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Information

Escalero is a dice game of the category "Strategy and coincidence" and is played with a set of five dice.

The game can be played online or offline. A description of the online game will be given at the end of this user manual.

The game for two players

General:

Players enter their results in a **table** with ten **rows** (lines) and six **columns**.

The first six rows of the (actual) table are intended for the so-called **images**, the remaining four for **combinations**. In a final row the column sums/differences are displayed. Each player (indicated by the color blue or yellow) can

enter his results into one of three columns.

Each player may roll maximal three times per each round: rolling is started by touching the dice cup icon. Touching a dice will hold it or release it for the next rolling.

The player can hold or release a dice after the first or the second throw. After the last throw the player must enter an entry into the result table.

Combinations (S, F, P, G):

S: Straight (A-K-Q-J-10 or K-Q-J-10-9). Value 20 points, 25 points served

F: Full House (three of a kind and a pair). Value 30 points, 35 points served

P: Poker (four of a kind). Value 40 points, 45 points served.

G: Grande (five of a kind). Value 50 points, serving 80 points.

A serving (thrown out of the hand) increases the basic value of Straight, Full House and Poker by five points, in the case of Grande by 30 points (bonus points for a serving can be changed in the settings).

A serving can be the first, second or third throw of a player. The only condition is, that all five dices have been thrown all at once.

Images (9, 10, J, Q, K, A):

Besides the above combinations a player has to try to get the various images from Nine to Ace as often as possible in one round; the optimum would be five Nines, five Tens etc. To evaluate the points, multiply the number of dices showing the image with the value for the image.

The values for the images are: a Nine is worth one point, a Ten two, a Jack three, a Queen four, a King five and the Ace six points; e. g. four Jacks score twelve points, three Kings fifteen points.

Entering the points:

Each player must enter a result at the end of each round into the table. He can freely choose any row of the table, but should choose one appropriate to his thrown dices. He can additionally freely choose the first, second or third column. Every cell of the table can have only one entry. Once a result is finally entered, it neither may be changed or moved to another column.

Before the next player rolls the dice, the last entry can be deleted by a selection in the table (highlighted in red).

If a player has not thrown any of the images or combinations he nevertheless has to enter a result anywhere, resulting in a no points entry. The same can happen, if the cells appropriate to the thrown dices already have entries.

Accounting:

The winner of a column is the player who gets the higher total score of that column.

Winning a column will result in:

first column: 1 point

second column: 2 points

third column: 4 points

If a column results in a draw, neither player gets a point.

If a player wins all three columns, he gets an additional bonus of 3 points.

The points for the columns and the bonus points can be changed in the settings.

The accounting will be displayed after the completion of the game (all entries in the table are filled).

The game for three players

If three players participate in a game, everyone plays for himself against the two others. The winner of a column receives the points from each of the two opponents.

The game for four or more players

If four or more players participate in a game, it is called a **Double**. Teams of 2 players will be formed. If the number of participants is odd, one player plays for two players. A maximum of 6 players can participate in a game (double | 3 teams).

Each team will have three columns to enter its results.

Each of the two members of a team can dice up to three times per each round, but only one of the two results can be entered into the table. The result of the first player of a team can be hold by touching the upper right area if the

dice board is used, or by touching the D1-Button if the 2D mode is used. In each column there is a winning team.

The accounting mode (per team or per player) should be agreed before the game.

Manual result entry

The app can also be used for just entering the values (the dicing process is done manually, maybe with real dices). The option "result entry" can be set in the settings.

Entering a dice result:
select an entry in the table (image or combination) press a selection key.

Special buttons in the table

Special functions are called from the four corners of the table (pink):

top left: group the columns by player./by columns (number of remaining throws is displayed)

top right: enable/disable flip screen

bottom left: displays the column results as total sum or difference

bottom right: offline: display the current accounting, online: Start match / Current match

Game control

All functions and information about the game can be accessed via the menu button:

Offline:

New game

Settings

Information

>> Online

Online:

Start match

Check matches

Settings

Information

>> Offline

Game options (settings)

Dice options:

automatic dice/result entry: automatic dice or manual entry input

2D/dice board: control dicing

small/medium/large: dice size

Eyes/Poker/Numbers: dice images

Accounting:

points col. 1: 2: 3: points for the columns (col.) 1, 2 and 3

B: bonus points for winning all three columns

payout multiplier: the above column values are multiplied with this value

unit: to what is played, for example, points

bonus served: additional value for serving a Straight, Full House or Poker

bonus served Grande: additional value for serving a Grande

Miscellaneous:

col./player table: group columns by columns/player

summation: on/off (summation/difference)

sounds: on/off

flip screen: on/off

logging: logging of computer activity

advertising: on/off

new game: on/off: if on, the New Game dialog is started.

New Game

single/double (team, 2 players each)

2 players/3 players (single) or *2 team/3 team* (double)

Per column A, B, C:

human/computer

enter a player name

who starts: Select key

Selection buttons at the bottom of the dialog:

1. *button*: column change

2. *button*: who starts is determined automatically

OK button: a new game is started

Play online

Escalero uses the Firebase development platform for data communication on the Internet.

The game currency is: **EP** (**E**skalero **P**oints), the column

rating: 1-2-4, Bonus: 3 **EP**.

Below are the **requirements** for the online game, the most important **functions**, as well as **more informations**, described in more detail.

Requirements

- Good internet connection
- The Escalero app in online mode
- Google user account
- Both players must be logged in

Functions:

Start Game: A dialog will be displayed with the following functions:

Log in: the Google user account is registered on the Firebase server. If you log in successfully, the player name will be displayed and the Log out feature will be displayed. The player name can be changed.

Select: “Single” (game for two) or “Double” (roll two rounds, enter once). For a more detailed description, see above.

Player Search: a player list will be displayed in the categories "Online", "Often Active" and "Leaderboard". If a player is selected, an invitation dialog will be displayed and the invite process will be started by selecting the invitation button. There will be a notification of the previously

selected player. If the player accepts the invitation, the match can begin.

Quick match: when a player presses the "Quick match" button, all players online are informed (Invite dialog). If a player accepts the invitation, the match can begin after the connection has been made.

Check matches: All open games of a player are displayed in a list. A game is not saved until at least one entry has been made in the table. There are a maximum of ten games managed. When an eleventh game is started, the oldest game is automatically deleted. Below is a more detailed description of the Check matches feature:

Display (per list entry):

Check box (selection of a game)

player names

Game status

Time (last action)

Actions

Action

Back: the dialog is ended

Delete: the matches selected above are deleted, the dialog is ended

Continue: the selected match is loaded, the dialogue is ended, the opponent receives a notification and the match

can be continued when connected

Current match: the process can be started from the menu or from the Firebase button (bottom right table).

If necessary, the data is synchronized with the Firebase server. The current game data is displayed. The following actions are possible:

Accounting: the current score is displayed

Delete: the game is deleted (no further actions possible!)

Pause: the current game is ended and, if possible, the opponent notified. The game can be continued later with the "Check matches" function.

Check matches: Description above

More informations

- After an entry in the table, it must be confirmed with the OK button (bottom right)!
- A synchronization of the data of both players should be done within a short time. The "Current match" feature does a manual update of the data if necessary.
- However, should the game ever hang (may happen, for example, if the internet connection is poor), you can continue the game later with the "Check matches" feature.

Attention: if a game is deleted by only one player, no further actions are possible!

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