

# Windows Yahtzee

V2.21

Windows Yahtzee (c) 1993 Scott Gifford.

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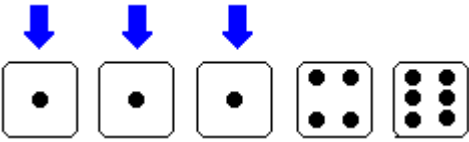
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## The Score Card

<u>Topic</u>	<u>Requirements</u>	<u>Points</u>
<u>Ones</u>	One or more ones	Total of all ones
<u>Twos</u>	One or more twos	Total of all twos
<u>Threes</u>	One or more threes	Total of all threes
<u>Fours</u>	One or more fours	Total of all fours
<u>Fives</u>	One or more fives	Total of all fives
<u>Sixes</u>	One or more sixes	Total of all sixes
<u>Subtotal of Top Half</u>	None	Total of Ones-Sixes
<u>Bonus</u>	Subtotal of Top Half 63 or over	35
<u>Total of Top Half</u>	None	Subtotal + Bonus
<u>Three of a Kind</u>	3 or more dice of the same number	Total of all dice
<u>Four of a Kind</u>	4 or more dice of the same number	Total of all dice
<u>Small Straight</u>	Four or more consecutive dice	30
<u>Large Straight</u>	Five consecutive dice	40
<u>Full House</u>	3 of one die, 2 of another	25
<u>Yahtzee</u>	All five dice the same	50 or <u>Bonus</u>
<u>Chance</u>	None	Total of all dice
<u>Total of Bottom Half</u>	None	Total of 3-of-a-kind to
Chance		
<u>Grand Total</u>	None	Total of Top and Bottom
halves		
<u>Multiplier</u>	None	Depends on <u>multiply option</u>
<u>Column Total</u>	None	Grand Total times Multiplier.
<u>Total Score</u>	None	Sum of all column totals.

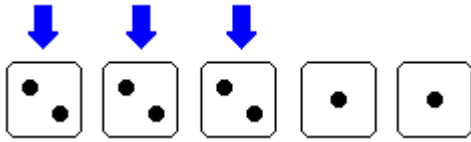
## Ones



The above dice would give you a total of 3 points, one point for each of the ones. It is important to get at least three, or else you won't get your bonus.

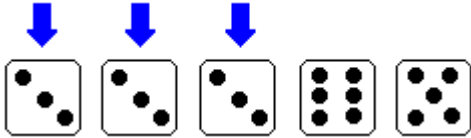
The ones are scored by totaling all the ones you've rolled.

## Twos



The above dice would give you a total of 6 points, two points for each of the twos. It is important to get at least three, or else you won't get your bonus .  
The twos are scored by totaling all the twos you've rolled.

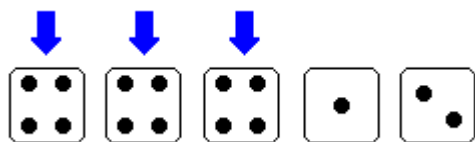
## Threes



The above dice would give you a total of 9 points, three points for each of the threes. It is important to get at least three, or else you won't get your bonus.

The threes are scored by totaling all the threes you've rolled.

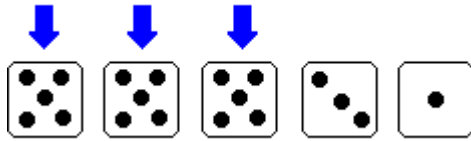
## Fours



The above dice would give you a total of 12 points, four points for each of the fours. It is important to get at least four, or else you won't get your bonus .

The fours are scored by totaling all the fours you've rolled.

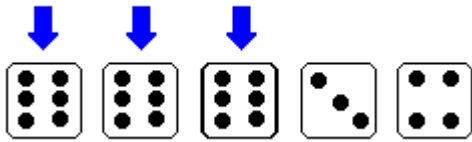
## Fives



The above dice would give you a total of 15 points, 5 points for each of the fives. It is important to get at least three, or else you won't get your bonus.

