Welcome to WinYotZ!

WinYotZ is a Windows version of a popular dice game.   This game was written using Microsoft's Visual Basic by Todd Short.   Up to four people can play.

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Scoring

When you feel as though you have the best roll possible, it is time to score.

The Scoring titles reflect the situation that you are at. If a title (such as **Ones**) is grayed (i.e. disabled), it means either:

      a) You have already scored there, or
      b) Scoring there will give you a score of zero.

If a Scoring title is not grayed, then you will score points by scoring there.

If **YotZ Bonus** is grayed, you cannot score there.

In Triple YotZ, the player has three score pads, and may score into any of them. Their final score is the rounded average of each score pad.

One's, Two's, Three's, Four's, Five's and Six's.
      The score for these is the sum of the dice that match the score entry. If the sum of these is 63 or greater, an upper bonus of 35 points is added.

<u>Three of a Kind</u>
Four of a Kind
Chance
      The score for these is the sum of all the dice. But only if the dice satisfy the score entry.

Full House
      Scores 25 points.

Large Straight
Small Straight
      These score 40 and 30 points respectively.

<u>YotZ!</u>
      This is worth 50 points! If you get more than one YotZ, you can click the **YotZ Bonus** Squares. Each box checked off gives an extra 100 points. This allows upto 300 bonus points.

Three of a Kind
Four of a Kind
Three (or four) alike dice.

Contacting the Author

There are several ways you can reach me:

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Remember that the software is **SHAREWARE** and that the trial period is 30 days. After the trial period, you may:
     a) Erase the software from any media you may have, unless you are distributing it in it's original ZIPped form on a bulletin board or other medium.
     b) Pay a registration fee of $15.

Thank you for trying WinYotZ!

Chance

Chance is a scoring location when you are unable to score elsewhere. It's a *last chance*.

Full House

A pair and a three of a kind.

Large Straight

When all five dice are in sequential order.

Small Straight

When four of the five dice are in sequential order.

YotZ

A five of a kind, where all dice show the same number.

How to Play

At the start of a player's turn, they only have one option, to Roll.   When the dice are rolled, the player has the option of rerolling any of their dice.   To do so, click either on the die, or the box next to it.   The player may then roll again.

The player may roll the dice upto three times: his initial roll plus two additional ones.   When the player has determined that they wish to score (because all their rolls are used, or the dice present a decent score), the player clicks on a blank scoring box underneith their name.   WinYotZ then tallies their score, and lets the next player roll.

The current player has his name in black, other players names are usually light grey, (i.e. disabled).

The Roll button is only enabled when:
1) When a Player has yet to roll for this turn.
2) After their initial roll, when a die is clicked, if in **Select Dice to Reroll** mode.
3) After their initial roll, when upto 4 dice are clicked, if in **Select Dice to Save** mode.

When both the Die click boxes and the Roll button are greyed, then the player has to score, their turns are used up.   The number of rolls used is listed under Rolls, below the Roll button. If the player makes a mistake in scoring, it is possible to undo the scoring, and then score again.

The only difference between Triple YotZ and Normal YotZ (with or without Bonus), is that there are three score pads.   The player is allowed to score on any pad, in any order.   However, it it not wise to favor only one pad, and ignore the others, because the scores of all three pads are averaged to find the players actual score.

Undo

If a player errs in scoring, the player can undo the scoring.   Undo is in the Game menu.   When selected, the score previously entered is erased, and the number of remaining rolls is returned to the player.

Undo must be done IMMEDIATELY after scoring, before the next player rolls, otherwise the chance to undo is lost.

Bonus YotZ's cannot be undone (you want to undo 100 points???).

Strategies

There are basically two strategies, Top and Bottom.   Each concentrates on a different part of the scoring pad.   Both have their advantages and disadvantages.

