



Triple YatZee 2.1 for Windows

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Overview

The basic premise of the game is to roll five dice up to three times to achieve the highest score using the standard scoring grid. On each roll you will be attempting to obtain one of twelve patterns as described in [How to Score](#).

If you are familiar with the classic game, then you already know how to play.

See [How To Play Triple YatZee](#)



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How to Play Triple YatZee

Each player in turn throws the five dice (see [Rolling the Dice](#)). After deciding which pattern you are trying to achieve, you are then allowed two further throws, each time throwing any or all of the five dice again (however, you are not obliged to use all three throws if you achieve your desired pattern on your first or second throw).

When you have a pattern you want to score (or have rolled the dice three times, at which time you must score whether a [valid score](#) or not), you must double-click the open spot on your scorecard where you want to place this roll. Triple YatZee will then compute your score and update your scorecard.

If you are playing with more than one player, you will be prompted whether you are satisfied with your scoring decision. If you are, the computer moves to the next player, and they take their turn. If you are playing single player and accidentally score your roll in the wrong spot, you can select Undo from the Options menu BEFORE you make the first roll on your next turn, and your scorecard will be rolled back to the end of your last roll. At this point, you may score your roll in a different category, or even roll again if you have any rolls left.

Triple YatZee varies from regular YatZee in that you have Single, Double, and Triple columns on your scorecard. For any scoring category (i.e., "Fours"), you may place your score in either the Single, Double, or Triple column. You don't have to score them in any particular order (for example, you could score your "Double" column before either the Single or Triple column). However, remember that the same roll can be scored three different ways: if you roll 3 fours, it will display as a '12' in all three columns of the "Fours" category, but will be multiplied to '24' if scored in the Double column, and '36' if scored in the Triple column.

NOTE: A score may be placed **only once** in any place on the scorecard. Once you have used that position, it is not available for play again during the current game. Understandably, you'll want to try to score your best rolls in the Triple column.

Although chance plays a large part in the game, if high scores are to be achieved good judgement and calculation of probabilities are also required. For further details, see [Playing Strategies](#).

When the last player's scorecard is full, the game is over and the player with the highest total score is the winner.

HINT: You can look at any player's scorecard at any time by clicking on their name. However, you must be on YOUR scorecard when you select where you want to score your roll.

See [Playing Strategies](#)



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Playing Strategies

There are as many strategies to playing YatZee as there are players. Every one of those beta-testing YatZee developed their own methods of reaching the highest score possible. Each was as correct as the next.

There are, however, several undisputable techniques to get you started:

When in doubt, always go for a YatZee!

Fill in the third column with your best scores first (since your score will be Tripled).

Fill in the second column next (since your score will be doubled).

Try to get good scores in the upper section, since scoring 63 or more points in the upper section will qualify you for a bonus of 35 points. Place your best scores in the triple column first, since a bonus in that column is tripled as well!

If you must score a zero, try to place it in a Single column, in a category such as Ones or Twos or Chance, where it will have the least impact on your score.

Bonus Yatzees:

One of the best things you can do to improve your score, if you are fortunate enough to throw enough of them in the first place, is to get Bonus YatZees. Bonus YatZees are worth 100 points each (compared to a regular YatZee, which is 50 points). However, they can be worth 200 or 300 points if you are able to score them in the Double or Triple columns.

In order to receive a Bonus YatZee, you must meet certain criteria. However, if your roll qualifies as a Bonus YatZee, it will display on your scorecard in red (instead of the usual black), and you'll see the total of all Bonus YatZee's (single, double, and triple) displayed in red just above the Grand Total. Again, as with usual scoring, try to score a Bonus YatZee in the highest multiplier column in which it qualifies.



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How To Register

Triple YatZee is a shareware game. You are invited to play it freely for 30 days, to share it with your friends, to balance it on your head (although you might look a little silly if you do), and in any other way see if the game meets your needs.

If, at the end of 30 days, you wish to continue using Triple YatZee, you MUST register by sending a small fee to the author. **UNLESS YOU REGISTER, THE AUTHOR RECEIVES NO PAYMENT FOR HIS WORK!**

[View / Print Registration Form](#)

The registration fee for Triple YatZee is only \$14.95, U.S. funds.

