



USER GUIDE

Dice World Challenge

Your throw, your shape: strength, direction and spin come from your finger.

English



Welcome

Dice World Challenge is a dice game unlike the others. You don't press a button to get a random number: you throw the dice yourself, with a movement of your finger on the screen. How fast you go, which way you go and how you curve at the end decide how the two dice fly, bounce and roll across the table.

The app has four ways to play: the **race** on the long table, with a score and a world ranking every day; **just dice**, to throw one to ten dice when you are playing a board game; **Five Dice**, the game with the score sheet; and **Ludo**. The last two can also be played against the phone or with friends, by passing the phone around or with phones close by.

This guide takes you through it step by step. If you are in a hurry, read at least chapter 3: it explains how to make a good throw, which is the most important thing in the whole game.

How to read this guide

You don't need to be an expert. Each chapter explains one thing, step by step, with pictures of the screen exactly as you will see it on your phone. Read the guide from start to finish, or jump straight to the chapter you need.

The signs used in these pages

Settings

A word written like this is a button or an item you see on the screen: tap it.



Tip. A trick to do something faster or better.

1

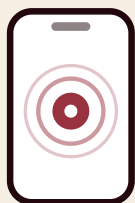
The numbers on the pictures match the explanations next to them.



Please note. Something to know before you go on.

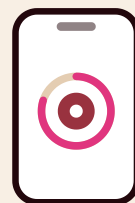
Gestures on the screen

You use the phone with your fingers. These are the gestures this guide talks about.



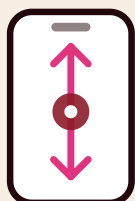
Tap

Touch the screen with one finger and lift it straight away, like a light knock.



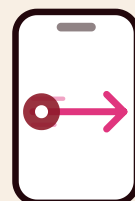
Touch and hold

Put your finger down and keep it still for a second, until something appears.



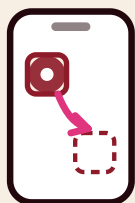
Scroll

Put your finger down and slide it up or down to see the rest of the page.



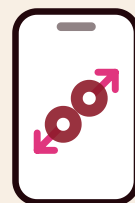
Swipe

A quick flick of the finger to the left, right, up or down, like turning a page.



Drag

Keep your finger on an item and move it where you want, then lift your finger.



Pinch

With two fingers: spread them apart to zoom in, bring them together to zoom out.

The pictures show the app on an iPhone. On an iPad the screen is wider, but the buttons and items are the same.

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Getting started

Download the app, open it and get to know the table

In this chapter you install the game and learn to recognise the main screen. It takes two minutes, and then you are ready for your first throw.

Downloading the app

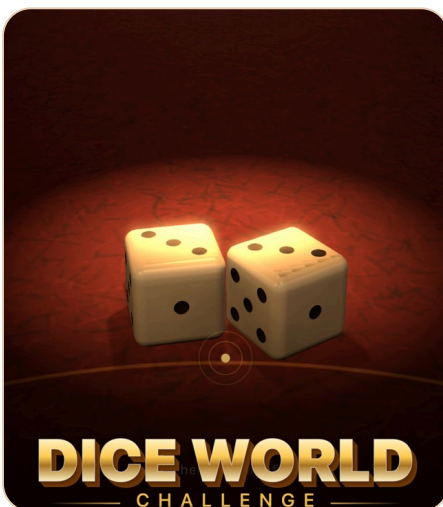
- 1 On your iPhone, open the **App Store**: the blue icon with a white letter A.
- 2 At the bottom, tap **Search** (the magnifying glass) and type **Dice World Challenge**.
- 3 You will recognise the app by its icon: two ivory dice on dark red felt, with the golden words DICE WORLD.
- 4 Tap **Get**. The app is free. If the phone asks, confirm with Face ID, with the side button or with your passcode.
- 5 When the download has finished, tap **Open**, or find the icon on your Home Screen and tap it.



GOOD TO KNOW

The app works on iPhone and iPad. You don't need to create an account and you don't need an internet connection to play. Internet is only needed for the world ranking and for purchases.

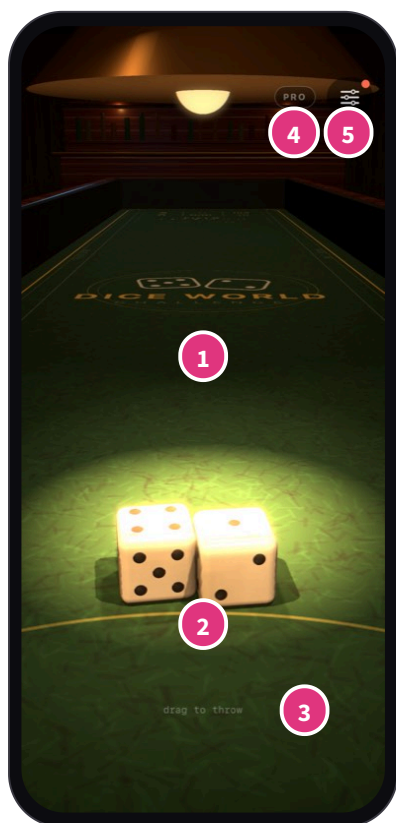
Opening it for the first time



As soon as you open the app, a picture with two dice and the words **DICE WORLD CHALLENGE** appears for a moment. In that second the phone builds the three-dimensional table: the room, the wood, the felt and the dice. Then the picture fades away and you are at the table.

The very first throw after installing can be slightly less smooth than the following ones: the phone is still preparing the images. From the second throw on it runs smoothly.

The table screen



- 1 The **long table** of the race, seen from the thrower's side. The two dice are ready at the bottom, in front of you.
- 2 The **golden circle**: this is where your finger starts the throw.
- 3 The words **drag to throw** remind you what to do.
- 4 The **PRO** badge: grey if you use the free version, gold if you have bought Premium. Tap it to see what it offers.
- 5 The **menu** button (three sliders): here you choose the game, the colours, the race and everything else.

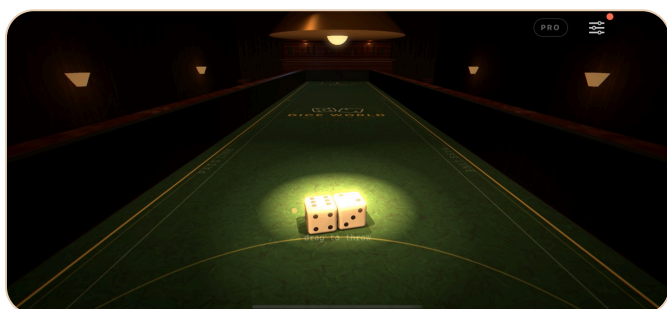
The rest of the screen is all table: there are no other buttons. You play with your finger on the felt and with the menu at the top right.

The language

The app speaks the same language as your phone, if it is one of the fifteen it knows. You can change it whenever you like, even in the middle of a game: open the menu, scroll down to the **YOU** section and tap **Language**. The change is immediate; you don't need to close the app.

Upright or sideways

You can hold the phone upright or turn it on its side. Sideways the table looks wider and you throw in exactly the same way: your finger starts at the bottom and moves towards the far end of the table.



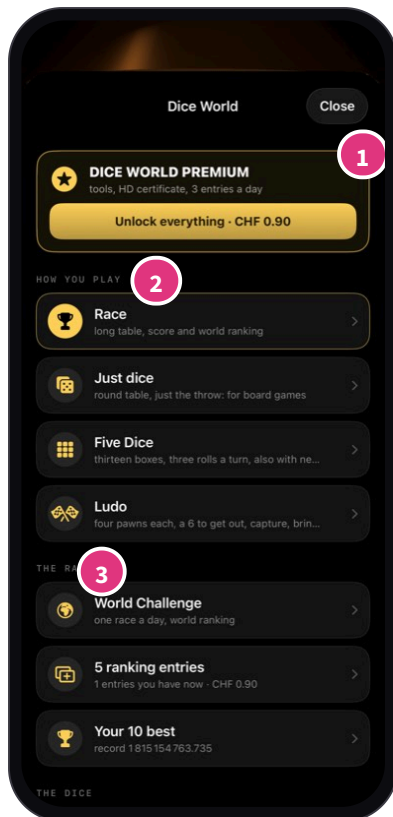
The table with the phone turned sideways.

If the screen doesn't turn, check that rotation lock is off: swipe down from the top right corner and look at the padlock with the round arrow.

The menu at a glance

Where to find the games, the race and the settings

The menu is the control centre of the game. It opens with the three-slider button at the top right and closes with **Close**, also at the top right. Each item is a large tile: tap it once.

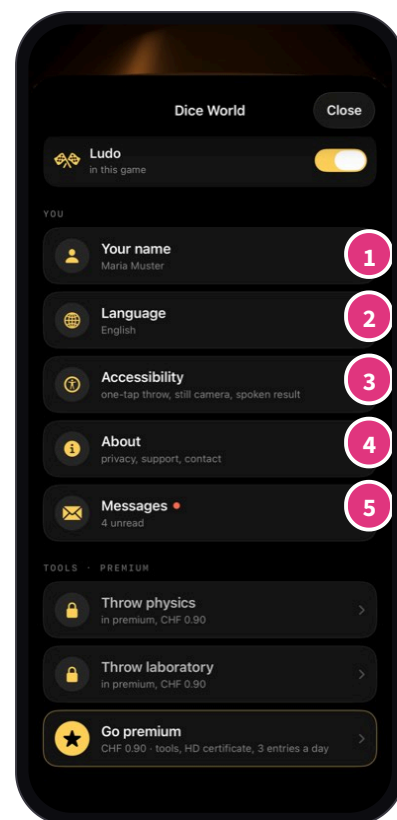


- 1 The **Premium card**, with a gold border. It only appears if you haven't bought it yet.
- 2 **HOW YOU PLAY:** **Race**, **Just dice**, **Five Dice** and **Ludo**. The one that is on has a gold circle.
- 3 **THE RACE:** the world ranking, extra entries and your ten best throws. It is only shown while you are playing the race.

