

# **Yahzee**

Håkan L. Younes

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**COLLABORATORS**

|               |                          |               |                  |
|---------------|--------------------------|---------------|------------------|
|               | <i>TITLE :</i><br>Yahzee |               |                  |
| <i>ACTION</i> | <i>NAME</i>              | <i>DATE</i>   | <i>SIGNATURE</i> |
| WRITTEN BY    | Håkan L. Younes          | June 25, 2022 |                  |

**REVISION HISTORY**

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# Chapter 1

## Yahzee

### 1.1 Yahzee Documentation

Wellcome to Yahzee!

This is an implementation of the famous dice game Yahtzee. I hope you will enjoy it!

Copyright Notice

Acknowledgements  
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Installation

System Requirements

Troubleshooting  
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Rules

The Menu

The Gadgets

Tooltypes  
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Version History

Plans for the Future  
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Localization

Contacting the Author

If you like Yahzee you might want to take a look at my  
Other Products

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## 1.2 Copyright Notice

Install, Yahzee, Yahzee.info, Yahzee.guide and the Swedish catalog  
Copyright © 1994–1998 Håkan L. Younes.

Danish catalog by Kenneth Fribert.  
Dutch catalog by Edmund Vermeulen.  
Finnish catalog by Timo Kinnunen.  
French catalog by Monteilhet Florent.  
German catalog by Andreas Osswald.  
Norwegian catalog by Rolf Grønland.

Install.info and Yahzee.guide.info by Martin Huttenloher (from his wonderful  
MagicWB-package).

This program may be freely distributed except for commercial purpose, so long  
as the files included are not separated or modified.

If any of the following files are missing, please contact me:

|                                    |   |
|------------------------------------|---|
| install                            | - Installation script                           |
| install.info                       | - Icon for installation script                  |
| yahzee                             | - Executable file                               |
| yahzee.info                        | - Icon for Yahzee (MagicWB style)               |
| yahzee.guide                       | - Documentation                                 |
| yahzee.guide.info                  | - Icon for Yahzee.guide (MagicWB style)         |
| catalogs/dansk/yahzee.catalog      | - Danish catalog for use with<br>locale.library |
| catalogs/deutsch/yahzee.catalog    | - German catalog                                |
| catalogs/nederlands/yahzee.catalog | - Dutch catalog                                 |
| catalogs/suomi/yahzee.catalog      | - Finnish catalog                               |
| catalogs/svenska/yahzee.catalog    | - Swedish catalog                               |
| catalogs/yahzee.cd                 | - Catalog description file                      |
| catalogs/template.ct               | - Catalog traslation file                       |
| misc/palette.ilbm                  | - WB palette for 2.x                            |
| misc/palette3.0                    | - WB palette for 3.x                            |
| misc/yahzee.info                   | - Icon for Yahzee (standard WB style)           |
| misc/yahzee.guide.info             | - Icon for Yahzee.guide<br>(standrard WB style) |

## 1.3 System Requirements

Yahzee will run on any Amiga computer with version 2.0 or higher of the OS (or  
at least I hope it will). If you have version 2.1 or higher Yahzee will try to  
use the language you have selected through Preferences.

## 1.4 Installation

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To install Yahzee from scratch or to update an old version just run the installation script.

If you choose to install the MagicWB style icons without having MagicWB installed you can still get them look nice. For this purpose you need at least an 8 color WB and you will have to load the correct color palette into the Palette Preferences. The palette can be found in the misc directory (one for 2.x and one for 3.x).

## 1.5 The Menu

Game

New - Start a new game.  
Undo - Undo last choice.  
High Scores... - Show the highest scores achieved.  
About... - Show info about program (i.e. version number and author).  
Quit Yahzee - Quit the program (same effect as pressing the closegadget).

Settings

Number of Players - Select number of players (won't have any effect until a new game has been started).  
Scoring Method - Select scoring method (won't have any effect until a new game has been started).  
Type of Game - Select type of game (won't have any effect until a new game has been started).  
Save Settings - Save the settings (uses tooltypes).

