

DWARVEN GREED™

Official Manual

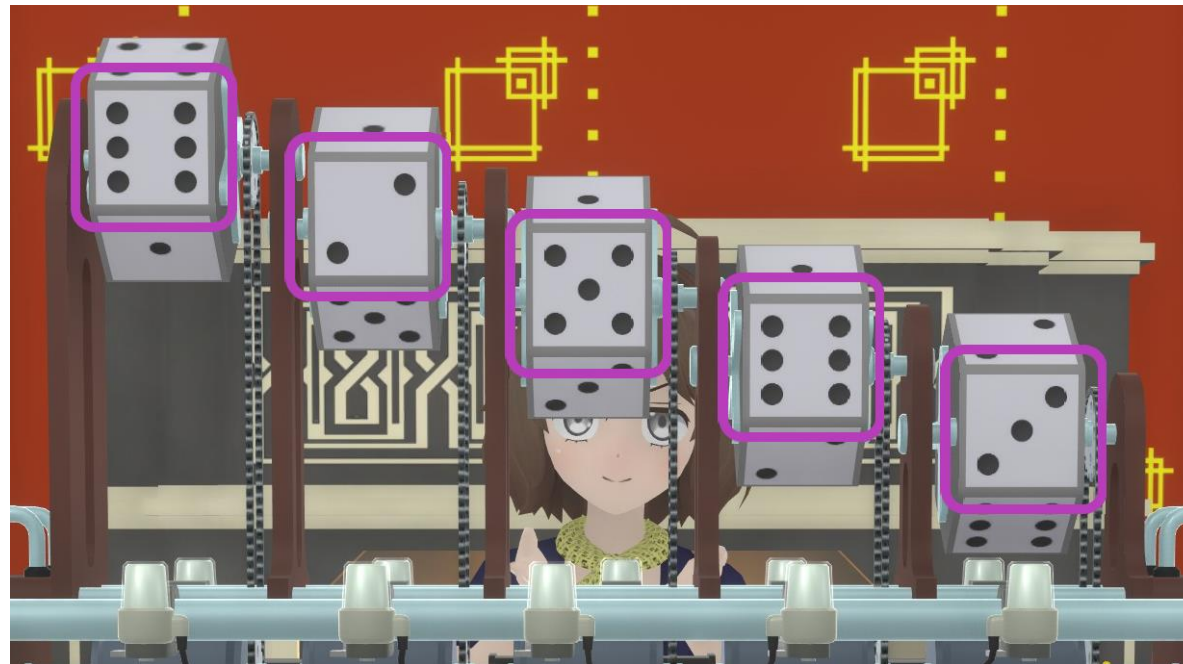
7776 II: Dwarven Greed™ is Yahtzee-like game.

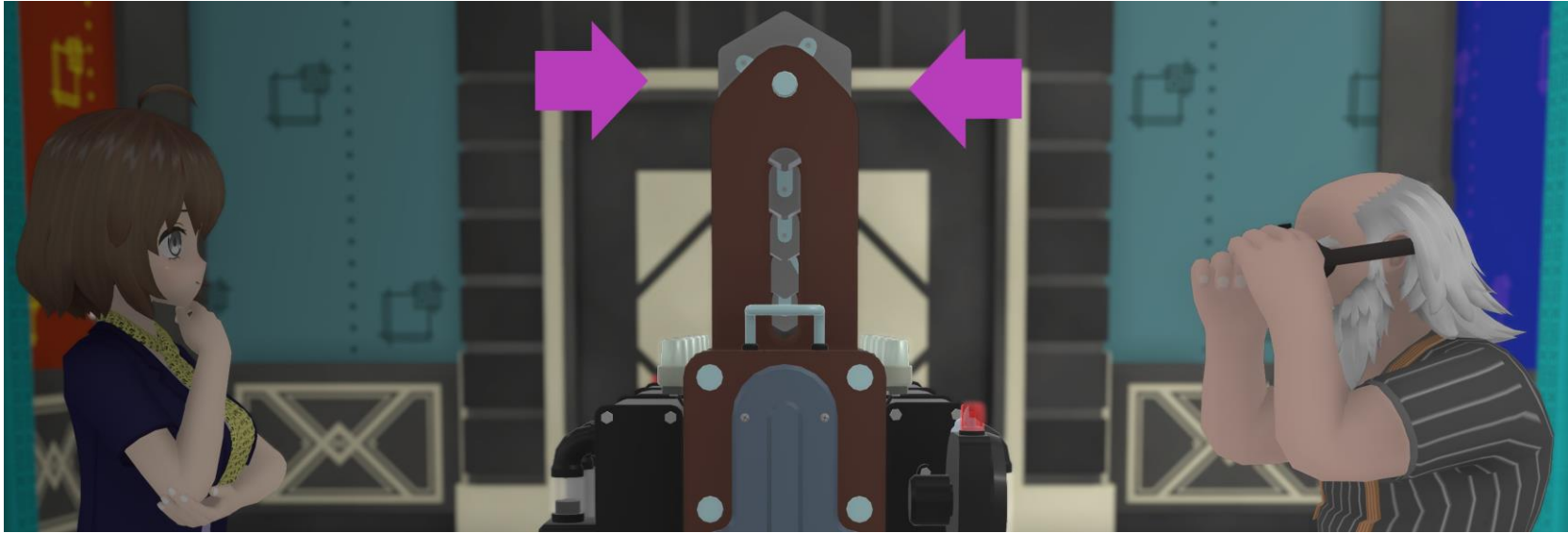
The aim of the game is to get more gems and less coal than your opponent gets.