Scroll the menu down to find the other sections:

Section	What it is for
THE DICE	The colour of the dice: all the same or each one different (chapter 13).
THE FELT	Ten colours for the table felt (chapter 13).
SOUND	The rustle of your finger and the vibration while you throw (chapter 13).
THE SWIPE TRAIL	The glowing trail that follows your finger (chapter 13).
YOU	Your name, the language, accessibility, information and messages.
TOOLS	Two tools for the curious, included in Premium (chapter 15).

- 1 **Your name** : the name that appears on the certificate.
- 2 **Language** : fifteen languages, to change whenever you like.
- 3 **Accessibility** : to play without precise gestures (chapter 14).
- 4 **About** : version, contacts, privacy, restoring purchases.
- 5 **Messages** : news from the game. An orange dot means there are new ones.



GOOD TO KNOW

When there is a new message, the menu button on the table also shows a small orange dot. That way you see it without opening anything.

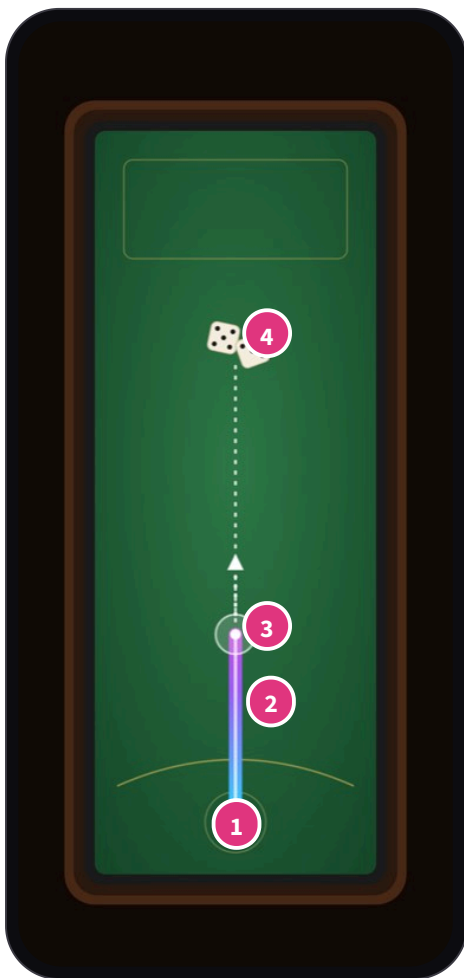
3

The throw: how to swipe

The gesture that throws the dice, explained calmly

This is the most important chapter. In Dice World the phone doesn't throw the dice: you do, with a finger movement called a **swipe**, which means sliding your finger across the glass and lifting it while it is still moving. It is like throwing dice with your hand, except that your hand is your finger.

The gesture in four steps



The table seen from above: the finger rises from the golden circle and the dice carry on its run.

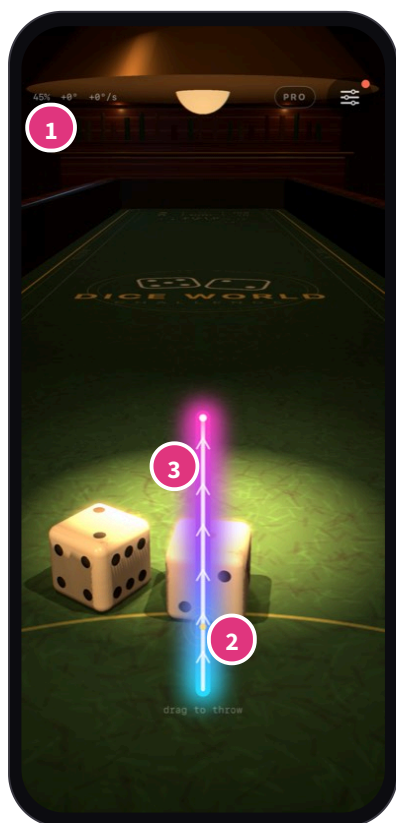
- 1 **Place** your fingertip on the golden circle at the bottom, in the middle.
- 2 **Slide** your finger upwards, towards the far end of the table, **speeding up**: slowly at first, faster at the end.
- 3 **Lift** your finger off the glass while you are still moving fast, without stopping first.
- 4 The dice **set off** in the direction of your gesture, with the speed you had when you lifted your finger.



PLEASE NOTE

The most common mistake is to stop your finger on the glass and then lift it. Then the dice start slowly or not at all, because at the moment you let go your finger was standing still. Think of a real throw: the hand opens while the arm is still moving.

While you throw: the trail and the three numbers



- 1 At the top left, while your finger moves, **three numbers** appear: the **strength** as a percentage, the **direction** in degrees (0° is straight) and the **spin** (how much your wrist is turning).
- 2 The **glowing trail** follows your finger: it starts blue and turns pink. The faster you go, the wider and brighter it gets.
- 3 The **white arrows** inside the trail show which way you are going.

The three numbers are there to help you learn. After a few throws you will know by yourself which gesture gives 30%, which gives 60% and which goes crooked. If the trail distracts you, you can switch it off in the menu (chapter 13).



GOOD TO KNOW

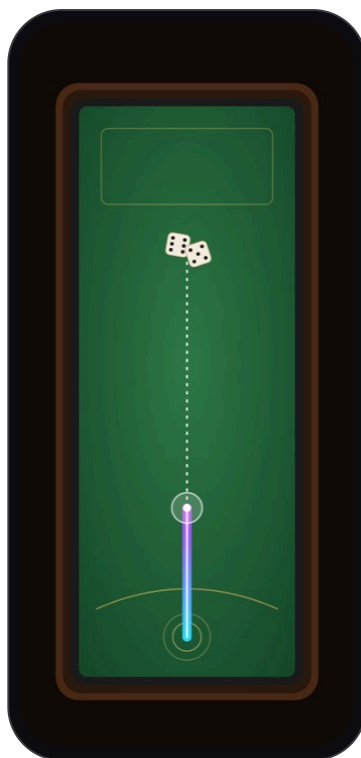
The result is not decided in advance: physics, collisions and cushions decide it, just like on a real table. Two identical gestures don't give the same number, because each time the dice leave the hand in a different position.

1. Strength: speed counts, not length

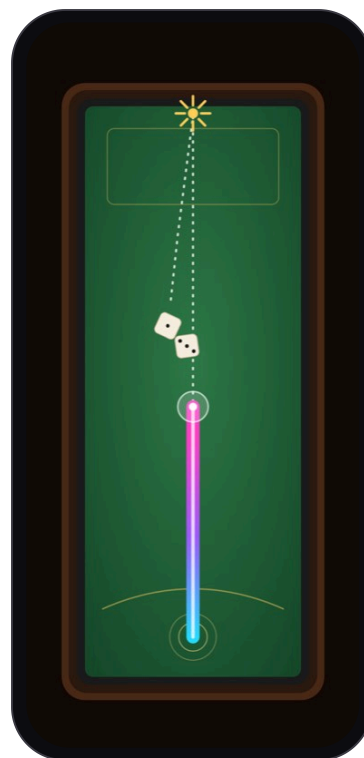
Strength is **the speed of your finger at the moment you lift it**. A long but slow swipe gives little strength; a short but quick swipe can give a lot. At 100% the dice fly all the way to the end and crash hard into the cushion.



Too soft: the dice stop halfway along the table.



Just right: they travel a long way and stop before the end.



Too hard: they hit the far cushion and come back.

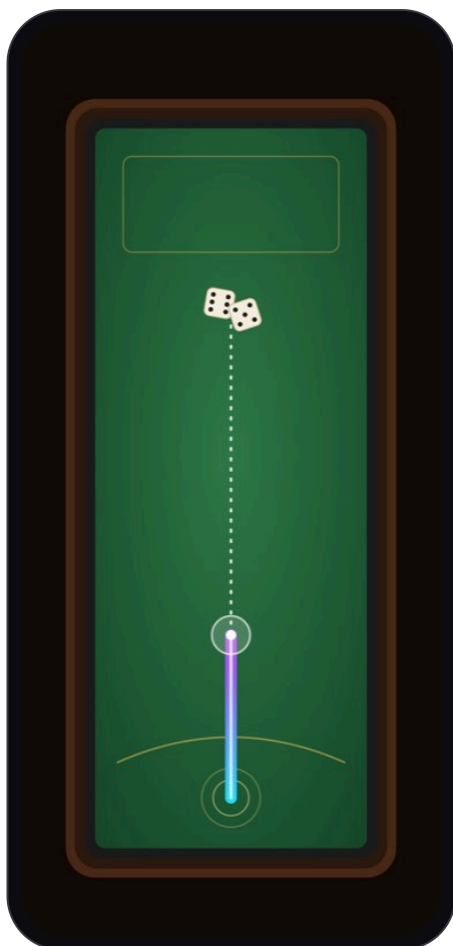


TIP

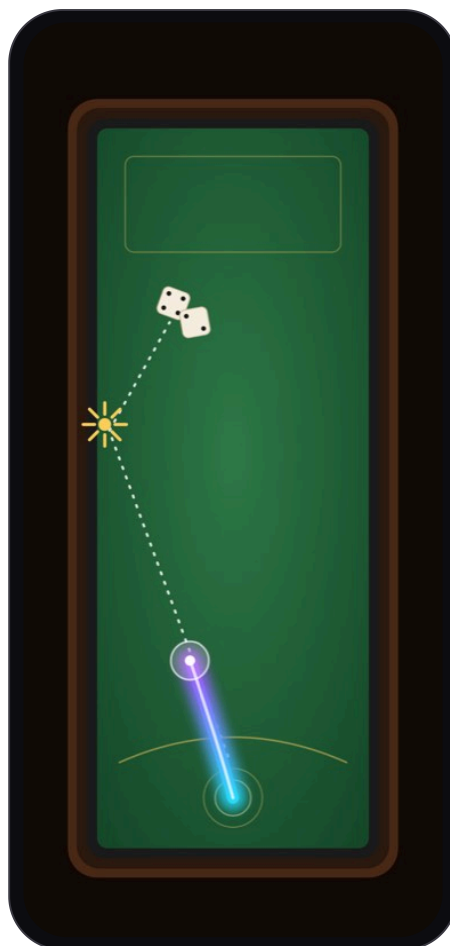
To begin with, try to stay between **35% and 50%** strength. That is the range in which the dice run a long way on the felt without smashing into the end. Then try going up a little at a time.