The Top strategy works by filling in the upper part (Ones, Twos, ... , Sixes) first.   In this way, the 35 bonus points are more than likely going to be added to the final score.   This requires that at least 3 of each value be rolled.

The Bottom strategy concentrates on the lower part first.   Four and Three of a Kind are more likely to be filled in than Ones, Twos, ... , Sixes.   This allows a person to go for YotZ's and Three and Four of a Kinds without worrying if they get it.

Note that it may be easier to let a Straight happen to you.   Straights are rolled on the first try fairly often, especially the Small Straights.   So, don't necessarily try for them, unless you need it.   If you have a Small Straight, it can't hurt to try for a Large Straight.

If you have two pair, go for a Full House.   Full Houses are harder to get than Straights, even though they're worth less.

Remember, you may have upto four YotZ's (if the game is YotZ w/Bonus).   The three after the first are each worth 100 points!   If you can manage to get over 350 points if you concentrate on only this, and beat an opponent.   The maximum score is possible is 375, plus 300 for Bonus YotZ's.   Typically, a person can get 300 if they manage to get only one YotZ.

Game Menu

This menu lists actions that pertain to the current game.

Options Menu

This menu lists options that can affect game play.

Help Menu

This menu lists choices that provide help or information.

About WinYotZ...

This displays a dialog box about the game, including the version and copyright date.

Index

This displays the index of available help items. Obviously you know what it does or else you wouldn't be reading this.

High Scores...

This displays a dialog box showing the top ten scorers by score and name. There are two buttons on the bottom. Clicking on OK returns you to the game. Clicking on Clear clears the high score list. A dialog box confirms your decision to clear your high scores.

Exit

This command exits the game.

Dice...

This option allows you to select the representation of the dice in the game. You have six choices: 3D dice with pips, 3D digital dice, flat dice with pips, flat digital dice, script dice, and custom.

The other option lets you choose how you select dice.   The two options are:

Select Dice to Save
Select Dice to Reroll

The default is **Select Dice to Reroll**. When this mode is selected, and dice that you click on the main board are rerolled when you click on **Roll**. Choose **Select Dice to Save** if you'd rather select dice that you don't want to reroll. The **OK** button confirms your choice, the **Cancel** button discards any changes. Note that these changes will not remain in effect when you restart WinYotZ. You must select **Options**, **Save Options** to save the options in WIN.INI. These options take effect immediately. If you click on the **Save** or **Reroll** after the **Select Dice to...** on the playing board, the mode will toggle.

Players...

This option allows you to set the names for players, and choose how many players will be in the game. Simply select the numbers of players. To change a name, click in the box. The **OK** button confirms your choices. The **Cancel** button discards any changes. The **Save** button saves the names in the WIN.INI file. These options are **NOT** saved when you select **Options**, **Save Options**. Name changes are effective immediately, the number of players won't change until you start a new game.

Game Type

This option allows you to change the way the game is played. You can choose from YotZ with or without YotZ Bonus, or Triple YotZ. (Triple YotZ doesn't have the YotZ Bonus.) There are also check boxes that allow you to choose whether or not games you play are recorded on the high score list, or if you can enable or disable undo.

The **OK** button confirms your choice, the **Cancel** button discards any changes. Note that these changes will not remain in effect when you restart WinYotZ. You must select **Options**, **Save Options** to save the options in WIN.INI. Game Type options here do not take effect until you start a new game.

Save Options

Selecting this saves options you have selected under **Options**, **Game Type...** or **Dice...** in WIN.INI, so they will remain in effect when you restart WinYotZ.

New Game

Selecting this starts a new game. It is not necessary to do with when WinYotZ starts, as a new game is already waiting for you to play.   If you accidentally select this while in the middle of a game, WinYotZ will ask you if you're sure.

Menus

Select one of the items below for a description of the menu item.

Game	Options	Help
New Game	Dice...	Index
Undo	Players...	About WinYotZ...
High Scores...	Game Type...	
Exit	Save Options	