

Frustration Help Contents

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Overview

Click the underlined words to see a definition.

This game is a mix of luck and skill. You are trying to get all the tiles crossed out. You do this by rolling the dice and then selecting a tile or a number of tiles with points that match the total of the dice roll. You continue until all the tiles have been crossed off. If you can accomplish this seemingly simple feat, you win. However, you will probably be frustrated more often than you are victorious.

Playing The Game

Click the underlined words to see a definition.

Frustration is easy to play. All you need to know is how to start a game, roll the dice, and select/deselect a tile. Prepare for hours of frustration.

To start a new game

From the Game menu, choose New.

When you choose New, the tiles are reset and you are presented with grayed out dice.

To roll the dice or die

When you are presented with grayed out dice or you have just completed a valid move you are allowed to roll the dice.

To do so, double click the left mouse button anywhere on the background of the window.

To select a tile

Move the mouse pointer over a tile that is playable and click the left mouse button.

To take back a selection

If you select a tile incorrectly or you change your mind about a selection you can reset all tiles checked since last dice roll.

From the Game menu, choose Backup.

Game Menu Commands

New

Starts a new game.

Backup

Resets all tiles selected since the last dice roll. If no selections have been made since the last dice roll then this will be grayed out and will not function.

Exit

Quits Frustration. You can quit at any time, even in the middle of the game. You can also press ALT-F4 to quit a game.

Options Menu Commands

Sound

This toggles sound on and off. Sound is on when this menu selection is checked.

9 Tiles

This selects a game board with nine tiles. Victories come easier on this board, so use when getting frustrated. After selecting this menu selection, the board is reset and a new game is started.

12 Tiles

This selects a game board with twelve tiles. This configuration is very challenging. After selecting this menu selection, the board is reset and a new game is started.

Background Color

This brings up the standard color selection dialog box from windows. Use this to select a background color for the game board.

Registration Information

This program represents hard work on my part, the programmer. In order to protect my work and convince you to register, this program will only allow itself to be played 25 times on any given machine. After you have exhausted your free games, if you wish to continue playing Frustration, please send a check or money order for \$12.00 and your return address to the following:

Chad A. Olson
1940 N. Prospect Ave.
Apt. #7
Milwaukee, WI 53202

Upon receipt of your registration fee, I will send you a diskette with the latest version of Frustration that will not be play locked in any way. I will also keep you informed of future versions that you may be interested in.

If you wish to send an additional \$3.00 for a total of \$15.00 I will also send you a copy of Dots - an intriguing game/puzzle that is available through shareware for \$5.00.

This game includes hours of work on my part. Through that work I am trying to help pay for my college education. I deeply appreciate your cooperation and registration of this software. It will be used to further my knowledge of the computing world. Thank you very much.

Copyright and Disclaimer

Copyright © 1993 by Chad Alan Olson

All rights reserved.

Disclaimer

I, Chad Alan Olson shall not be in any way, shape, or form be held responsible for any consequences to the user or his computer resulting from the use of this program.

A tile is a maroon rectangle along the top of the game board with a yellow number indicating its value.

Grayed out dice are presented initially to let you know that a valid dice roll has not been made to begin play.

A move is valid when the point total of the rolled dice has been crossed out by selecting one or multiple tiles.

A tile is playable if it's point value equals the dice roll or if the tile is part of a combination of tiles that when added together equals the dice roll.