2. Direction: throw straight

The direction is the line from the point where you put your finger down to the point where you were going fastest. If the gesture leans left or right, the dice head for the side cushion, bounce and lose points. The degree number helps you: close to 0° means straight.



Straight (about 0°): the dice stay in the middle of the table.



Crooked (for example -20°): the dice hit the side cushion.

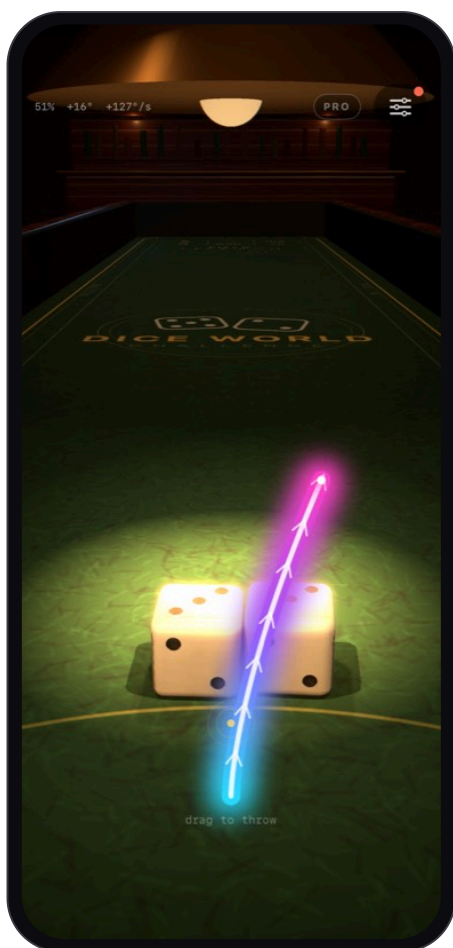


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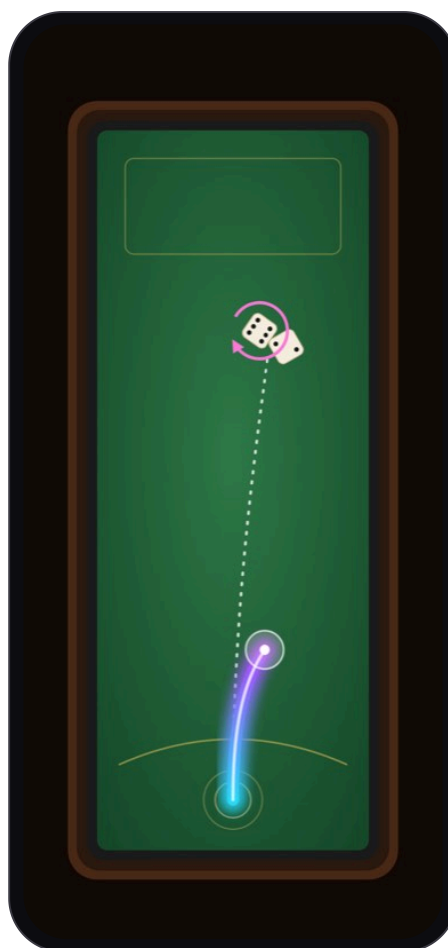
Hold the phone straight in front of you and move your finger towards the middle of the top edge of the screen. With the thumb the gesture tends to curve outwards: if you use your thumb, aim slightly inwards to make up for it.

3. Spin: the curve of the wrist at the end

Spin is the rotation you give the dice. It comes from the **curve of the gesture**, above all in the last stretch before you lift your finger, just like turning your wrist when you throw. A curve to the right makes the dice turn clockwise, a curve to the left anticlockwise. A little spin makes the dice turn and earns points; too much sends them off to the side.



A swipe that curves to the right at the end: the spin goes up.



The dice set off spinning.

When the throw doesn't start

What happens	Why	What to do
Your finger moves but the dice don't start	The gesture was too short (less than about 1.5 cm) or too slow	Make a longer, more decisive movement and lift your finger while it is still moving
The dice start slowly	Your finger stopped before lifting	Don't slow down at the end: lift while you are speeding up
The dice always go sideways	The gesture leans to one side	Watch the degrees at the top left and try to stay close to 0°
The dice always hit the far end	Too much strength	Slow the gesture down a little and stay below 55%
I can't throw again	The result of the previous throw is still on the screen	Tap AGAIN at the bottom: the dice come back in front of you

4

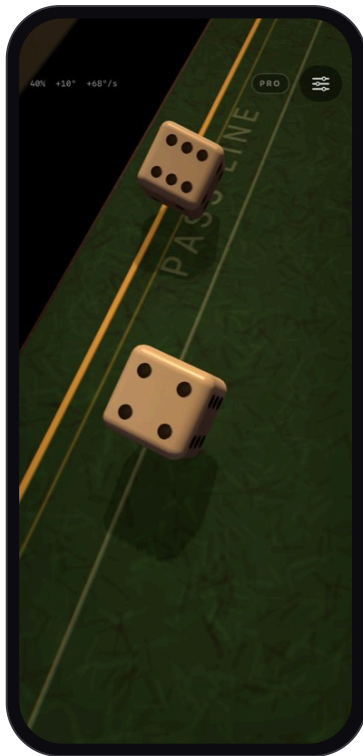
The film of the throw and the result

Camera shots, slow motion, replay and the score panel

In the race every throw becomes a short film scene of five to eight seconds. Several cameras follow the dice, change point of view with a fade and finally show you close up how they came to rest. You don't have to do anything: just watch and enjoy the throw.

What you see, in order

- 1 **The start:** for a moment the view stays behind the dice, along your trail.
- 2 **The running shots:** from behind, from the side, low over the felt in slow motion, from above. Each change goes through a short fade to black.
- 3 **The replay:** the hardest hit of the throw is shown again in slow motion from another angle. At the top left the word **REPLAY** appears with a red dot.
- 4 **The close-ups:** first one die, then the other, as they settle and show their face.
- 5 **The result:** the camera moves closer to the two dice at rest and shortly afterwards the score panel appears.



The dice flying across the felt.



The replay: the hardest hit, shown again slowly.



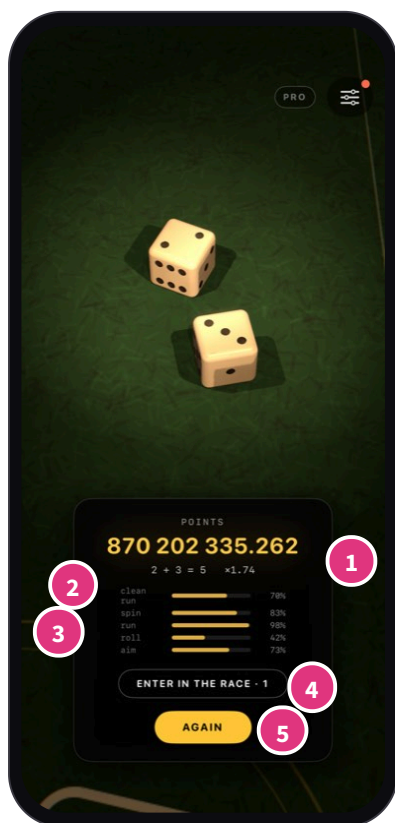
STOP, top left: skip to the end.

In a hurry? The STOP button

Three seconds after the throw the red capsule **STOP** appears at the top left. Tap it and the game jumps straight to the result, without replay or close-ups.

The result is the same: STOP only shortens the film, it changes neither the dice nor the score. The button is only there in the race; in the other games a throw only lasts a few seconds anyway.

The result panel



While the result is on the screen you can look at the dice close up: spread two fingers on the table to zoom in and drag with one finger to move around.

- 1 POINTS:** your score, a long number with three decimals (chapter 5 explains why).
- 2 The faces of the dice,** their sum and the **multiplier** (from ×1.00 to ×2.00) that rewards the way you threw.
- 3 The five bars:** clean run, spin, run, roll, aim. They tell you what went well and what didn't.
- 4 ENTER IN THE RACE:** sends this throw to today's world ranking (chapter 6). The number after the dot tells you how many entries you have left.
- 5 AGAIN:** the dice come back in front of you for the next throw.

The score and tips for a good throw

How the points are worked out and how to get more

In the race the winner is not simply whoever rolls the highest number. **How** you threw counts too: a clean throw that runs straight and spins the dice well is worth more than a throw that bangs into everything, even if the same number comes up.