The fives are scored by totaling all the fives you've rolled.

## Sixes



The above dice would give you a total of 18 points, 6 points for each of the sixes. It is important to get at least three, or else you won't get your bonus. The sixes are scored by totaling up all the sixes you've rolled.



## **Subtotal**

The subtotal of Top Half square keeps track of your total points from Ones-Sixes. If it is 63 or more, you receive a 35 point Bonus .

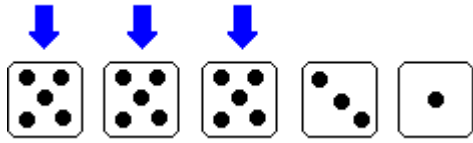
## **Bonus for 63 or over**

The 63 or over Bonus is just what it sounds like: a 35 point bonus for getting 63 or over in the Subtotal square. In order to get 63, you must get at least 3 of every dice. More of a higher die, i.e. if you only get 3 threes, you can still get your bonus if you get 4 fours.

## **Total of Top Half**

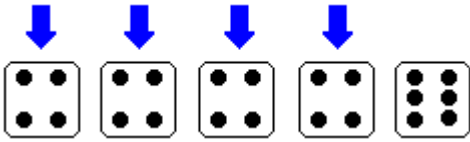
The Total of Top Half is the total of the Subtotal of Top Half and Bonus squares.

## Three of a Kind



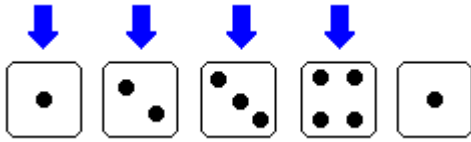
The above dice would give you a total of 19 points, the total of all the dice.

## Four of a Kind



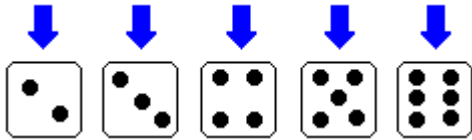
The above dice would give you a total of 22 points, the total of all the dice.

## Small Straight



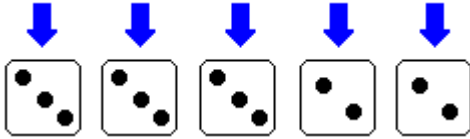
The above dice would give you 30 points, which is the standard score for a small straight. To have a small straight, at least four of your dice must be consecutive, i.e. 1-2-3-4 or 3-4-5-6.

## Large Straight



The above dice would give you 40 points, which is the standard score for a large straight. To have a large straight, all of your dice must be consecutive, i.e. 1-2-3-4-5 or 2-3-4-5-6.

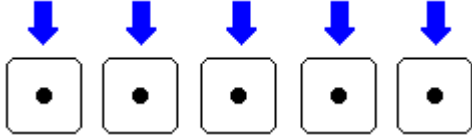
## Full House



The above dice would give you 25 points, which is the standard score for a full house. A full house means three of one die and two of another.

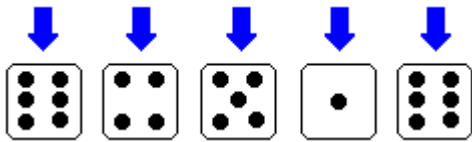


## Yahtzee



A yahtzee is worth 50 points. All five of your dice must be the same number to get a yahtzee.

## Chance



The above dice would give you a total of 22 points, the total of all the dice. Chance is always worth the total of all dice, regardless of what they are. You should generally save this space for when you have dice that won't fit anywhere else.

## **Total of Bottom Half**

The Total of Bottom Half square keeps track of your total points on the bottom half of your score card, that is 3-of-a-kind through Chance.

## **Grand Total**

The Grand Total square is the total of the Total of Top Half square and the Total of Bottom Half square.