## 1.6 The Gadgets

Roll Gadget  
Press this gadget to roll the selected dice.

Dice  
To select a die just click on it. When a die is selected it's image is a filled rectangle, otherwise you can see its eyes.

## 1.7 Rules

Original

Maxi

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## 1.8 Rules for Original Yahzee

Yahzee is played with 5 dice. The purpose with the game is to gather as many points as possible. Each time it becomes your turn (your number will be highlighted at the top) you may roll the dice three times (one basic roll + two re-rolls). In each of the re-rolls you choose which dice to roll and which to save. You don't have to use all your re-rolls if you're satisfied with the dice you already have. When you are satisfied or when you have no rolls left you select an entry on the scoreboard where to use your dice.

## 1.9 Rules for Maxi

Maxi is played with 6 dice. The purpose with the game is to gather as many points as possible. Each time it becomes your turn (your number will be highlighted at the top) you may roll the dice three times (one basic roll + two re-rolls). In each of the re-rolls you choose which dice to roll and which to save. You don't have to use all your re-rolls if you're satisfied with the dice you already have. When you are satisfied or when you have no rolls left you select an entry on the scoreboard where to use your dice. Every re-roll you save can be used later in the game. At the bottom of the scoreboard you can see how many rolls you have saved.

## 1.10 The Scoreboard

Entries common to all types of games and scoring methods

- Aces - Every die that is an ace gives one point.
- Twos - Every die that is a two gives two points.
- Threes - Every die that is a three gives three points.
- Fours - Every die that is a four gives four points.
- Fives - Every die that is a five gives five points.
- Sixes - Every die that is a six gives six points.
- Upper Total - Sum of the six entries above.
- Chance - Use this when no other entry seems usefull. The sum of all dice will count here, no matter what the dice show.
- Total - Sum of all entries.

Entries with different scoring methods

- Bonus - O+T: bonus = 50 (Upper Total >= 63); O+A: 35 (63); M+T: 100 (84); M+A: 70 (84).
- Three of a kind - Throws with three dice of the same kind counts here.



Traditional scoring method counts only the three dice of the same kind, American counts all dice.

- Four of a kind - Same as above, but with four dice of the same kind.
- Five of a kind (Maxi only) - Here you need five dice of the same kind.
- Small Straight - Traditional: 1 through 5 gives 15 points.  
American: Four consecutive dice gives 30 points.
- Large Straight - Traditional: 2 through 6 gives 20 points.  
American: Five consecutive dice gives 40 points.
- Full Straight (Maxi only) - Traditional: 1 through 6 gives 21 points.  
American: Six consecutive dice gives 50 points.
- Full House - One pair and three of a kind. Traditional scoring method counts only the dice involved in the Full House while American always gives 25 points.
- House (Maxi only) - Two three of a kind. Traditional scoring method counts the eyes of the dice while American always gives 30 points.
- Tower (Maxi only) - One pair and four of a kind. Traditional scoring method counts the eyes of the dice while American gives 35 points.
- Yahzee (Maxi-Yahzee) - All dice of the same kind gives 50 (100) points.

Entries only available with Traditional scoring method

- One Pair - If you have a single pair the sum of the dice involved will show up here.
- Two Pairs - Same as above but you need two different pairs.
- Three Pairs (Maxi only) - Same as above but you need three different pairs.

## 1.11 Tooltypes

The following tooltypes are recognized by Yahzee:

PUBSCREEN=<name of public screen>

Use this to open the window on other public screens than the default one (if there is no public screen with the given name, the program will try to open its window on the default public screen).

PLAYERS=<number of players>

Use this to set the initial value of the number of players.

RULES=<Traditional | American>

Use this to set the initial scoring method.

GAMETYPE=<Original | Maxi>

Use this to set the initial type of game.