The formula, in plain words

Points = sum of the two dice × multiplier. The sum goes from 2 to 12. The multiplier goes from ×1.00 (a messy throw) to ×2.00 (a perfect throw, which in practice is never quite reached). The number you see is then scaled up and written with ten digits and three decimals: that way, even with millions of players, two throws almost never end up level.

Bar	What it measures	Weight	How to raise it
clean run	How often the dice touch the cushions and hit each other	the most important	Throw straight and not too hard: every cushion costs points
spin	How much the dice turned around themselves	high	A slight curve of the finger at the end of the gesture
run	How far they travelled on the felt	medium	Enough strength to get a long way
roll	Whether the dice rolled instead of sliding	medium	A loose, decisive throw, not too slow
aim	Whether the two dice ended up close together	small	A clean gesture, without jerks

The champion's throw, in short

- **Straight:** the degrees at the top left close to 0°.
- **Medium strength:** between 35% and 50%, so the dice run a long way but don't hit the far end.
- **A touch of curve** in the last stretch, to make the dice spin.
- **Let go while moving:** your finger never stops before it leaves the glass.
- **Always the same gesture:** find a movement that works and repeat it, correcting one thing at a time.

6

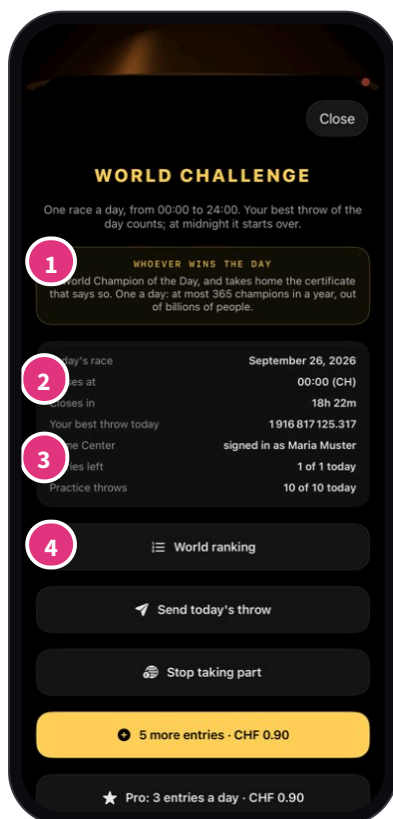
The daily world race

World Challenge: the ranking with Game Center

Every day there is one race for the whole world. Whoever has the highest throw of the day becomes **World Champion of the Day**: only one per day. The ranking runs through **Game Center**, Apple's free service for games.

Joining the race

- 1 Open the menu (top right) and check that **Race** is on in **HOW YOU PLAY**.
- 2 In the **THE RACE** section, tap **World Challenge**.
- 3 Tap the gold button **Take part: turn on Game Center**.
- 4 If you are not yet signed in to Game Center on the phone, Apple's window appears: sign in with your Apple Account. If you already are, only a short greeting appears at the top.
- 5 Done: the **Game Center** line says "signed in as" followed by your Game Center name.



Without Game Center the game works just the same: you can throw, see your points and keep your ten best. Your throws simply don't go into the ranking.

- 1 **WHOEVER WINS THE DAY**: the golden box reminds you of the prize, the title of world champion of the day.
- 2 The **day of the race**, the **closing time** and **how long is left**.
- 3 Your **best throw today**, your **position** in the ranking, and how many **entries** and **practice throws** you have left.
- 4 **World ranking** opens the Game Center ranking;
Send today's throw sends your best throw of the day.

Sending a throw to the ranking

The ranking doesn't receive every throw: you choose. When the result panel shows a score you like, tap **ENTER IN THE RACE**. Underneath, the word **entered** appears and the throw has been sent. A throw only counts if it is better than the one you have already sent today.

	Race entries
Free version	1 per day
With Premium	3 per day
"5 ranking entries" pack	5 more, which don't expire at midnight

When the day's entries are used up, **NO ENTRIES LEFT** appears instead of the button: tap it if you want the pack of five. The day's entries become available again at midnight.

When the race closes

There is one race for the whole world and it closes at the same moment for everyone: at **midnight, Swiss time**. In the race panel the app shows you the closing time in your time zone and in Swiss time, for example "23:00 · 00:00 CH" if you live in England, together with the countdown.

Until midnight the first place can still change: someone on the other side of the world may do better. That's why the champion's title is only awarded **once the race has closed**. The next day, if Game Center confirms you were first, the gold button **Yesterday's world champion: your certificate** appears in the race panel.

Notifications

The first time you send a throw to the race, the phone asks whether the app may send you notifications. If you answer **Allow**, you get a notice shortly after the race closes ("Today's contest is closed") and, if you won, a notice "You're the world champion!". The notifications are created on your phone: we don't send anything from outside.

Leaving the race

In the World Challenge panel, while the race is on, there is **Stop taking part**. After you confirm, your throws no longer go into the ranking; those already sent stay there. You can come back whenever you like with **Take part: turn on Game Center**.

7

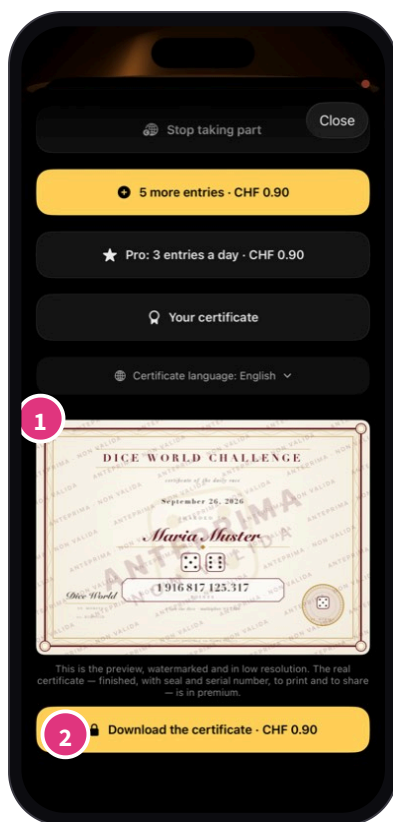
The certificate

The diploma of your throw, and the champion's one

On every day you throw, you can see the certificate of your best throw: a sheet designed like a diploma, with a frame, the two dice, the score and your name. The winner of the day receives the special **World Champion of the Day** certificate, with laurel branches.

Seeing the certificate

- 1 Make at least one throw in the race, so there is a best throw of today.
- 2 Open the menu and tap **World Challenge**.
- 3 Scroll down and tap **Your certificate**. The sheet appears underneath.
- 4 If you want the certificate in another language, for example to give to someone, tap **Certificate language** and choose.



- 1 The certificate. In the free version it is a **preview**, with a diagonal watermark saying it is not valid.
- 2 **Download the certificate** takes you to Premium, which gives you the real certificate.

The real certificate

With Premium the certificate is **finished and in high definition**, with the seal and a serial number. Underneath appear **Download** (to save it or send it to someone) and **Print** (on a printer connected to the phone).



PLEASE NOTE

The **world champion** certificate can only be downloaded and printed once Game Center has confirmed the title, that is the day after the race you won. Nobody can make one up: that way the title keeps its value.



GOOD TO KNOW

The preview is protected: if you take a screenshot, a white rectangle remains where the certificate was. The name on the sheet is the one written in **Your name** (chapter 8).

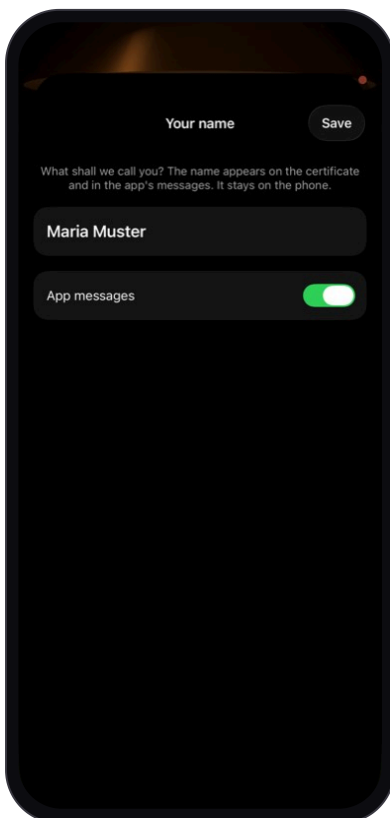
8

Your name, your top 10 and messages

Your own things, which stay on the phone

In the **YOU** section of the menu and in the **THE RACE** section there are three personal pages. Everything in them stays on your phone.

Your name

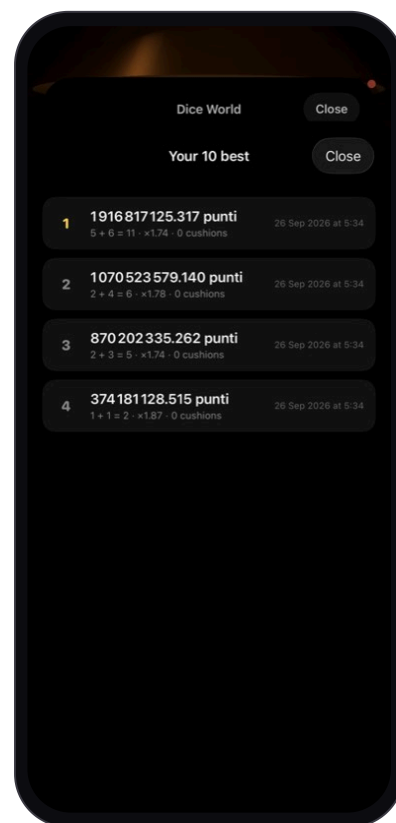


Tap **Your name**, type your name as you want it to appear on the certificate and in the messages, then **Save**. Below it is the **App messages** switch: if you turn it off, the app no longer writes you messages about records.

