Yacht Help Index

The Index lists all Yacht Help topics.

To learn how to use Help, choose Using Help from the Help Menu, or press F1.

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How to Play

This section contains information about how to play Yacht.

Commands

This section contains information about the commands in Yacht.

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Overview

Yacht is a computer solitaire version of the famous dicegame with the same name.

The object of the game is to score as much as possible by rolling 5 dices and try to get specific <u>combinations</u>.

Play ends when you have completed all <u>combinations</u>.

Related Topics

<u>Playing the Game</u>
<u>Rules of the Game</u>
<u>Scoring</u>

Playing the game

The object of Yacht is get scoring <u>combinations</u> by rolling the dices.   The following section explains how to play the game:

To start a New Game:

From the Game menu, choose New Game, or press F2.

To select the dices you want to roll:

Click on the dice you want to roll (the dice turns grey).   If you make a mistake or change your mind you can click the dice again to deselect it.   Repeat the procedure for all the dices you want to roll.

To roll the dices:

 To roll the selected dices, click the Roll button.

To write a score:

Click on the field to the right of the <u>combination</u> you want.   The Caption on the Roll button then changes to "Write" and the score on the <u>combination</u> you selected turns up in red.   Click the button to write the score on the scoreboard or select an other <u>combination</u>.

Related Topics

<u>Rules of the Game</u>
<u>Overview</u>

Rules of the Game

The playing area is divided into two main regions; the 5 dices located on top of the playing area and the scoreboard located at the button of the playing area.

You can roll the 5 dices up to 3 times every turn (the first roll is always rolled automatically, so you have only 2 rolls left), but you can also stop earlier if you want.   For every roll, you have to select the dices you want to roll.   After 3 rolls you have to select a <u>combination</u>.

You can now roll the dices up to three more times and try to get a new <u>combination</u>.

Play ends when all <u>combinations</u> on the scoreboard has been filled out.

Related Topics

<u>Playing the Game</u>
<u>Strategy and Hints</u>

Scoring

This section contains information about how the score is computed in Yacht.

The score for each combination is based on the faces of the dices. If you for exsample have 3 ones and select the ones combination, your score is 3x1=3.

If you get at least 63 points together on the upper 6 combinations (Subtotal), you get a bonus worth 50 points.

The score for Small Straight is 15.

The score for Large Straight is 20.

The score for Yacht is 50.

The total score is the sum of your points on all combinations.

Yacht keeps a list of the High Scores.   To display the list, choose High Scores from the Game menu.

Strategy and Hints

This section contains helpful hints for playing Yacht successfully.

Try to complete the upper 6 <u>combinations</u> as soon as possible.   If you manage to score 63 or more, you get a 50 points bonus.

Related Topics

<u>Playing the Game</u>
<u>Rules of the Game</u>

Game Menu Commands

This section contains information about   the Game menu commands in Yacht.

New Game

Starts a new game of Yacht.   You can start a new game at any time, even in the middle of a game.

High Scores

Displays the High Scores.

Exit

Exits Yacht.   You can exit at any time, even in the middle of a game.

Combinations

Yacht have the following **combinations**:

Ones, Twos, Threes, Fours, Fives, Sixes	When you have one or more Ones, Twos etc.
One Pair	When 2 dices are like. For example 4-4-5-2-6
Two Pair	When 2 and 2 dices are like. For example 5-5-2-4-4
Three Of A Kind	When 3 dices are like. For example 3-3-3-1-4.
Four Of A Kind	When 4 dices are like. For example 5-5-5-5-3
Small Straight	When the dices show 1-2-3-4-5.
Large Straight	When the dices show 2-3-4-5-6.
House	When 2 and 3 dices are like. For example 4-4-5-5-5.
Chance	You can use this when you are unable to place your roll another place.
Yacht	When all 5 dices are like. For example 2-2-2-2-2.