

User Guide
ver. 1.1



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August 2004
English

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Getting Started

System requirements

To install and run 5DiceCorsair you will need a Pocket PC device running Microsoft Windows CE, Version 3.0 or newer and at least 4 MB of free system storage memory.

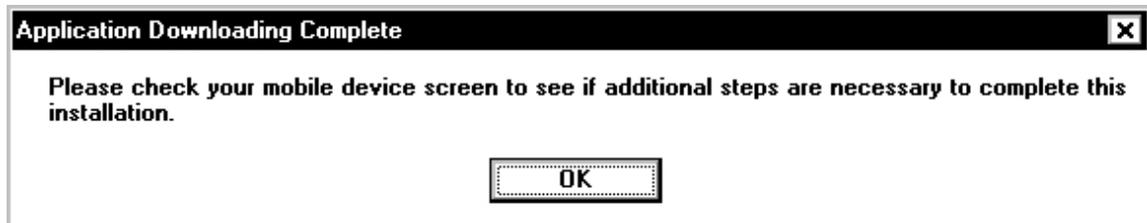
“Arm” and “Regular” Version Of 5DiceCorsair:

5DiceCorsair comes to you in two versions – “Arm” and “Regular”. The “Arm” version is optimized for best performance on the new PocketPC devices that use “Arm” processors. Both versions are included with the “5DiceCorsair.exe” file that you have downloaded from Internet and the installation software will automatically detect your PocketPC and choose which version to install. So don’t worry about installing the correct version – it will be done automatically.

Installing 5DiceCorsair

To install 5DiceCorsair:

1. Put your Pocket PC in the cradle and make sure you have a connection with the Desktop PC.
2. On the Desktop PC start the installation program **5DiceCorsair.exe** by either double-clicking on the file 5DiceCorsair.exe or by selecting Run from the start menu of Windows98/95/ME/NT/2000/XP and typing the path to 5DiceCorsair.exe.
3. When the installation program starts simply follow the instructions on the screen.
4. At the end of the installation process you will see a screen captioned "Application Downloading Complete":



On your Pocket PC screen, please, confirm the installation of 5DiceCorsair and click the OK button on the PC screen.

This should properly install 5DiceCorsair for PocketPC on your device.

Uninstalling 5DiceCorsair

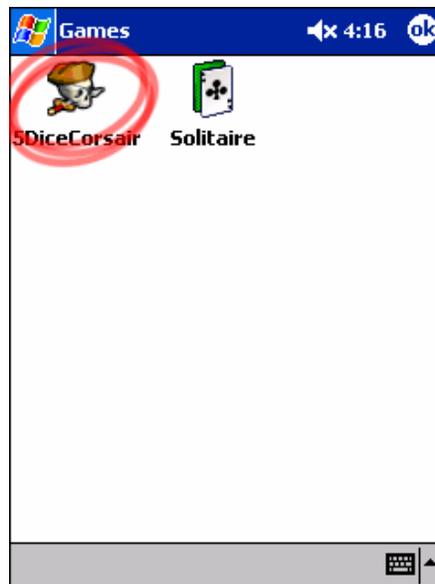
To uninstall 5DiceCorsair for PocketPC:

1. Please, make sure that 5DiceCorsair is not started on your Pocket PC.
2. Using the stylus tap invoke the menu of your Pocket PC and choose "Settings -> Remove programs".
3. Find "**Icom Consulting Inc 5DiceCorsair**" in the list of installed applications, tap on it to highlight it, and then tap the **Remove** button. Confirm the deletion by tapping on the **Yes** button.
4. Tap the **Done** button to finish uninstalling **5DiceCorsair for PocketPC**.

Running 5DiceCorsair

To start 5DiceCorsair:

1. Using your stylus invoke the menu of your Pocket PC and go to "Programs -> Games".
2. Then tap the **5DiceCorsair** icon.



INTRODUCTION

INTRODUCTION

Hello, boys and girls!
Welcome to my ship.

Let me introduce myself - I'm captain SkullDice the Ace – a corsair by occupation and conviction.

My crew and I are operating this respectable enterprise (and don't you call it "piracy") with official sanction from "you know who". If you don't know who, that's too bad, you won't find out anyway!

Thank you for coming on the board of my gorgeous ship. Here you will meet a whole bunch of enjoyable and beautiful people. Frankly, you'll meet only my personal crew of dirty pirates, but it's not so bad – you'll see.