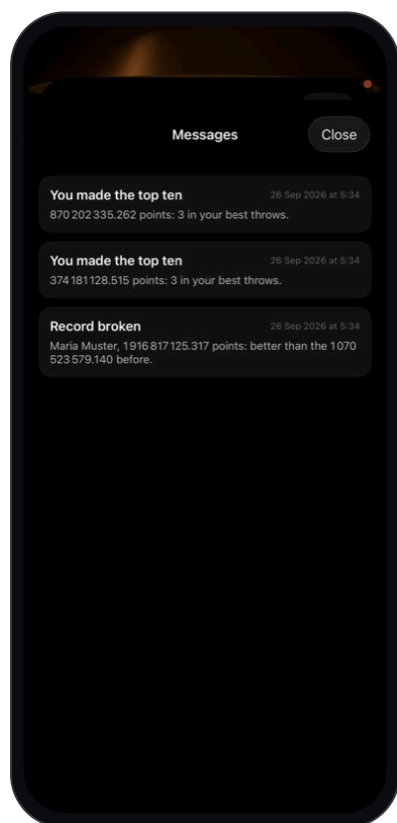
If you join Game Center while the name is still empty, the app uses your Game Center name.

Your top 10

In the menu, **THE RACE** section, tap **Your 10 best**. You find your ten highest throws ever: the score, the faces of the dice, the multiplier, how many cushions they touched and the day. It is your personal diary, even without the race.



Messages



Tap **Messages** in the **YOU** section. This is where the little news of the game arrives: a record broken, a throw that made your top ten, joining the race, purchases. The orange dot disappears once you have read them.

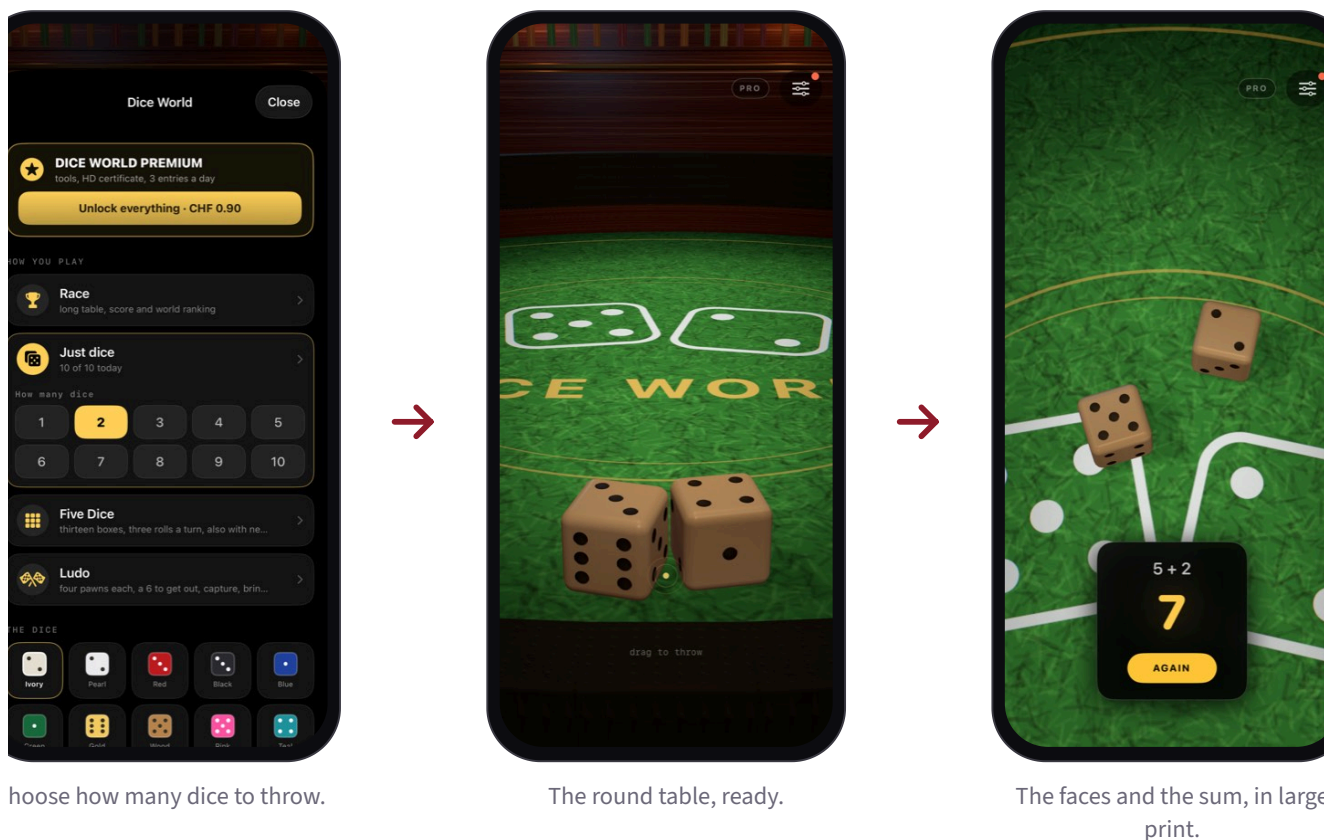
9

Just dice

One to ten dice, for board games

Playing a board game and the dice have vanished? **Just dice** replaces them. The table is round, the camera stays still and a throw lasts at most four seconds: out comes the number and that's it, with no score and no race.

- 1 Open the menu and tap **Just dice**.
- 2 In the box that opens underneath, **How many dice**, tap the number you need, from 1 to 10.
- 3 Close the menu with **Close**: the dice are in front of you on the round table.
- 4 Throw with the same swipe as in the race: from the bottom upwards. On the round table you need less strength than in the race: a relaxed swipe already takes the dice to the other side.



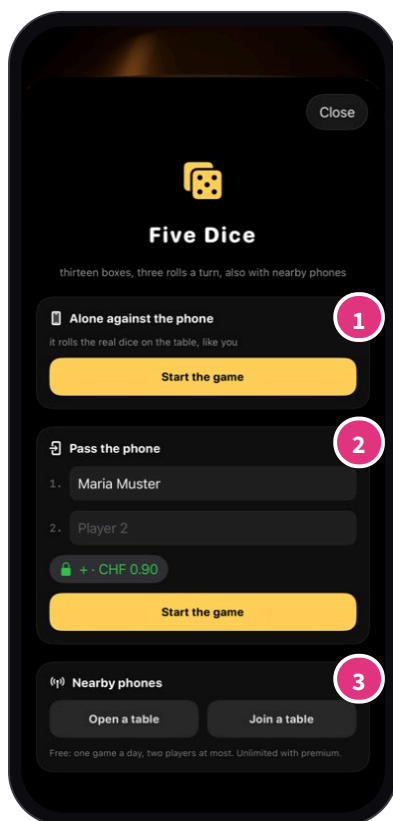
In the free version you get **ten throws a day**, counted together with those of the race. With Premium there is no limit. The count starts again at midnight.

10 Five Dice

Thirteen boxes, three rolls per turn and a sheet to fill in

This is the classic game with five dice and a score sheet: on each turn you roll up to three times, keep the dice you need and finally write the result in one of the thirteen boxes. Whoever has the highest total at the end wins. In the menu you find it in the **HOW YOU PLAY** section, below **Just dice** : it is the tile **Five Dice** , with the little grid of squares.

Starting a game



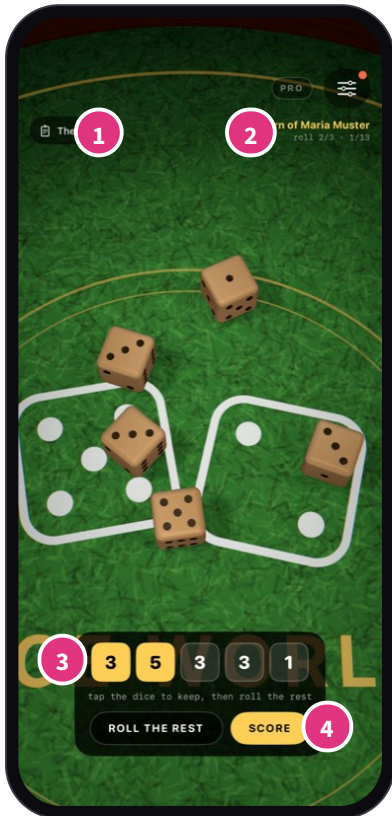
- 1 **Alone against the phone** : the phone plays against you and throws real dice on the table, just like you.
- 2 **Pass the phone** : type the players' names and pass the phone round at each turn. + adds a player.
- 3 **Nearby phones** : everyone plays on their own phone (chapter 12).

Choose a way to play and tap **Start the game** . The sheet closes and you are at the round table with five dice.

