

All In One Yahtzee 2.1

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<http://hem2.passagen.se/autospy/>

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About All In One Yahtzee

This is the classic game Yatzy, Kismet, Ivory, YahtC, Yahtzee, or however you spell it. I simply wanted to do my own version because I didn't quite like those I found, they were ugly, too big, user unfriendly, too expensive or required a lot of DLL's (i.e. Visual Basic programs). I also did this game to learn a little bit more programming.

Anyway, hopefully you'll find this game at least a little bit enjoyable.

All In One Yahtzee 2.1 includes the basic yahtzee game in two versions, one with american rules and one with swedish rules. It also includes other variations of yahtzee like Kismet (colored dice), Maxi Yahtzee (6 dice) and finally Triple Yahtzee (3 columns).

If I get a good response and there is actually someone who pay the shareware fee (remember, you choose how much you want to pay) I will continue to improve and make better versions. I've got some interesting ideas, but if I don't get any registrations I don't see any reason why I should spend more time implementing them. Suggestions and comments are very welcome.

You'll get all the latest about *All In One Yahtzee* on internet at <http://hem2.passagen.se/autospy/>. Here you'll always find the latest version and what's going on, if you've got any problems or got any suggestions or ideas, please make a visit (or send an e-mail). There is also all kind of Yahtzee related information collected there.

All In One Yahtzee was made by Stefan Pettersson (e-mail: stefpet@algonet.se).
Version 2.1 was released 18th of September.

If you wonder, the first version *All In One Yahtzee* was called *SpyYatzy* v1.0 but due to a lot of changes in the game I decided to change the name too.

Rules

The goal of the game is to obtain as much points as possible. This is done by rolling your die up to 3 times. If you want to keep (not roll again) any of the die you click on it and it will turn red. Click again to deselect it. Next time you roll, the selected die will stay the same. After you either have found a scoring combination or have used your three rolls you should click on the scoring combination of your choice.

If you failed to get any scoring combination or you've already used that combination you have to click on another field. If you click on a field and don't have the correct scoring combination you'll get a 0 points.

If you be mistake clicked on the wrong scoring combination you may use Undo to take back that selection.

The rules of the different types of yahtzee's are explained here.

[American rules](#)

[Swedish rules](#)

[Maxi Yahtzee](#)

[Kismet](#)

[Triple Yahtzee](#)

How To Register

All In One Yahtzee is shareware. That means that if you want to continue use the game after you have checked it out you should pay the shareware fee to the author. In return you can unlock your copy of the game so all functions will be available. You will also be able to unlock all future versions of *All In One Yahtzee* for free.

Paying the shareware fee will support me and encourage me to improve this game and make other software. I'm a student and even the smallest amount will make me happy. Please make me happy. :-)

The shareware fee is what you think this game is worth. Do you think it's worth \$100 US Dollars - send \$100 dollars, but if you think it only worth \$1 (one) dollar then send only one dollar.

So please support shareware and register. Remember, you choose how much you want to pay and you can pay in your own currency.

A quite reasonable amount (I think) is about \$5 US Dollars (or similar in your currency).

If you pay the shareware fee you will become a registred user and you'll receive a registration code which will unlock your copy of the game. All hidden and non-working functions will then be available (saved highscore for example). You will NOT need to register again to unlock future versions of *All In One Yahtzee*. If you register your suggestions about the game will also be more considered.

See the *All In One Yahtzee* homepage on internet <http://hem2.passagen.se/autospy/> for more up to date information about special offers only available to registred users.

Please, **DO NOT SEND CHECKS**, do only send cash! This is because my bank charges me about \$15 everytime I cash a foreign check.

Put the money (whatever you think it's worth in your currency) in an envelope (wrap a paper around the bills so you can't see there is money inside the envelope) and send it to:

All In One Yahtzee
Stefan Pettersson
Läraryägen 11
S-197 30 Bro
Sweden

Remeber to include your e-mail address, your real name and that it is *All In One Yahtzee* you are paying for.

Contact me for further information or if you have any questions, suggestions, bug reports or just want to say hello.

