fall down towards the abyss. If you happen to stand upon one of the tiles when it falls down you will loose a life.

3 Powerups

There are a couple of powerups scattered throughout the levels. You pick up the powerups by rolling over the tile where they spins. There are a couple of different ones, among them are:



Figure 3: Picking up the extra life just gives you an extra life. Think of it as a green mushroom.



Figure 4: Picking up the stop sign stops time in the game for a while. During it's effect no tiles are falling down.



Figure 5: Picking up the clock will reverse the time inside the game, it's main effect will be that tiles that fell down will pop back up again.

4 System Requirements

One of the design requirements of Dice was that it should run on older hardware and not require massive graphics hardware. To that end we choose a very simple shader model. The game runs on any hardware that supports vertex shader model 1.0, which is virtually all the cards out there. We use the fixed function pipeline for pixel effects.

Minimum system looks like this:

CPU	Intel P3 700Mhz or better.
Video	1024x768
Memory	256Mb

The game runs fine on a Sony VIAO TX laptop, which isn't really a high end box in terms of graphics capabilities.

5 Credits

Credits for this game goes to:

Code	Andreas Brinck and Jim Tilander
Art	Andreas Brinck
Menu Music	<i>Swan lake scene</i> , arranged by Wang Tao
Ingame Music	<i>Somewhere over the rainbow</i> , arranged by Thomas N. Thurston

Note that the music was published on sites on the internet and used without notifying the original authors². The copyright messages in the music files however allows for free use for non commercial purposes.

²Wang Tao (gcaiebj@public.intercom.co.cn) and Thomas N. Thurston (tthurston@aol.com)

A References and links

References

- [1] Game page <http://www.tilander.org/aurora/codenamedice.html>
- [2] Jim's blog <http://www.tilander.org/aurora>