The easiest way to register is via CompuServe's Shareware Registration:
GO SWREG and register product number 9054.

Or, you may send your check or money order, payable to Troy J. Whistman (the "Wiz" in WizWare), to:

Troy J. Whistman
PO Box 23456
Federal Way, WA
98093-0456

NOTE: Please indicate which product you are registering!

You can contact me at the above address, or by e-mail at the following addresses:

CompuServe: 102717,3724
Internet: 102717.3724@compuserve.com

You could also fly to SeaTac International Airport, catch a cab to Federal Way, and sit outside the post office waiting for me to come pick up my mail... naaaaaah.



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How To Score

Triple YatZee will automatically score your rolls for you after you select where you want to place your score. However, having an understanding of each of the following scoring categories and their associated patterns will help you when deciding how to roll your dice during your turn.

HINT: Some players will find it helpful to turn on Scoring Suggestions (on the Option menu). When this option is selected, Triple YatZee will "suggest" possible scoring categories by highlighting in red those categories where a valid score could be placed.

Ones - Scoring one point for each 1 thrown - maximum of 5 points.

Twos - Scoring two points for each 2 thrown - maximum of 10 points.

Threes - Scoring three points for each 3 thrown - maximum 15 points.

Fours - Scoring four points for each 4 thrown - maximum 20 points.

Fives - Scoring five points for each 5 thrown - maximum 25 points.

Sixes - Scoring six points for each 6 thrown - maximum 30 points.

Three of a Kind - Three of any number - Scores the sum of the five dice.

Four of a Kind - Four of any number - Scores the sum of the five dice.

Full House - Three of any number, and two of another - Scores 25 points.

Small Straight - Four dice in sequential order (for example, 1-2-3-4) - Scores 30 points.

Large Straight - All five dice in sequential order (for example, 1-2-3-4-5) - Scores 40 points.

YatZee - All five dice showing the same number - Scores 50 points.

Chance - No pattern required... used to score a roll that does not fit any of the previous patterns.

A valid score is considered any category that would produce a score other than a zero. It is important to remember that you can (and strategically may want to) score a roll in a place that results in a score of zero for that category.

To obtain bonus YatZees your roll must meet the following three criteria: 1. Your roll must qualify as a YatZee. 2. You must already have scored your three normal YatZees. 3. You must be able to score this roll in a category with a valid score.



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Rolling the Dice

For your convenience, Triple YatZee can adapt to two different methods of selecting which dice you wish to roll, and which dice you wish to keep. Feel free to select whichever method you feel most comfortable with. Both methods are available from the Options menu, but only one may be selected at a time.

ROLL Selected Dice:

When this option is selected, you select which dice you wish to roll by clicking on them with your mouse. The dice face will change colors, indicating that the die is selected. If you change your mind before pressing the Roll button, you may click on the die again, de-selecting it. When you click on the Roll button, all dice which are currently selected will be rolled.

KEEP Selected Dice:

Exactly the opposite of ROLL Selected Dice. When this option is selected, you select which dice you wish to keep by clicking on them with your mouse. The dice face will change colors, indicating that the die is selected. If you change your mind before pressing the Roll button, you may click on the die again, de-selecting it. When you click on the Roll button, all dice which are NOT selected will be rolled.

HINT: If you are playing Triple YatZee on a slower computer, the rolling of the dice may seem too slow. If this is the case, just select **Quick Roll** from the Options menu. When this item is checked, the dice will roll faster, improving performance on slower computers.



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Registration Form (Select File/Print Topic to print this form)

Please provide the following information:

_____ Date

Your name

Street City State/Pr Zip

Country Phone Fax (optional)

E-mail address(-es) (optional)

Where did you find YatZee? (optional)

Item	Qty	Price	Total
1. YatZee!	: ____ x	\$14.95	\$ ____
2. Crag Dice Game for Windows	: 1	FREE	FREE

Washington, USA residents please add 8.2% sales tax: \$ ____

GRAND TOTAL: \$ ____ *

* U.S. FUNDS ONLY! Make checks payable to: Troy Whistman

Please mail your completed registration form to:

Troy Whistman
P.O. Box 23456
Federal Way, WA
98093-0456 USA

Thank you for supporting the shareware concept and encouraging the future development of YatZee and other exciting products!