E-Mail: stefpet@algonet.se
Homepage: <http://www.algonet.se/~stefpet/>
Yahtzee Support Page: <http://hem2.passagen.se/autospy/>

Swedish Rules

Actually there is nothing that is called swedish rules, but these are the rules I'm used to play with, and since I'm from sweden... I call them 'swedish rules'.

1 to 6

The numbers is simply the different numbers. Put 2 2 3 2 5 on the Twos and you'll get 6 points.

Bonus

If your score from the numbers section is above 63 you will be rewarded with a bonus of 50 points. If you got three die on every number you'll get exactly 63 points.

1 Pair

2 die with the same value. Example: 5 3 2 4 2 = 4 points.

2 Pairs

2 die with the same value + 2 other die with the same value. Example: 4 4 5 1 5 = 18 points.

3 of a Kind

3 die with the same value. Example: 4 3 3 5 3 = 9 points.

4 of a Kind

4 die with the same value. Example: 6 6 6 6 2 = 24 points.

Sm. Straight

A small straight is when your die show 1 2 3 4 5. This will give you 15 points.

Lg. Straight

To get large straight you should get 2 3 4 5 6. This will give you 20 points.

Full House

A pair and a '3 of a kind' is needed. Example: 1 1 4 4 4 = 14 points.

Chance

Any values at all. All die are counted. You should use chance as a last resort if you're unable to score your die somewhere else.

Yatzy

All die must have the same value. Like 4 4 4 4 4, yatzy will always give you 50 points no matter what value you have.

American Rules

Here are the different scoring combinations explained.

1 to 6

The numbers is simply the different numbers. Put 2 2 3 2 5 on the Twos and you'll get 6 points.

Bonus

If your score from the numbers section is above 63 you will be rewarded with a bonus of 35 points. If you score above 71 you'll get 55 points bonus and if you score above 78 you'll get 75 points.

Little advice: If you got three die on every number you'll get exactly 63 points.

3 of a Kind

If you got three die with same value all die will be counted. Example: 4 3 3 5 3 = 18 points.

4 of a Kind

If you got four die with same value all die will be counted. Example: 3 3 3 5 3 = 17 points.

Small Straight

A small straight is when you get four die in a row. Examples: 1 2 3 4, 2 3 4 5 or 3 4 5 6. You will always get 30 points for a small straight.

Large Straight

A large straight is when you get five die in a row. Examples: 1 2 3 4 5 or 2 3 4 5 6. You will always get 40 points for a large straight.

Full House

A pair and a '3 of a kind' is needed. Example: 1 1 4 4 4
You will always get 25 points for a full house.

Chance

Any values at all. All die are counted. You should use chance as a last resort if you're unable to score your combination elsewhere.

Yahtzee

All die must have the same value. Like 4 4 4 4 4, yatzy will always give you 50 points no matter what value you have.

Credits

All In One Yahtzee was made by Stefan Pettersson (stefpet@algonet.se).

I can be contacted with e-mail or on my homepage at <http://www.algonet.se/~stefpet/>
Remember that *All In One Yahtzee* has it's own page at <http://hem2.passagen.se/autospy/>

If you want to send mail, register yourself, come and visit or something else my address is:

Stefan Pettersson
Lärarvägen 11
S-19730 Bro
Sweden

Thanks to Steve Kalynuik (sjkalynuik@mailexcite.com) for beta testing. Thanks mate!

Kismet

Kismet Yathzee adds a new dimension to the original yathzee game, colors.

Here are the different scoring combinations explained for Kismet Yathzee.

1 to 6

The numbers is simply the different numbers. Put 2 2 3 2 5 on the Twos and you'll get 6 points.

Bonus

If your score from the numbers section is above 63 you will be rewarded with a bonus of 35 points. If you score above 71 you'll get 55 points bonus and if you score above 78 you'll get 75 points.

Little advice: If you got three die on every number you'll get exactly 63 points.

2 Pair Color

Must have 2 pairs with the same color (this includes four of a kind). The fifth die can be anything. The score is the total of all dice.

3 of a Kind

If you got three die with same value all die will be counted. Example: 4 3 3 5 3 = 18 points.

4 of a Kind

At least 4 dice must have the same value, the other can be anything. Example: 2 2 2 4 2.
The score is total all dice plus 25.

