YaTzo

YaTzo is a fun version of Yahtzee that is designed to appeal to a wide audience. YaTzo is also designed to:

- Make me rich (from shareware registrations?!? Yeah, right.)
- Make u laugh
- Cook, clean, and peel bananas
- Makes a great sugar substitute!

By the way, this documentation wasnt written all that well. I can crank out 8000 lines of code, but not one line of documentation!

The files you need

This is a listing of the files you need to play the game (I'm not sure, I used the setup wizard to figure it out, but some files are only required for an installation program):

QUESTIONS.TXT - File with Pop Quiz questions
YATZO.WAV - Interesting sound file
VB40032.DLL - Visual Basic 4 runtime, not included, but available off many Internet sites and online services
VEN2232.OLB - VB runtime, but something tells me that this file is not required to run the program - if you don't have the file, try it anyway.
CTL3D32.DLL - VB runtime, should have this file already, available on the Internet
WINMM.DLL - File needed for sounds. Unless you have a habit of deleting windows' system file, you already have it.
MSVCRT20.DLL & MSVCRT40.DLL - Ugh, I think MS...20.DLL is a setup file, and MS...40.DLL is run-time
OLEPRO32.DLL - Hmm... I have NO idea why I need this, but it would seem I do.
YaTzo.EXE - Hmmm... What COULD it be?

How to play

Getting set-up:

- Select **New** from the **Game** menu.
- In the box marked **Available Players,** type in the name of the player you want to add. Or, press the down arrow to the right to select one from the list.
- Select **Add to Game** to add the player **only** to the current game. Select **Add Player** to add the player to the list of avaiable players.
- Select **Delete Player** to take the player out of the available player list, or press delete while the Player List box is highlighted to take the player out of the current list of players (the people who are going to play)
- Select **Accecpt Player List** to start a new game with the players in the Player List box, or Select **Oh, sorry, we don't want to start a new game after all** or click the close button to cancel the new game.

Playing YaTzo:

- The player who's turn it is at the present time will be displayed in the message box at the bottom of the screen.
- The players current score will be displayed in the top message box.
- The number of rolls of the dice remaining will be displayed in the box marked "Rolls left:". When this box reaches 0, the player may not roll the dice anymore.
- Click the shaker to roll the dice. If you have no idea what a shaker looks like, you will know what it is when the mouse cursor turns into a pair of dice.
- The dice will roll for a second. When the dice finish rolling, you can hold (keep) a die by clicking on it, and a small label will appear above the die. You can undo this by clicking the die a second die.
- When you have decided to end your turn, select a scoring criteria from the list marked "Scoring oprions". The scoring criteria is as follows:

Ones, twos, threes, fours, fives and sixes: Scores 1,2,3...6 points respectively for each die of that type you have.

Three/Four-of-a-Kind: Scores the total of all dice if you have either 3 or 4 of one die number (example: 1-1-1-3-2, is a valid three of a kind because there are 3 ones.

Full House: Three dice of one number and two dice of another (example: 2-2-2-6-6 is a valid full house)

Wak-A-Die: A new screen pops up, and the object is to click the dice before they disappear to score points.

Pop Quiz: Answer weird questions to score points.

YaTzo: Five of one die number (example: 5-5-5-5-5 is a YaTzo because there are 5 fives. Duh!).

Chance: Scores the total of all numbers on the dice.

- Coose **End Turn** to score as specified in the Scoring Options list.
- The game will pause for 2 seconds to show the players score, then it will be the next players turn.

Stuff

Contacting me:

   I hang out on IRC (internet relay chat) ALOT, and my nick is Praxim. Also, I can be e-mailed at:
praxim@planet.earthcom.net
Please, send anything you want (no negative criticism unless it is constructive and not vulgar or offensive, especially since I am not always the first to read my e-mail.

Turning off that annoying sound:

   Hey, maybe some people don't like that sound that plays while the dice roll. If not, chances are that it **will** eventually become aggravating. To turn off the sound, uncheck **S**o**und On/Off** from the **Game** menu.

Registering the game OR Sending me money:

   Select **How to Register** from the **Info** menu. What an idiot. By the way, no mail bombs, please. :)