One turn, step by step

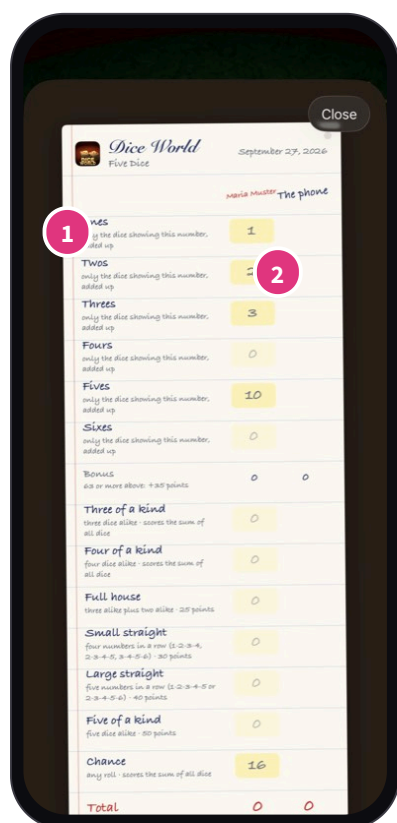
- 1 At the top right you can read whose turn it is, the roll (1/3, 2/3, 3/3) and the round of the game (for example 4/13).
- 2 Throw the five dice with a swipe.

- 3 The five numbers you rolled appear below. **Tap the dice you want to keep:** they turn gold. Tap them again to change your mind.
- 4 Tap **ROLL THE REST** : the kept dice move aside to the left and the others are back in your hand. Throw them with a swipe.
- 5 After the third roll, or earlier if you are happy, tap **SCORE** and choose the box on the sheet.



- 1 **The sheet** : opens the score sheet at any time.
- 2 Whose turn it is, which roll and which round.
- 3 The five dice rolled: you keep the gold ones.
- 4 **ROLL THE REST** and **SCORE** .

The score sheet



- 1 The name of each box, with the rule written in pencil underneath.
- 2 The column of the player whose turn it is: the pencil numbers on a yellow background show **what each box would be worth** with the current dice. Tap the one you choose to score it.

The sheet moves like a real sheet of paper: drag it with one finger, spread two fingers to enlarge it, turn them to rotate it. The **Original size** button at the top left puts it back in place.

Box	What you need	Points
Ones ... Sixes	The dice showing that number	their sum
Bonus	63 points or more in the six upper boxes	+35
Three of a kind	Three dice the same	the sum of all the dice
Four of a kind	Four dice the same	the sum of all the dice
Full house	Three the same plus two the same	25
Small straight	Four numbers in a row	30
Large straight	Five numbers in a row	40
Five of a kind	All five dice the same (the box below the large straight)	50
Chance	Any throw	the sum of all the dice



GOOD TO KNOW

Each box can be used only once. If no box gives you points, you still have to choose one and score zero. If you roll five of a kind again when that box already has 50 points, you get 100 extra points.

The end of the game

After thirteen rounds the sheet is full. **Game over** appears on the table with the winner's name and total. Tap **The sheet** to look at all the points again, or **Leave the game**. To leave a game halfway through, open the menu and choose another way to play.

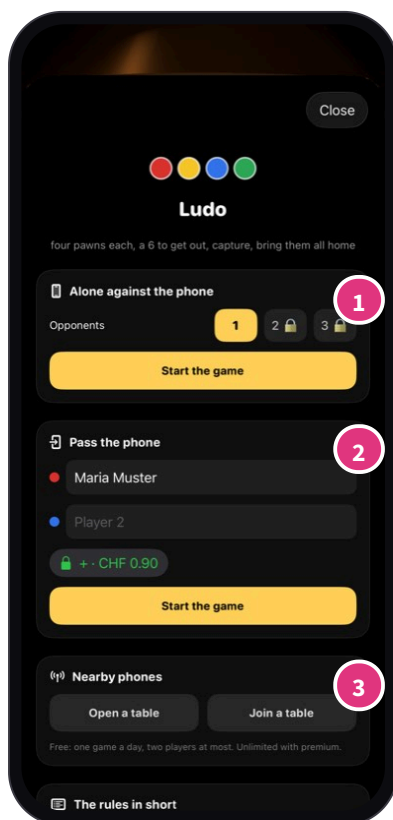


GOOD TO KNOW

Free version: **one game a day**, with at most **two players**. With Premium games are unlimited and up to six players can join.

The race game everybody knows, with the cross-shaped board drawn in the app and a real die rolling on the table. Two to four can play, against the phone or with friends.

Getting started



Open the menu and tap **Ludo**. Further down on the same page there is the **The rules in short** box.

- 1 **Alone against the phone**: choose how many **Opponents** (1, 2 or 3 phones that play by themselves), then **Start the game**.
- 2 **Pass the phone**: type the names and pass the phone round.
- 3 **Nearby phones**: each on their own phone (chapter 12).

The rules in short

- You come out of the yard with a **6**. As long as you have no pieces on the track you get **three throws** to do it.
- With a **6** you throw again.
- Whoever lands on an occupied square **sends the other piece back to its yard**.
- On the **golden benches** you are safe: nobody can send you home there.
- After the full lap, pieces enter the home squares of their own colour: you need the **exact number**.
- The first to bring **all four** pieces home wins.

The board and the die



- 1 The **player tags**: the colour, how many pieces have arrived (for example 1/4) and the name of the player whose turn it is. The **x** next to them is for leaving the game.
- 2 The **board**: the yards in the corners, the track, the four home squares of each colour and the **golden benches**.
- 3 The **turn line**: the die rolled, what is happening now and the **ROLL** button.
- 4 The **table** with the die: you can tap **ROLL** or throw the die with a swipe.

How to move a piece

- 1 When it's your turn, tap **ROLL** or throw the die with a swipe.
- 2 The pieces that can move have a **pulsing gold ring**. The square where they would land is marked with a dashed ring.
- 3 Tap the piece (or the dashed square): the piece walks square by square.
- 4 If only one move is possible, the piece moves by itself. If there is none, the turn passes.

The turn line always tells you what is happening: “you need a 6 to come out · try 2/3”, “you rolled a 6: roll again”, “no move possible: turn passes”. At the end of the game the winner is shown with the **NEW GAME** button.



TIP

With the phone turned sideways the board is on the left and the table with the die on the right: everything looks bigger.



GOOD TO KNOW

Here too the free version allows **one game a day** with **two players** (red against blue). With Premium games are unlimited and up to four can play.

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Playing with phones close by

Everyone on their own phone, in the same room

Five Dice and Ludo can be played with two or more phones in the same room, **without internet**: the phones talk to each other directly, as when you send a photo with AirDrop. Each player throws on their own phone and also sees the others' throws on their own table.

Before you start

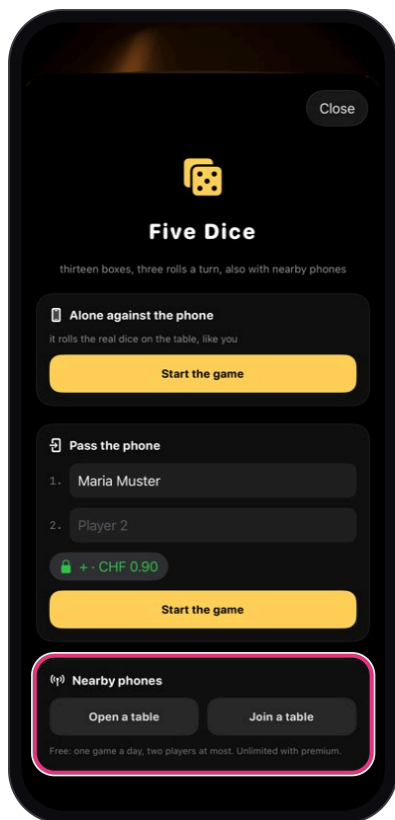
- Every phone needs **Dice World Challenge**, updated to the latest version.
- Turn on **Wi-Fi** and **Bluetooth** (you don't need to be connected to a network).
- Keep the phones close together, switched on and with the app open.

The player who opens the table

- 1 Open the game from the menu and, in the **Nearby phones** box, tap **Open a table**.
- 2 The first time, the phone asks for permission to **find devices on your local network**: tap **Allow**.
- 3 Under **In sight** the phones of friends who are searching appear. Tap **Invite** next to each one.
- 4 When everyone is **At the table**, tap **Start the game**.

The players who join

- 1 Open the same game and tap **Join a table**. Allow the local network if the phone asks.
- 2 Wait: “waiting for the host...” appears. When the host invites you, accept.
- 3 When the host starts the game, your phone goes to the table by itself.



The **Nearby phones** box is at the bottom of the game's start page. If an invitation gets stuck halfway or something jams, tap

Cancel and start over : both phones go back to the two starting buttons.

If the connection drops

If a phone moves away or locks, a red box appears: **Connection lost: retrying....** The app retries by itself and moves already made are not lost: bring the phones back together and reopen the app. If it doesn't recover, tap **Leave the game** .

If the game seems to have been stuck for a while, **The game looks stuck** appears with the **Catch up** button: tap it and the phones get back in step.



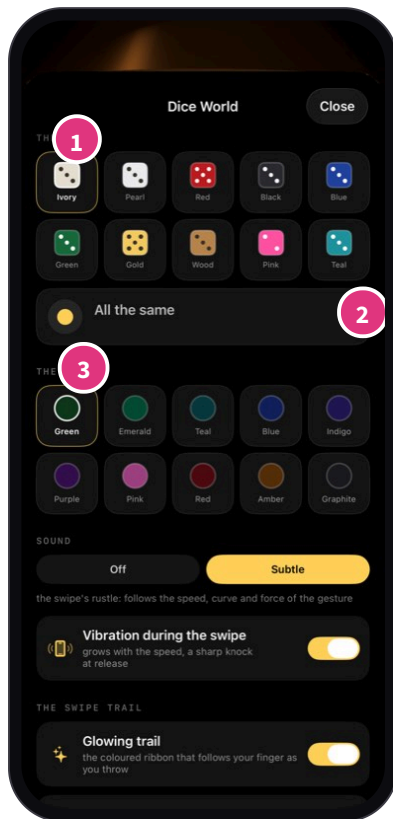
GOOD TO KNOW

During a game with phones close by, the screen doesn't switch off by itself, so the connection stays alive while you wait for your turn. In the free version the table has at most **two players**: to invite more you need Premium.