## **Multiplier**

The Multiplier square is the amount the Grand Total will be multiplied by. If you have selected the Multiply option, then the first column's multiplier will be 1, the second's will be 2, etc. If this option is not selected, all columns will be multiplied by one.

## **Column Total**

The Column Total square is the Grand Total times the Multiplier.

## **Total Score**

The Total Score square is the sum of all the column totals. It is the score which determines whether you win or not.

## How to Play

The object of Yahtzee is to get as many points as possible by rolling dice in certain combinations (see [Score Card](#) ). The game ends when you have filled in every box on your score card. As there are 11 boxes in each column and you must fill in a box every turn, you get 11 turns for each column. If you cannot fill in any boxes at the end of your turn, you must select one to [zero out](#) .

At the beginning of your turn, you have to [roll](#) all the dice. This is done by double-clicking on the [dice shaker](#) . Once you have rolled, decide which square you're most likely to fill in (again, see [Score Card](#) ) and pick the dice that will help you get that. [Throw away](#) all the extra dice, [rearrange](#) the ones that are left if you want to, and roll again. The "[rolls remaining](#)" counter, above the dice shaker, will decrease to tell you you have only one roll left. Pick the dice you want to throw away again, then reroll. If you've managed to get a combination which is worth points, (if you still haven't looked, you can see [Score Card](#) ) then double-click on the name of that box. Otherwise, you have to [zero out](#) one of the categories.

Once you have decided where to take your points, play passes to the next person, who does the same thing you just did, unless you're the only person playing, in which case play passes back to you and you do the same thing you just did.



## Controls

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## **New game**

To start a new game, go to New under the Game menu.

## Quitting

To leave Windows Yahtzee, you can either go to Quit under the Game menu or close the window from the Control menu .

## Players

To get to the Players dialog box, select Players under the Options menu. This box also comes up automatically when you first load Windows Yahtzee.

To select the number of players, X one box for each person you want to play. If you want, you can enter their name above the box; otherwise it will name them Player 1-6. This name is the one that will appear at the current player indicator .

If a person is only sitting out for a game, you can uncheck the box underneath their name. The name will stay there, so when they play again you don't have to type it over; just re-check the box underneath it.

You are not allowed to change players in the middle of a game.

**Zeroing out** a square means taking zero points for a square that you don't have the right dice for. If your dice don't fit into any of the scoring squares, you have to zero out a box, probably one that you aren't likely to get, such as Yahtzee or Large Straight.

## **Rolling the dice**

To roll all of the dice in the dice shaker , (i.e. whatever dice you have thrown away , or all of the dice at the beginning of the turn) double click on it.

**Throwing away** dice means putting them back into the dice shaker to be rerolled . You can throw away a die either by picking it up and dragging it into the dice shaker, or by double-clicking on it. If you accidentally throw away a die, you can rescue it.



**Rescuing dice** which you have accidentally thrown away can be accomplished by clicking on the rescue button. All the dice which are currently in the shaker will be restored, although not necessarily in the same order they were in before.

## **Rearranging the dice**

You can change the order of the dice to make them easier to keep track of. To exchange the positions of two dice, pick one of them up and drag it on top of the other. If you drag a die onto a blank square, it will move into that square and the blank will move to where it was.

## **Putting a score onto the score card**

To fill in a score on the score card, double-click on the name of the spot you want it to go into, (Threes, Full House, etc.) not on the actual square you want it in (the empty boxes).

For a list of the score boxes, see [Score Card](#)

## **End of turn options**

You have three choices of what can happen at the end of each player's turn:

**Prompt:** Windows Yahtzee will ask you, "All done?" at the end of every turn. This is the only option that gives you a chance to change your mind after you've picked a box for your score, by going to Cancel.

**Pause:** After your turn, your score card will stay on the screen for several seconds, then it will go on to the next player.

**Nothing:** Play immediately passes to the next player once you have decided which box to put your points in.

## Yahtzee Bonus options

You have three choices of what happens when you get more than one yahtzee . Each one applies to every yahtzee after the first one. If you zero out any yahtzee squares, you can't get a bonus, and once you've started a game you cannot change this option.

