

# VLARP User Manual

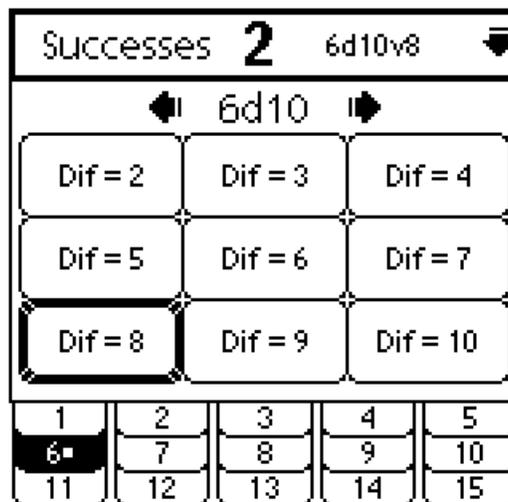
Version 1.4

## 1. Introduction

VLARP is a special dice rolling utility for Vampire LARPs (or any of the White Wolf Storyteller-based LARPs) that runs on the 3Com/USR PalmPilot. It allows players to use the conventional Storyteller dice rolling mechanics in a LARP setting thanks to the highly portable nature of the PalmPilot.

## 2. Main Screen

Below is a picture of the VLARP main screen:



### Results Window

At the top of the main screen is the results window where the results of dice rolls are displayed. The information displayed consists of the word "Successes" followed by the number of successes obtained (if any), followed by an indicator of the number of dice rolled and the difficulty (in the picture above, "6d10v8" indicates that a dice pool of 6d10 was rolled against a difficulty of 8). If a botch occurs, "Botch!" appears in this window instead of "Successes."

### Show Rolls Button

The down-pointing arrow button in the far right of the results window brings up a screen that shows you the individual die rolls for the most recent roll. Tapping anywhere in the Show Rolls window dismisses it and brings you back to the main screen.

<b>Prev/Next Buttons</b>	Immediately below the results window is a textual indicator of the number of d10s that will be rolled (i.e., the dice pool size) when any Dice Roll Button is tapped. On either side of this indicator is a button that reduces or increases the size of the dice pool by 1d10, to a minimum of 1d10 and a maximum of 15d10.
<b>Dice Roll Buttons</b>	Dominating the center of the main screen is a cluster of nine Dice Roll Buttons, one button for each difficulty from 2-10. When you tap one of these buttons, a Storyteller roll occurs using the current dice pool against the difficulty shown on that button. The results appear in the Results Window. The most recently tapped button is drawn with a bold outline.
<b>Dice Pool Tabs</b>	The fifteen tabs at the bottom of the main screen let you quickly change the size of the dice pool. A small marker on the tab indicates the dice pool used for the most recent dice roll (in the above picture, you can see this marker next to the "6" on the 6-tab).

Pressing either of the **Hardware Scroll Buttons** on the PalmPilot causes the last dice roll to be performed again. This provides a fast way of rolling the same roll over and over again without using the stylus.

### 3. The Main Menu

There is only one menu in VLARP, an **Options** menu.

#### Options Menu

<b>Preferences...</b>	<p>This brings up a Preferences dialog box where you can enable a sound to be played any time a Dice Roll Button is tapped. This confirms that you did in fact tap the button; useful when you can't tell from the result alone (because it is the same as the previous roll). Note that the "Game Sound" system preference must also be checked in order for the sound to be played.</p> <p>You can also configure the sorting method to be applied to the dice for when they are displayed in the Show Rolls window.</p>
<b>About VLARP...</b>	This displays version and copyright information for VLARP, along with contact information for questions and feature suggestions.