Dice, felt, sound and trail

Your table, in your colours

You can dress the table the way you like. The colours change nothing in the game or the score: they are just for the pleasure of the eye.



- 1 **THE DICE:** ten styles, from ivory to gold to wood. Tap the one you want.
- 2 **All the same** / **Each one different** : with different dice, first tap the die to dress at the top, then its colour.
- 3 **THE FELT:** ten colours, from classic green to red, blue and graphite.

You see the change straight away: the screen fades to black for a moment and the table comes back in the new colours. The app remembers your choice even after you close it.

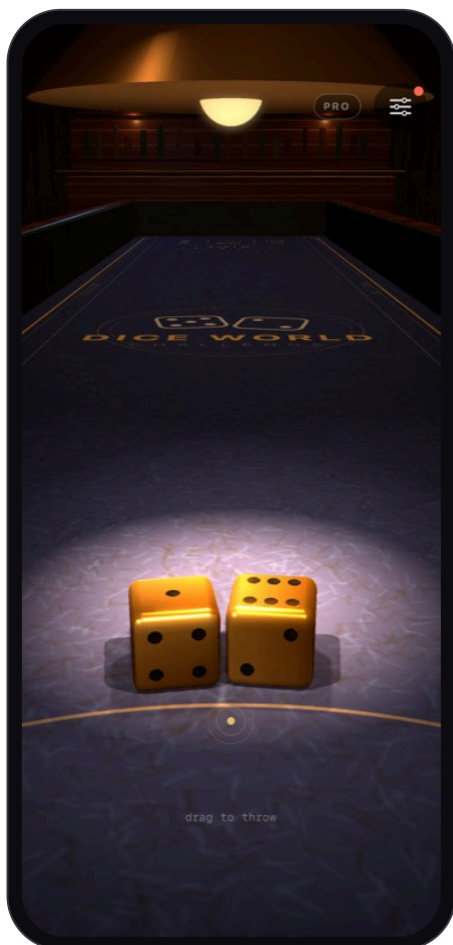
Sound and vibration

In the **SOUND** section you choose whether you want to hear a soft rustle that follows the speed of your finger during the swipe: **Subtle** turns it on, **Off** turns it off. The **Vibration during the swipe** switch makes the phone vibrate while your finger runs, with a little knock at the throw.

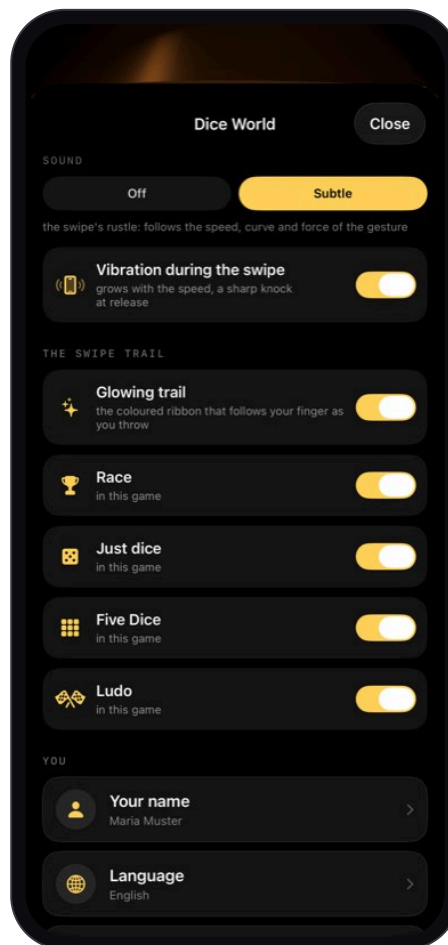
The rustle respects the phone's silent switch. If you are listening to music in another app, the music keeps playing.

The glowing trail

In the **THE SWIPE TRAIL** section, the **Glowing trail** switch turns the coloured trail that follows your finger on or off. When it is on, you can choose it game by game underneath: for example yes in the race and no in Ludo.



Blue felt and gold dice.



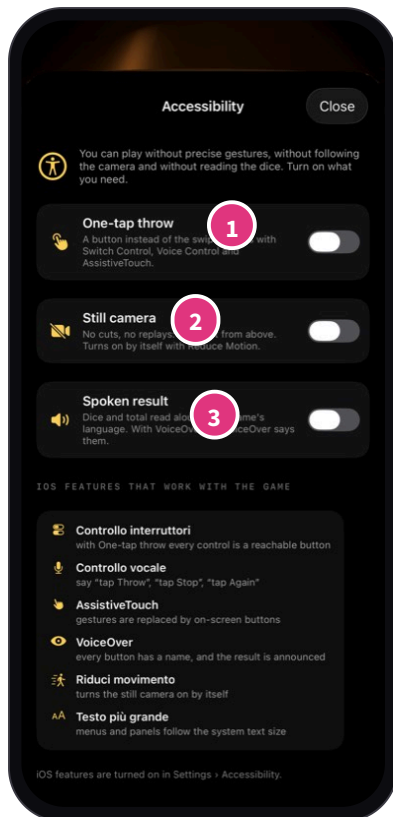
The SOUND and THE SWIPE TRAIL sections.

14

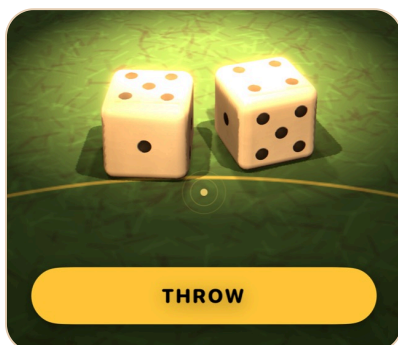
Accessibility

Playing even without precise gestures

The game can also be used by people who can't make a precise swipe, who prefer not to follow moving camera shots or who can't see the dice well. Open the menu, **YOU** section, and tap **Accessibility**.



- 1 **One-tap throw**: instead of the swipe a large **THROW** button appears. It also works with Switch Control, Voice Control and AssistiveTouch.
- 2 **Still camera**: no camera changes and no replay, a single view from above. It turns on by itself if Reduce Motion is on in the phone.
- 3 **Spoken result**: the dice and the sum read aloud in the game's language. With VoiceOver on, VoiceOver reads them.



With **One-tap throw** on, the table shows the **THROW** button at the bottom. The throw has normal strength and direction, chosen by the game, just as when the phone throws.

The phone's accessibility features are turned on in **Settings** › **Accessibility**. With Voice Control you can say “tap Throw”, “tap Stop”, “tap Again”.

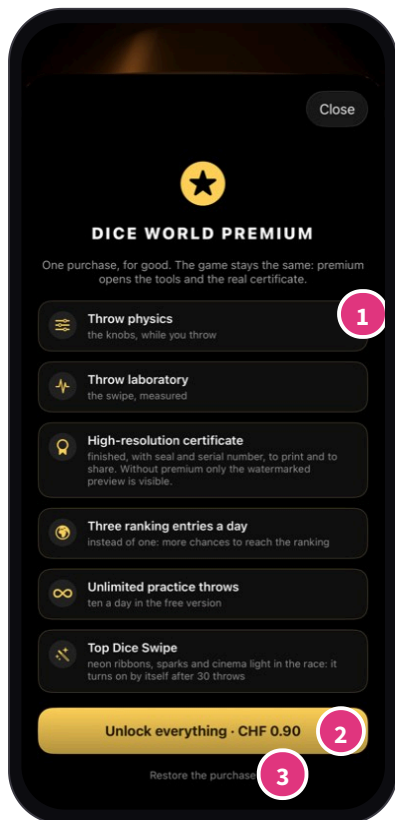
Free version, Premium and pack

What is free, what you can buy and what it costs

Dice World Challenge is free to download and free to play, with no advertising. There are two optional purchases: **Premium**, which you pay for only once, and the **5 ranking entries** pack, which you can buy as often as you like.

	Free	Premium
Throws in the race and in Just dice	10 per day	no limit
Entries in the ranking	1 per day	3 per day
Five Dice, Ludo	1 game per day for each game, 2 players	unlimited games, up to 6 players (Five Dice) and 4 (Ludo)
Certificate	watermarked preview	finished, to download and print
Tools: throw physics and throw lab	no	yes
Top Dice Swipe (neon ribbons and cinema light in the race)	no	yes, after 30 throws

Buying Premium

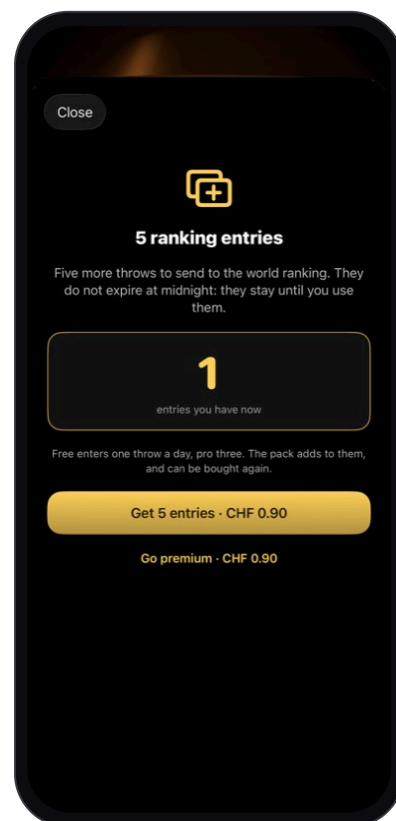


- 1 What Premium includes, item by item.
- 2 **Unlock everything** with the price: tap to buy.
- 3 **Restore the purchase**: if you have already bought it, for example on another phone or before reinstalling the app.