Now it's time for us to begin our little tour along this ship. If you want to join my crew and be a real corsair you'll have to talk like us, fight like us, drink like us and most importantly – throw the dice like us. Whoever can't play the dice cannot be one of us.

I remember my grandfather "Big SkullDice" and my father "Bigger Skulldice" who were famous corsairs in their time, playing the "Corsair Dice Game" in the ports of Puerto Rico.

They called it "5DiceCorsair" and from that day on, I'm playing it every single day with my sailors. We are usually playing it for grogs, low man paying, but I have also seen thousands of golden coins change hands at a single Corsair game session. Because it contains some "strategy stuff" which few other dice games have, it is quite a fascinating game.

Our tour will begin by a full explanation of the rules of our favorite game – the mighty 5DiceCorsair. Then you will have to examine the different places on that ship. Once you are aware of the rules and this ship is no more a secret for you, the most exciting part will come – you will learn how to play. Of course, most probably you will lose your first games, but you don't have to give it up – 5DiceCorsair is a fascinating game, let it show you its beauty. Never forget our first and most important rule: Don't you even dare cheating here, we are real corsairs, remember!

Now, let our learning tour begin. The time has come to learn the rules, but I'm too tired now. I'm going to take a little rest while playing 5DiceCorsair and will call my first senior captain, Ivory The Smoking Sword, to explain them to you.

- Ivory, stop playing, we've got a work to do. It's my turn now.
- But, Captain, I'm almost at the end of the game. I will set a new record.

- That's another good reason to stop playing! I own the record... you'll never break it.
- Oh, all right, Captain. What do I have to do?
- Come here and explain this newcomers the rules. I'll take a rest now...



RULES

RULES

- I was going to beat his record, it's not fair. I'm so angry! However, it looks like I will have to explain you the rules of the game. Let's begin, 'cause I want to go playing as soon as possible.

I'll start with the :

Object Of The Game

    	<p>The object of 5 Dice Corsair is simple. Try to achieve as many points as you can, by throwing the five dice and choosing between different combinations of what they show.</p> <p>In 5 Dice Corsair each player has a score sheet and five dice. Along with her enthusiasm this is all she needs to have a really good time with this game.</p>	    
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    	<p>Playing 5 Dice Corsair is quite simple. In the first turn the player has the right to roll the dice up to three times. After the first and the second roll he/she can choose which dice to keep and which to roll again. After the third and final roll , according to the dice result the player has to choose a combination from the score sheet.</p>	    
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Different combinations will bring her different points. If the dice score cannot be matched to any unfilled combinations the player will receive 0 (zero) points for one of the available combinations, which he has to choose. You cannot choose the same combination twice so be very careful when doing it. The player can make his score after the first, the second, or the third roll of the dice – this is his own choice. After the score is calculated, it's the next player's turn. The game finishes after the 15th turn of each player when all 15 combinations in the score sheet are filled. The number of rolls you have is +++ cumulative. This means that if you throw the dice twice and then you score a combination leaving one throw unused, the next turn you will have 3 + 1 = 4 rolls.

Who's The Winner. The player with the highest total score after the 15th turn is declared to be the winner.

Number of players allowed: In 5 Dice Corsair up to 4 players can play at the same time. Since this is a score game you can play and practice by yourself trying to find the better strategy for beating your opponents.

- Now, let's pass to another important rule of 5DiceCorsair:

SCORING COMBINATIONS

Scoring Combinations

In the score sheet there are 15 different scoring combinations. Each combination will bring the player different amount of points, according to the numbers that are forming the combination. The combinations are divided in two categories: Simple Combinations and Complex Combinations.

A) Simple Combinations – the first six combinations in the score sheet (aces, twos, threes, fours, fives and sixes). They are called “simple” because in these types of combinations no relation between the numbers is required. “Aces” will bring you the number of aces thrown after the 3 consecutive throws, “twos” will bring you two times the number of twos, etc... the sixes will bring you six times the number of sixes in your dice. You can score these combinations at any time after your first, second, or any other throw and they will bring you the amount of points respectively. Here's the table with the simple combinations:

Aces	<i>1 x the number of aces</i>
Twos	<i>2 x the number of twos</i>
Threes	<i>3 x the number of threes</i>
Fours	<i>4 x the number of fours</i>
Fives	<i>5 x the number of fives</i>
Sixes	<i>6 x the number of sixes</i>



For example: If you have thrown: “two, two, three, ace, six” and you choose “twos” from the combinations list, you will receive $2 \times 2 = 4$ points (2x the number of the twos in your dice score).