Bonus: Gives you 50 bonus points in the yahtzee box and another turn.

Wild card: Allows you to substitute your yahtzee for any other square on the bottom half of the score card, or on the top under the number rolled (i.e. five fives could go under Fives, for 25 points)

Nothing: Treats extra yahtzees just like any other roll; they can be put in 3-of-a-kind, 4-of-a-kind, or under the number on the dice.

## **Columns options**

The columns options determine how many scoring columns there will be on your score card, as well as how much each column is worth.

If the Multiply option is selected, then the scores in column 1 are multiplied by 1, those in column 2 are multiplied by 2, etc.

The **current player indicator** shows the name of the current player, as it was typed in in the players dialog box .

The **rolls remaining counter** shows how many rolls you have left. You start out with three.



**Help** is what you're using right now.  
If you still need help, see [Problems, comments, and questions](#) .

The **dice shaker** is the big blue thing with a hole in the top, strikingly similar to the picture below. To roll the dice , double-click on it; to throw dice away , drag them on top of it.



## Please register

Windows Yahtzee is distributed as ShareWare, not FreeWare. This means that if you use it for an extended period, like more than a month, you are legally required to register it.

Besides being the legal thing to do, registering ShareWare is the right thing to do. It encourages freelance programmers, like myself, to keep on writing, as well as giving some financial incentive for new programmers to get involved with ShareWare. And not registering a ShareWare program that you use on a regular basis is the moral equivalent of stealing; not just stealing from some huge corporation, to whom it is just a drop in the bucket, but from me, a programmer who stayed up until 4 a.m. lots of nights to get this working. If you like this program, please get it registered, and if you don't please tell me why (see [Problems, Questions, and Comments](#) ).

Okay, that's the ethical reason for registering; here's the unethical one: cheating. When you register, I will generate a code for the name you send me. Then, whenever you type that name in the [Players dialog box](#) , you have the option of getting automatic yahtzees whenever you want to, by simply double-clicking with the right mouse button instead of the left. It's a great trick for people who hate to lose, if you use it well, and it's a fun thing just to confuse your friends with.

Registering also allows you to set some default options, such as the yahtzee bonus and what happens at the end of your turn, so you don't have to go through the hassle of going through the menus every time you play.

To register, please send your name and address, a nickname (for the cheating option), and \$5 to me at the following address:

Scott Gifford  
1014 Drury Lane  
Flushing, MI 48433

CompuServe members can register at the Software Registration Database (GO SWREG). Simply follow the instructions on the screen and type in **676** as the registration ID. The program will be registered under your first name; if you would prefer something else, please send me, by electronic mail ([71234,1147]), a short message with your full name and the nickname you want used. You will receive a registration code within a week, and your CompuServe account will automatically be billed.

Thanks in advance,  
*Scott Gifford*

## **About the Author**

You can contact me, Scott Gifford, electronically at the following addresses:

CompuServe: 71234,1147  
Prodigy: JXPV11F  
Internet: 71234.1147@compuserve.com  
America OnLine: ottscay

or by paper at:

Scott Gifford  
1014 Drury Lane  
Flushing, MI 48433

You can pick things from the **Control Menu** by clicking on the little minus-sign in the upper-left corner of the Windows Yahtzee window, or any window for that matter. It contains options such as closing and resizing the window.

# Windows Yahtzee

V2.2

Windows Yahtzee (c) 1993 Scott Gifford.

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V2.2

Windows Yahtzee (c) 1993 Scott Gifford.

To the best of my knowledge, this program works as described in this help file. Nonetheless, it is distributed as is, without warranty of any kind. In no event shall Scott Gifford be held responsible for any loss, damage, or other types of problems caused by using winzee.

This program is distributed as ShareWare, which means that if you continue using the product after a trial period, in this case 30 days, you are required to register it.