FILLPEN=<pen number>

Use this to set the pen used to draw the possible score. If this tooltype isn't present the system fillpen will be used.

## 1.12 Version History

v1.0 (30.4.1994) Initial version.

v1.1 (17.5.1994) Yahzee will now try several different ways to layout the display. If you're using a very big default font, Yahzee

will use topaz 8 for the text instead.

Added Save Settings menuitem in the Settings menu.

Cleaned up the menus and changed or removed some menu shortcuts.

v1.2 (22.5.1994) Localized Yahzee.

v1.3 (23.6.1994) Added American scoring method.

Some minor bugs fixed.

v2.0 (3.11.1994) Added a new type of Yahzee game - Maxi.

Improved the scoreboard layout a lot.

Now with installation script for Commodore's Installer.

v2.1 (19.11.1994) Minor bug fixed.

v2.2 (3.12.1994) More bugs fixed.

Now with ten high scores for each type of game.

v2.3 (8.2.1995) Now the PUBSCREEN tooltype really works!

v2.4 (18.7.1998) No changes. Source code made public!

## 1.13 Plans for the Future

Write more catalogs (if you help me).

Add "online-help".

Make it possible to play "Triple-Yahzee".

Let the user select colors for the scoreboard.

Make it possible to print the scoreboard.

## 1.14 Troubleshooting

If you get the message "Screen is too small!" when you run Yahzee, you're either using a too big screen font or you're trying to run Yahzee on a too small public screen. Yahzee is guaranteed to open on a 640 x 200 screen with a screen font of resonable size.

If you get a message about opening libraries make sure you've got at least version 37 of the system libraries.

Any other messages is probably due to lack of memory. They're not likely to show up.

## 1.15 Acknowledgements

Many people have shared their feelings about Yahzee with me, but there are a few who's ideas, comments and work have helped me a lot in improving this game. These people include Andreas Osswald (who wrote the German catalog), Edmund Vermeulen (who wrote the Dutch catalog), Timo Kinnunen (who wrote the Finnish catalog), Kenneth Fribert (who wrote the Danish catalog), Anders "Harry Mandolini" Harrisson (who gave me the rules to Maxi), Andreas "8914" Johansson (who came up with the idea of splitting the scoreboard into two parts and also tested the game for me), Monteilhet Florent (who wrote the French catalog), Rolf Grønland (who wrote the Norwegian catalog), Greg Roberts and Rebecca Figuli (who gave me the idea of additional scoring methods and who also  $\beta$ -tested v1.3 for me) and Kevin Huculak (who got frustrated at Yahzee because it wouldn't open on an NTSC 640 x 200 screen).

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I hope that you will always let me know your feelings about my products. It's through such communication that the progress of Amiga PD software continues to be accomplished.

## 1.16 Contacting the Author

Since the source code has been made public, you can fix bugs or make improvements yourself. Of course, if you do so I still would like to know about it.

This is where you can reach me:

snail-mail: Håkan L. Younes  
Sandkullsv. 16  
S-163 41 Spånga  
Sweden  
Internet: [lorens@hem.passagen.se](mailto:lorens@hem.passagen.se)  
<http://hem.passagen.se/lorens/>

## 1.17 Localization

Yahzee is localized, so if you have v2.1 or higher of the OS Yahzee will try to use the language you have set in Preferences. If there is no catalog for your language, English will be used as default.

Since I'm not very good at languages I've only written one additional catalog (the Swedish one). However I've included some files so that you easily can make Yahzee support your language too.

Translate the strings in `template.ct` and save it as `<language>.ct`. Then send that file to me so that I can include it in my package.

NOTE! The first two characters in menuitems are used for menu shortcuts. The first one is the shortcut (space means no shortcut) and the second is always a nullbyte. Make sure you don't use the same character as shortcut for different items in the same Menu!

## 1.18 Other Products

Take a look at <http://hem.passagen.se/lorens/amiga/> for a list of other Amiga products made by me.