If you choose “threes” you will receive $3 \times 1 = 3$ points (3x the number of the threes in your dice score).

BONUS: If your total score from the simple combinations is 63 or more you will receive a 50-point bonus.

BALANCE	0
BONUS	0
SUM	15

What is the Balance field about? The balance field is included only for your convenience. The easiest way to reach the necessary points for the Bonus is to score 3x in each of the simple combinations. ($3 \times 1 + 3 \times 2 + 3 \times 3 + 3 \times 4 + 3 \times 5 + 3 \times 6 = 63!!$). The balance helps you determine how well have you done so far in the chase for the Bonus. If you score two twos – the balance will be “-2”. This means that from that point on, if you make 3x each of the remaining simple combinations, you won’t get the Bonus. You have to make “+2” points in at least one of them. For example: you will have to score four threes so that you’ll have 3 extra points to compensate negative balance of “-2”. Now your balance will be “+1” and you will get the bonus even if you score only two aces and not three.

B) Complex Combinations: These combinations are more difficult to achieve, because in order to make score with them a definite combination of your dice numbers is needed. If made after the first roll of the dice, some of these combinations will add 5 extra bonus points to your score. Here’s a table showing the seven complex combinations (One Pair, Two Pairs, Full House, Small Straight, Large Straight, Three of a Kind, Four of a Kind), the combination of dice that you will need in order to score them, and the amount of points you will receive.

Combination Name	Combination Of Dice	Example	Received Points
One Pair	A pair of one number		The sum of the pair
Two Pairs	A pair of one number and a pair of another		The sum of the pairs
Full House	Three of one number and a pair of another		30 (25)
Small Straight	Four in a row		35 (30)
Large Straight	Five in a row		45 (40)
Three Of A Kind	Three identical numbers		The sum of all dice
Four Of A Kind	Four identical numbers		The sum of all dice

The combinations “Full House”, “Small Straight” and “Large Straight” will give you respectively 30 ; 35 and 45 points if scored after the first roll and 25 ; 30 and 40 points if scored after the second or any other roll.



Examples:

You can score Full House only if you have a combination of three of a kind of one number and a pair of another. If you have made it after the first roll of the dice, you will receive 30 points. Otherwise – 25.

If you have the following combination of dice: 4 , 4 , 2 , 2 , 4 . It is up to you to choose whether you will score a Full House , a “Three of a Kind”, “One Pair” or a “Two Pairs”. If you choose “Full House” you will receive 30 points if this is your first roll of the dice or otherwise – 25. If you choose “Three of a Kind” you will receive $4 + 4 + 2 + 2 + 4 = 16$ points (the sum of all 5 dice). For “Two Pairs” you will receive 12 points = $4 + 4 + 2 + 2$.

Remember: Once you have scored a combination, you can't score it a second time. So think carefully which combination you will choose.

If you have already scored Large Straight and you throw 1,2,3,4,5 or 2,3,4,5,6 you can score it on the “Small straight” (if not scored too) but you will still receive 35 (30) points.

OTHER COMBINATIONS:

There are two other combinations in the score sheet – Chance and Corsair.



1) Chance – You are allowed to score “chance” at any times without any conditions. The amount of points that you will receive is the sum of all dice.

Example: You have thrown 6, 4, 3, 4, 5 and you like to score chance – you will receive $6 + 4 + 3 + 4 + 5 = 22$ points (the sum of all 5 dice).

2) Corsair – This is the most powerful combination in the game. You can score a Corsair only if you have 5 dice of the same kind. The amount of points the Corsair will bring to you is as follows:

Five aces	50 points
Five twos	60 points
Five threes	70 points
Five fours	80 points
Five fives	90 points
Five sixes	100 points

If thrown after the first roll the “Corsair” will bring you 150 points no matter what the numbers are.

Please note: 5DiceCorsair is not a pure-luck game. You’ll need a sophisticated strategic thinking if you want to beat your opponents and achieve a good score. It’s up to you to determine the way you will play – trying to catch the Bonus from the Simple Combinations is a little bit risky for making zeros in the complex combinations. You can play with the single idea of scoring “Corsair” , but this will make the “straights” and the “full house” more difficult to be scored. It’s all up to you to choose your strategy, so do it wisely.

- Ok, boys and girls. Now you are aware of the rules. It’s time to take a little tour of our ship. You will visit all the rooms in-here. Let’s begin.