Small Straight

A small straight is when you get four die in a row. Examples: 1 2 3 4, 2 3 4 5 or 3 4 5 6.
You will always get 30 points for a small straight.

Large Straight

A large straight is when you get five die in a row. Examples: 1 2 3 4 5 or 2 3 4 5 6.
You will always get 35 points for a large straight.

Flush

All dice must be the same color. The score is 35.

Full House

A 3 of a kind and a pair. Example: 1 1 4 4 4. The score is total all dice plus 15.

Color House

As above, but the 3 of a kind and pair must be of the same color. The score is total all dice plus 20.

Chance

Any values at all. All die are counted. You should use chance as a last resort if you're unable to score your combination elsewhere.

Yahtzee

All five dice must have the same value. The score is total all dice plus 50.

How to Play

Click on the '**Throw**' button to throw the die. Click on the die you want to keep, click again to unselect them. When you've finished your turn, click on the appropriate edit box to select the categorie of your choice.

The different menu items are explained here:

Game

New Game: Start a new game

High Scores...: View the high score table

Rules

American Yahtzee: Play Yathzee with [american rules](#).

Swedish Yahtzee: Play Yathzee with [swedish rules](#).

Maxi Yahtzee: Play [Maxi Yahtzee](#).

Kismet: Play [Kismet](#).

Triple Yahtzee: Play [Triple Yahtzee](#).

Undo: Will take back your last score entry.

Exit: Will quit the game.

Options

Sound: Will turn sound effects on or off.

Players...: Here you can enter the number of players and their names.

Settings...: Change game or sound settings.

Help

Help: View this help file.

Register: Enter your name and registration code here to register.

About...: Some information about the game.

Maxi Yahtzee

Here are the different scoring combinations explained.

1 to 6

The numbers is simply the different numbers. Put 2 2 3 2 5 on the Twos and you'll get 6 points.

Bonus

If your score from the numbers section is above 84 you will be rewarded with a bonus of 85 points. If you score above 92 you'll get 105 points bonus and if you score above 99 you'll get 125 points.

Little advice: If you got four die on every number you'll get exactly 84 points.

1 Pair

2 die with the same value. Only the pair will be counted.

2 Pairs

2 die with the same value + 2 other die with the same value. Both pairs will be counted.

3 Pairs

As above except that you need 3 pairs.

3 of a Kind

If you got three die with same value all die will be counted..

4 of a Kind

If you got four die with same value all die will be counted.

5 of a Kind

If you got five die with same value all die will be counted.

Small Straight

A small straight is when you get four die in a row. Examples: 1 2 3 4, 2 3 4 5 or 3 4 5 6. You will always get 30 points for a small straight.

Large Straight

A large straight is when you get five die in a row. Examples: 1 2 3 4 5 or 2 3 4 5 6. You will always get 40 points for a large straight.

Full Straight

A full straight is when you get all six die in a row. Example: 1 2 3 4 5 6. You will always get 50 points for a large straight.

Full House

A pair and a '3 of a kind' is needed. Example: 1 1 4 4 4
You will get sum of the pair and the '3 of a kind' as score.

Villa

Two '3 of a Kind' is needed. Example: 1 1 1 6 6 6
All die will be counted.

Tower

A pair and a '4 of a kind' is needed. Example: 2 2 3 3 3 3
All die will be counted.

Chance

Any values at all. All die are counted. You should use chance as a last resort if you're unable to score your combination elsewhere.

Yahtzee

All die must have the same value. Like 4 4 4 4 4, yahtzee will always give you 100 points no matter what value you have.

Triple Yahtzee

Triple Yahtzee is like normal yahtzee except that instead of one, it has three columns. All scores in the first column are as usual, scores in the second column are multiplied by two and scores in the third column are multiplied by three.

What's New?

What's new in the latest version?

New in **All In One Yahtzee 2.1** (18-Sep-97)

Additions:

- Undo function
- Hints
- Sound configuration

Bugfixes:

- Large/Small straight scoring problems fixed.

New in **All In One Yahtzee 2.0** (3-Sep-97)

The game was almost totally rewritten since the previous version. Multiplayer and all the different rules were added for example.

New in **SpyYatzy 1.0** (27-Jul-97)

SpyYatzy 1.0 was the initial release.