There are 12 turns in one round.

In each turn you should press a button on the game machine. Each button can be pressed only once.

Look at the wheels in front of you to decide which button to choose next.





The opponent does the same at the same time but from opposite side of the machine.

When you press button, the game machine checks if current configuration matches the corresponding combination. If it is, you get gems. Otherwise, you get a coal.

Next page describes all possible combinations.




Emerald and sapphire value varies from 1 to 6 points. Legendary diamond value is 10 points.

Coal value is 0 points. Your total score will be halved when you have two coals, or even thirded if you have three.

Combinations

Basic combinations: 

You get a gem for each corresponding wheel face oriented towards you and your opponent.

Example. Two  at your side and one  at opponent's side. Press  button and get two plus one gems. Each gem value is 2 points, because this combination is Twos.

Of-a-kind combinations: 






You get as many gems as many dots on a wheel face, having there is at least two/three/four or five same faces oriented towards you and your opponent.








Example. Three  at your side and three  at opponent's side. Press  button and get six gems because sixes are higher than fours. Each gem value is 3 points, because this combination is Three of a kind.

To be continued.

Combinations (continued)












Straight: 

You get a bonus gem in each combination for a straight sequence      

Example.  and  at your side and , ,  and  at opponent's side. The order and number of each face do not matter. Press  button and get a bonus gem in each successful combination you have, including these you will get later.



Difference: 

You get as many gems as many dots are on all wheel faces towards you minus dots on all wheel faces towards your opponent. You may be rewarded by a legendary diamond if the difference is at least 10.


Example.      at your side and      at opponent's side. Press  button and get eight gems ($4 + 4 + 5 + 6 + 3 - 2 - 3 - 6 - 1 - 2 = 8$). Each gem value is 1 point.

Strategy and Tips

First, aim to get no more than one coal. Get no coals at all if you can. Remember that having two coals makes your treasure only half worth.

Second, if you must skip a turn, skip it by dropping a coal in Five of a kind  and be careful after that. Five of a kind  is quite probable though and you can get it more often than you think. Do not hurry, and think twice.

Missing Straight  is not recommended, as it comes with noticeably big price.

You and your opponent look at the same wheels from opposite. If you and your opponent choose the same combination at the same time, you both get the same results. The only combination that fit not to this rule is Difference .

To be continued.







Strategy and Tips (continued)

The hard part is that you do not see wheels' sides facing towards your opponent.



You can activate your character special ability to get a sneak peek, but since this ability could be used only once, you may want to find another way to get required information.

Understanding the wheel configuration is the key to becoming a game master.

Try to think in 3D. What form the wheels have? How can you benefit from this knowledge? Can you remember, write down or even take a picture of game machine wheels?

Try to remember what is opposing sixes  on each wheel. You will get some sequence for example , , , , . With this sequence you can predict how much sixes are on the opposite side, which is particularly important to make the best value of Sixes, Of-a-kind and Straight combinations.

Controls

	Mouse		
Press Pedal	Left click		
Choose Button	Move mouse		
Press Button	Left click		
Special Ability ON/OFF	Right click		
Mechanic's Goggles	Mouse wheel	