MENU

MENU



We will begin our tour from the deck of our ship. However, here we’ve got only five cabins and an exit of course...I don’t recommend you to use the “exit” right now – we are sailing – there’s only sea outside and angry sharks are out there in the ocean, waiting for their next victim. It’s safe here , on the ship, wait until we reach the port and there you will have to make your decision.

Let's go to the first cabin. As you can easily see, it's called "New Game". Of course, this is the most interesting cabin of all – here the actual game is being prepared. The captain is there right now, playing, and I don't want to disturb him. This is why we will have just a slight look in there, but the real fun will come later.



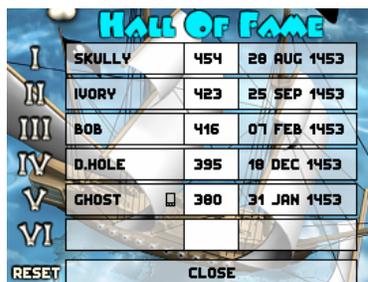
Before the game starts you have to determine the number of the players and their type. (CPU or Human).

As you can see, right now Skully (that's the nickname of Captain Skulldice The Ace – please, don't tell him that I mentioned it) is playing against a CPU named "Ghost". The "Start" option will begin the game, but right now we will go back to the tour by choosing "Back To Menu".



The cabin that we are going to visit now is called with the secret codename "Options". Here you can set some of the game preferences – the "Game Speed", the "Sound Volume", the "Sound Theme" and the "Game A.I.". Sometimes the "Corsair's Pressing Unit" (the "CPU") makes its moves a little bit slower and this could be enervating. So, you can make it faster using this "CPU Control".

The "Sound Control" is used to adjust the sound settings of the game, of course. During the game you will hear the monkey (enjoying each your combination score), the old-time corsair's spirit, the Hall Of Fame magic melody and many other delightful sound effects. If you want to turn down their volume – use the "Sound Control". But when I'm playing it is always set to "max". You can also choose the "Successful Combination" sound from the sound theme. Each time you score points for some combination you will hear it. By default it is a monkey laugh, but there are way other possibilities. You can adjust the ghosts skills with the "Game A.I." option.



The third cabin that I'll show you is the "Hall Of Fame" of the best 5DiceCorsair players. This is a sacred cabin, so please, be careful and don't touch anything. Here, the names of the most mighty corsairs are written. As you can see, mine is here too – Ivory the Smoking Sword, remember my name! There's a small button "Reset" in here. If you press it, you will erase all the names in the Hall Of Fame. Don't do it now,

captain SkullDice will freak out if you delete his best score. The "Lens" next to each score in the Hall Of Fame will show you how this score was achieved.



Now, we are entering another important cabin on our ship. The “About”. Here you can find more about our ship, who made it and other interesting information. We are constantly improving the ship and its version is also written in this cabin.



The fifth and last cabin is the “Help”. It has three sections – “rules of the game”, “how to play” and “registration”. In the first section the rules of the game are explained, but I have already done this with you, so we will continue to the second one. I can frankly say that you are privileged, you know, many other just

have to read, but you had all the rules explained by me – Ivory the Smoking Sword, remember my name! Now, it is about time to pass to the “How To Play” section of our little Introduction.

How To Play

HOW TO PLAY



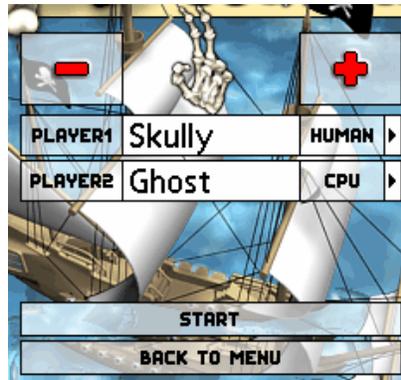
So, if you want to become our shipmate, you will first have to pass a crash course on “5DiceCorsair”. I’m gonna tell one of my “friendlier” gunners to come explain it to you.

- “Dead Hole”, come here.
- Aye, Ivory.
- Show this rookie how to throw the dice...

- Hi, I’m “Dead Hole”. I’ll tell you the rules and I’ll do it just once. So pay attention!

In “5DiceCorsair” you have a score sheet, five dice and three buttons (“Roll”, “Undo” and “Done”).

When starting a new game, first choose how many players will participate in it. Up to four players can play. Why can't there be more players? We tried once, playing 6 men, but it turned nasty and after the game we had to recruit 6 new sailors... So, now it's up to four players, not a single man above this limit. You can play all alone if you want – it's a good and SAFE exercise.