- 1 Tap the **PRO** badge at the top of the table, or the golden card at the top of the menu.
- 2 Tap **Unlock everything**. The price is written on the button: in Switzerland **CHF 0.90**, in other countries the equivalent in your currency.
- 3 Confirm with Face ID, with the side button or with your Apple Account password.
- 4 The PRO badge turns gold. Done, for good.

The “5 ranking entries” pack

It opens from the menu (**THE RACE** section, **5 ranking entries**), from the race panel or from the result panel when your entries are used up. In large print you see how many entries you have right now. Tap **Get 5 entries**: it also costs **CHF 0.90** and gives you five more throws to send to the ranking. They don't expire at midnight: they stay until you use them.



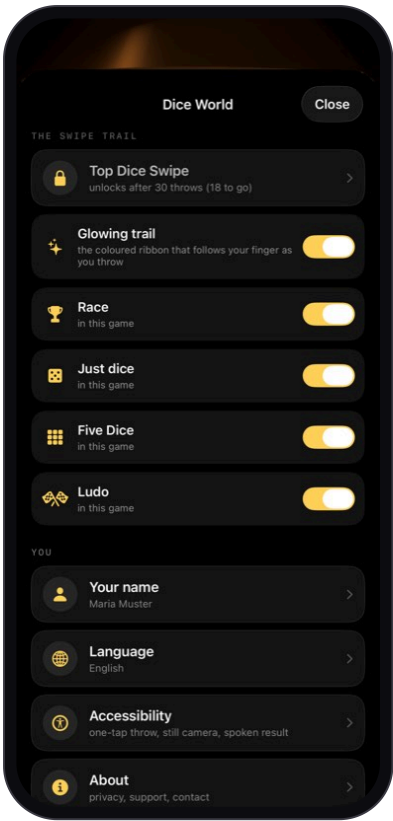
The Premium tools

In the **TOOLS** section of the menu there are two tools for the curious. **Throw physics** opens sliders that change how the dice behave (for example gravity and bounces) while you play. **Throw laboratory** shows the measurement of your swipe on a black screen: speed, curve and strength, point by point. You don't need them to play: they are there for anyone who wants to look inside the game. Their labels are technical and in Italian.

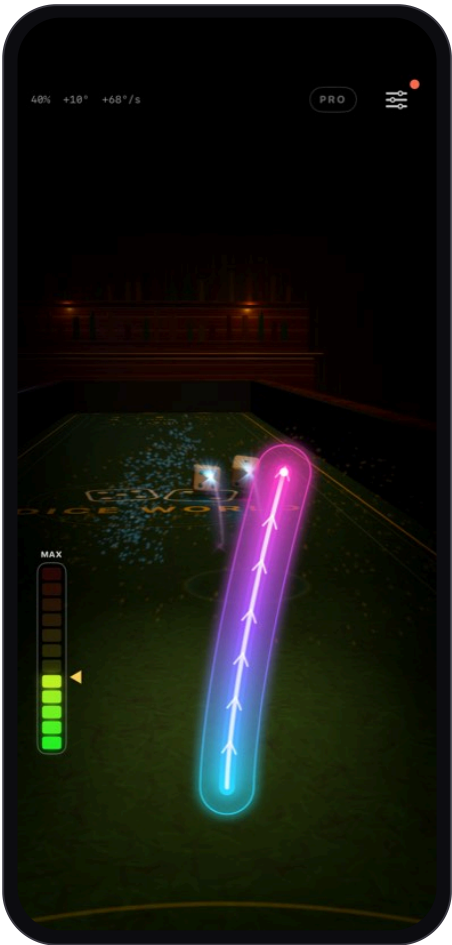
Top Dice Swipe

Top Dice Swipe is a special look for the race, included in Premium: neon ribbons trail behind the dice, sparks fly at every hit, the picture takes on a cinema light and at the end the winning face lights up in gold. Score and physics do not change: it is just for the eyes.

It unlocks by itself once you have made **30 throws** with the app, in any game (throws made before buying Premium count too). Until then, in the menu, section **THE SWIPE TRAIL**, the Top Dice Swipe entry has a padlock and says how many throws are left. Without Premium it says «in premium».



At the 30th throw the announcement appears, just once.



A race throw with Top Dice: neon ribbon, power bar, sparks.

From then on Top Dice is on. If you prefer the race as it always was, turn it off with the **Top Dice Swipe** switch in the **THE SWIPE TRAIL** section of the menu; turn it back on whenever you like.



GOOD TO KNOW

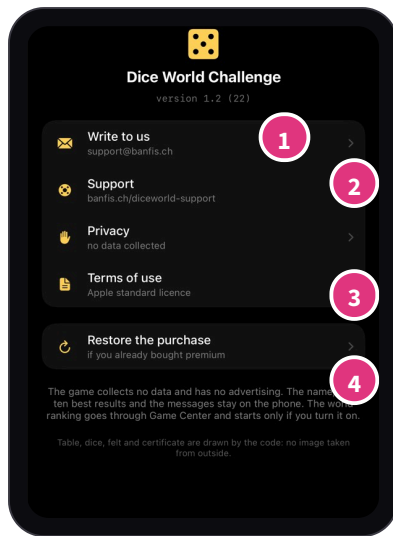
Purchases go through Apple's App Store: the app never sees your card details. Premium stays linked to your Apple Account: on a new phone just tap **Restore the purchase**. The pack, on the other hand, applies to the phone where you bought it.

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Information, privacy and support

What the app knows about you (almost nothing) and how to contact us

In the menu, **YOU** section, tap **About**. You find the app's version number, the contacts and the privacy rules.



- 1 The app **version**: useful if you write to us.
- 2 **Write to us** opens an e-mail to us; **Support** opens the help page on the website.
- 3 **Privacy** and **Terms of use**.
- 4 **Restore the purchase**.

Privacy in plain words

- The app **collects no data** and **has no advertising**.
- Your name, your ten best throws and your messages stay **on your phone**.
- The world ranking runs through Apple's **Game Center** and only starts **if you switch it on yourself**. The ranking shows your Game Center name and your score.
- Notifications are created on the phone itself: nobody sends you messages from outside.
- Playing with phones close by goes directly from phone to phone, without internet and without servers.

Updating the app

From time to time we publish a new version with improvements. Usually the phone installs it by itself. To check: open the **App Store**, tap your picture at the top right and scroll to the updates: if Dice World is there, tap **Update**.



FREQUENTLY ASKED QUESTIONS

Frequently asked questions

Answers to the most common doubts

? **Is the result decided at random by the phone?**

No. No number is decided in advance: the dice fly, bump and roll according to physics, starting from your gesture. The number is the face that stays on top when the die stops.

? **Why do two identical throws give different results?**

Because each time the dice leave the hand turned in a different way, just like in real life. Your gesture decides the path, luck does the rest.

? **I swiped but the dice didn't start.**

The gesture was too short or too slow. Start from the golden circle, move a few centimetres upwards and lift your finger while you are still moving fast. Also check that the result of the previous throw is not still on the screen: in that case tap AGAIN.

? **I can't throw any more: it says the practice throws are used up.**

In the free version you get ten throws a day, between the race and Just dice. They start again at midnight. With Premium there is no limit.

? **Do I need internet to play?**

No. Internet is only needed to send throws to the ranking, to read the ranking and for purchases. Phones close by connect even without internet.

? **The race closes at midnight — where?**

At midnight in Switzerland, for the whole world at the same moment. The app also shows you the time in your own time zone.

? **I was first, but there is no champion's certificate.**

The title is only awarded once the race has closed, the next day, when Game Center confirms the final ranking. Open the World Challenge panel the next day: if you won, you will find the gold button for yesterday's champion.

? **I can't see the race closing time, or I don't get notifications.**

Check that you have the latest version of the app from the App Store. For notifications, check in Settings › Dice World › Notifications that they are allowed.

? **The join button gives an error.**

You need a Game Center account. Open the phone's Settings, tap Game Center and sign in with your Apple Account, then try again. You also need an internet connection.

? I changed phones: have I lost Premium?

No. On the new phone open About and tap Restore the purchase, with the same Apple Account. Your top ten and messages, however, stayed on the old phone.

? Can I turn off the trail or the rustle?

Yes: in the menu, in the SOUND section, choose Off; in the THE SWIPE TRAIL section switch off Glowing trail.

? The film of the throw is too long.

Tap STOP at the top left: you go straight to the result. If you always prefer a still view from above, turn on Still camera in Accessibility.

? The phone gets warm while I play.

The table is three-dimensional with real lights and shadows, which makes the phone work. It's normal for it to get a little warm. If it bothers you, take a break or lower the screen brightness.

| If something doesn't work

- 1** Close the app completely: swipe up from the bottom edge and pause in the middle of the screen, then push the Dice World card upwards. Open it again from the icon.
- 2** Check that you have the latest version from the App Store.
- 3** Restart the phone.
- 4** If the problem persists, write to us at **support@banfis.ch**: tell us what you were doing and add a screenshot if you can. You will find the version number in **About**.

Need help?

If something is unclear or doesn't work as described, write to us: a real person answers, in your language.



WRITE TO US

support@banfis.ch

APP WEBSITE

lb26.ch/diceworld-support

Point your phone's camera at the code to open the app's page.



Dice World Challenge

User guide · September 2026 edition