

Bonus

Bonus is awarded for high totals in the Basic Section. If the Basic subtotal is:

63-70 Bonus= 35

71-77 Bonus= 55

78 and over Bonus= 75

Note that 63 points can be achieved by getting 3 of each value in the Basic Section. The Basic Section Total is the sum of the subtotal and the bonus.

Basic Section

Aces, Deuces, Treys, Fours, Fives, and Sixes.

Each category in the basic section counts the number of dice with that value and adds up their face values. For example, if you get four 3's, you get twelve points for the treys. The other dice count nothing. The sum of all scores in the Basic Section determines the Bonus.

Kismet Section

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

3 of a Kind: At least 3 dice with the same value, the other two can be anything. The score is **total all dice**.

Straight: All five dice must be consecutive in value. This means either 1,2,3,4,5 or 2,3,4,5,6. The score is **30**.

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

Full House: A 3 of a kind and a pair (this includes 5 of a kind). The score is **total all dice plus 15**.

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

4 of a Kind: At least 4 dice must have the same value, the other can be anything. The score is **total all dice plus 25**.

Yarborough: All five dice can be anything. The score is **total all dice**.

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

Categories and Scoring

As seen on the score card, the Scoring of Kismet is split into 2 sections, as well as a Bonus for the Basic Section. The Game Total is the sum of the scores from each section:

Basic Section

Bonus

Kismet Section

Playing Kismet

The **Game** pulldown menu has four functions:

New Game: Start a new game. If there is a game in progress, Kismet will ask if you are sure.

End Game: Stop current game, but leave score card as is. This function is pointless since New Game and Exit will accomplish whatever you might want to do. But hey, I need more menu items to fill up space in this help file, right? Ok, I think this little spiel is long enough now.

Oops!: If you have just put a score on the score card, but not yet started your next turn, you can erase the mark you just made with Oops! and score this turn in another category. No, you can't use Oops! do undo rolls and roll until you get what you want.

Exit: If you are reading this, you don't need glasses. No wait, I mean, if you are reading this because you don't know what exit does, I won't tell you. But yes, if there is a game in progress, Kismet will ask if you are sure.

In the playing area, the active buttons are the dice, the score card, and Roll.

Dice: Clicking on the dice toggles whether or not each die will be rerolled the next time you click on Roll. The little yellow dot means YES, the die will be rerolled, and no dot means to keep this die as is.

Roll: The roll button rolls each die marked with a yellow dot. After 3 rolls, it becomes inactive until you mark the score card for this turn.

Score Card: Each empty box to the right of the category name is available to enter a score into for each turn. By clicking and holding down the button, the score you would get for that category is shown in red. You can abort my moving off the box and releasing the button. Or if you select the wrong category by accident, use Oops! to undo your choice.

What is Kismet?

"The Great Game of Kismet" is a dice game similar to the more well known but infinitely inferior Yahtzee (does anyone really know how to spell that?). The object of the game is to get a whole lot of points - simple, right? You get 3 rolls per turn, rerolling as many dice as you wish on each roll. After your 3 rolls (or less), you choose what category to fill in for this turn. See [Categories and Scoring](#) for all the different combinations of numbers and colors (yep, colors) you need to get. [Playing Kismet](#) tells you how to use this program to play the game. Have fun!!

If you have any comments, or find any bugs (I think I found them all!), send mail to aharder@jarthur.claremont.edu

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