Once you select the number of players you have to choose which players will be humans and which will be guided by AI (one of these things, you know - we call them “Ghosts”.) Choose “CPU” to show that this player is a “Ghost”. Playing with ghosts isn't easy, I'm warning you. Well, you have determined how many players will be there and how many of them will be humans and ghosts.

It's play time! I'd say drinking time, but... it's up to you, sailor.



ROLL



STOP

Playing the game is very simple. Tap on the “Roll” button to roll the dice. You will see a pretty hand grabbing the dice and the button will change to “Stop”. When you want to stop the dice from rolling – tap on the “Stop” button. I'm warning you, sailor, don't push your luck, the hand on the button was once alive. Once you have stopped the dice, you will see them moving to the left. Choose which dice you want to keep by bringing them back to the right and then roll the others by pressing the “Roll” button again. You can repeat this while you have any throws left.

ONE PAIR	12
TWO PAIRS	10
THREE OF A KIND	8
FOUR OF A KIND	6
SMALL STRAIGHT	4
LARGE STRAIGHT	3
FULL HOUSE 2+3	2
CHANCE	1
CORSAIR	0
SCORE	12

After each roll you will see a die with an arrow, appearing “out of nowhere” on the score sheet pointing you to one or more combinations. This means that the dice you have are suitable for the marked combination(s). It's up to you to choose whether you'll score it or you'll roll the dice again. Tap on the combination to score it. The amount of points you receive will appear immediately.



Once you've scored a combination you have two possibilities – choose the “Done” button if you're pleased with your score or press the hook on the “Undo” button to take back your dice and score another combination. After pressing the “Done” it's the next player's turn. Each player has 15 turns, after that it's time to calculate the points. The player with the biggest score wins. If your score is big enough you can enter the Hall of Fame of corsairs. This won't be easy, sailor, you have to know that. Ivory, our First senior captain made 423 points not long ago and his friend, Bob the Golden Tooth - 416 pts. The leader is Captain Skulldice with its fabulous 454 pts.



There is one more thing, rookies, if during the game you don't remember how your opponents are doing with their combinations, just press the little “arrows” in the lower part of the screen in order to scroll through the players' scores. This is the “Overview” mode. To close the “Overview” and return to your score sheet, just tap anywhere on the screen.

You can go back to the Main Menu of the game at any time you want by pressing the “Menu” button in the lower left corner of the game screen. Only if the dice are rolling you will have to wait until they stop before you go to the main menu – interrupting the dice brings bad luck, sailors, and we have removed this option.

And last, but not least: Don't expect to see the buttons pressed by the ghosts, sailor, this is why they are ghosts – you can't see what they are doing, you'll see only their dice, score and a little sword showing you what's happening. This is all the information you need, rookie, it's time to roll the dice now.



- Oh, not so fast boys and girls. There is one more thing to explain you. The third section in the “Help” cabin – “Registration”.

Registration

As you know very well, our free trip comes to its end. You are prepared to play 5DiceCorsair, but unfortunately there is time only for 5 games until our ship comes to the port. After these five games you will have to decide whether you will stay onboard or you will get off the ship. If 5DiceCorsair likes you we invite you to register and enter our world of fabulous adventures and neverending fun. You won't be disappointed.

You can easily purchase and register 5DiceCorsair online at www.pdatreasures.com.

At the time of purchase you will be asked to supply your CustomerID in order for the sales transaction to complete and the "Unlock key" to be issued.

For more information and other exciting new products for Palm OS, Pocket PC, and Symbian OS handhelds please, visit our product site www.pdatreasures.com

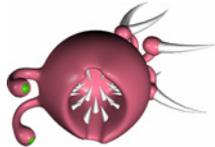
Other Products by Icom

If you like 5DiceCorsair we are recommending you to visit our website and find more exciting products for the Palm OS, Pocket PC and Symbian OS market. In this section you can see a quick preview about our other products.

QUBIX

Meet Mr. Q, the painter. Or shall we say Mr. Q, the artist?

Whether Mr. Q is painting as a worker or as an artist, he has a pretty tough job to do. He has to paint all the cubes of this pyramid with the same color. This would not be so tough, was there not for the army of pests, bothering our hero and making his painting job as hard as possible.

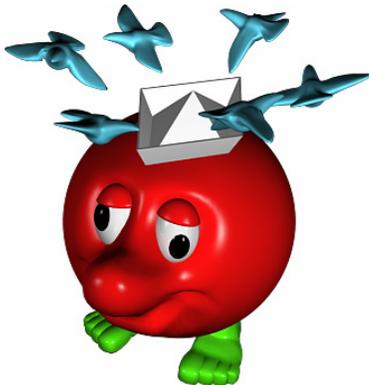
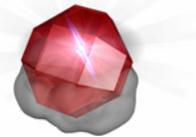


Qubix is THE classic-game remake, which your high-resolution PDA really deserves!



“Quick” list of the game features:

- 56 levels with increasing difficulty divided in 14 levels by 4 stages each – Qubix will keep you busy for a while.
- 4 types of unstoppable enemies chasing you all over the pyramid.
- Beautiful movement animation of all the game characters.
- Amusing, high-quality wave sounds will maximum increase your fun.
- Two ways to control Mr. Q – with the buttons or the stylus.
- Fun is guaranteed!



MOBIPASSWORD FOR POCKET PC

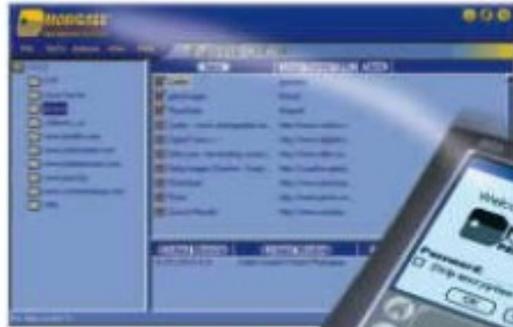
MobiPassword for Pocket PC is a **Secure Personal Identification Organizer** for your Pocket PC and Desktop computer. It stores safely and securely all your personal identification information and automates Secure Authentication for password-protected resources on the Internet, Intranet, and your Desktop.

The included desktop software not only makes your data available on your Desktop computer, but also automatically matches your user names and passwords to the login screens, where they are used, thus making MobiPassword **the only product on the market successfully automating secure authentication.**



Key features:

- **Unique password-matching mechanism** completely automates the login process to all of your password-protected accounts (web banking, web e-mail, any web site, password-protected documents, login screens of different software programs on your PC, etc.)
- A state-of-the-art strong-password generator included at no additional cost. Multiple-level encryption (up to five levels, with 128-bit encryption at each level) using different passwords and with the option of using different encryption algorithms for each level.
- Password protection for the whole database, groups of accounts, and individual accounts with different passwords and encryption algorithms
- Up to 30-character (!) password support. Your personal information is only stored in a heavily encrypted secure database on your own PDA (not on any of the PCs you connect to).
- The PC software acts to automatically match your login names/passwords to the Login screens where you use them and to manipulate the Pocket PC secure database from the desktop in real time
- Your bookmarks can be imported from your browser (Internet Explorer and Netscape are supported), protected, and used automatically from within MobiPassword.
- You can legally install the included desktop software on your work, home, and notebook PCs, thus automatically using the same secure personal information database at work, at home, and on the road.

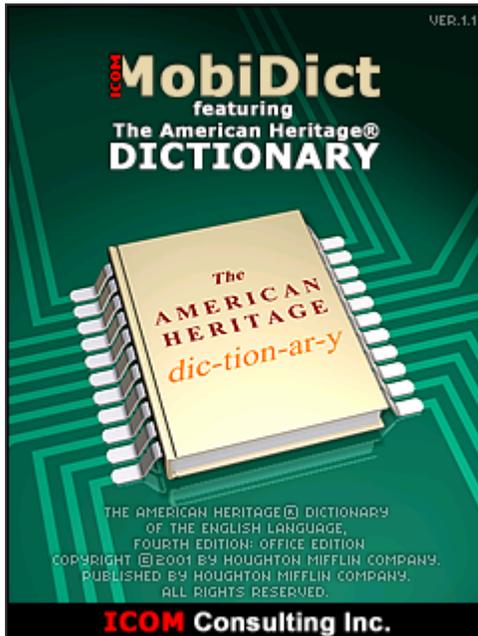


Designed for
PalmOS and PocketPC
handhelds



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Icom MobiDict for Pocket PC



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The American Heritage®, Dictionary of the English Language, Fourth Edition: Office Edition includes 70,000+ clear, concise definitions and etymologies and is generally regarded as the best mass market handheld dictionary currently available. Almost every word is followed by an etymology and all words and their derivatives include pronunciation keys.

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