

# All In One Yahtzee 2.4

[About The Game](#)

[How To Play](#)

[Rules](#)

[Registration](#)

[What's New?](#)

[Credits](#)

[All In One Yahtzee Homepage:](#)

**<http://hem2.passagen.se/autospy/>**

All In One Yahtzee is copyright by Stefan Pettersson. All In One Yahtzee is an Autospy Design production.  
This software is provided "as is", the author can not be hold responsible for anything.

## **About All In One Yahtzee**

This is the classic game Yahtzee, Yatzy, Kismet, Ivory, YahtC or however you spell it. I simply wanted to do my own version because I didn't quite like those I found, they were ugly, too big, user unfriendly, too expensive or required a lot of DLL's (i.e. Visual Basic programs).

Anyway, hopefully you'll find this game at least a little bit enjoyable.

*All In One Yahtzee* includes the basic yahtzee game in two versions, one with american rules and one with swedish rules. It also includes other variations of yahtzee like Kismet (colored dice), Maxi Yahtzee (6 dice) and finally Triple Yahtzee (3 columns).

My goal is to continue to develop this game and make it better, all ideas and comments are very welcome. I will do my best to include your ideas in future versions.

You'll get all the latest about *All In One Yahtzee* on internet at <http://hem2.passagen.se/autospy/>. There you'll always find the latest version and what's going on, if you've got any problems, want more info on how to register or got any suggestions or ideas, please make a visit (or send an e-mail). There is also all kind of Yahtzee related information collected there.

*All In One Yahtzee* was made by Stefan Pettersson (e-mail: [stefpet@algonet.se](mailto:stefpet@algonet.se)).  
Version 2.4 was released 11th of March, 1998.

If you wonder, the first version *All In One Yahtzee* was called *SpyYatzy* v1.0 but due to a lot of changes in the game I decided to change the name too.

## Rules

The goal of the game is to obtain as much points as possible. This is done by rolling your die up to 3 times. If you want to keep (not roll again) any of the die you click on it and it will turn red. Click again to deselect it. Next time you roll, the selected die will stay the same. After you either have found a scoring combination or have used your three rolls you should click on the scoring combination of your choice.

If you failed to get any scoring combination or you've already used that combination you have to click on another field. If you click on a field and don't have the correct scoring combination you'll get a 0 points.

If you be mistake clicked on the wrong scoring combination you may use Undo to take back that selection.

The rules of the different types of yahtzee's are explained here.

[American rules](#)

[Swedish rules](#)

[Maxi Yahtzee](#)

[Kismet](#)

[Triple Yahtzee](#)

## How To Register

*All In One Yahtzee* is shareware. That means that if you want to continue use the game after you have checked it out you should pay the shareware fee to the author. In return you can unlock your copy of the game so all functions will be available. You will also be able to unlock all future versions of *All In One Yahtzee* for free. Paying the shareware fee will support me and encourage me to improve this game and make other software.

The shareware fee is only \$5 US Dollars.

If you pay the shareware fee you will become a registred user and you'll receive a registration code which will unlock your copy of the game. All hidden and non-working functions will then be available (saved highscore for example). You will NOT need to register again to unlock future versions of *All In One Yahtzee*.

There is some different you may register. Choose the alternative which is the most suitable for you.

Together with the game there is a program called **register.exe**, please use this program and follow the instructions. You may pay by check, cash, creditcard and in some other ways. You may also **pay online** via a secure SSL server, go to the support page and follow the link which says Register.

These payments are handled by a payment service called Kagi. See <http://www.kagi.com> for more information about payment.

If you've got any problems or questions see the *All In One Yahtzee* homepage on internet <http://hem2.passagen.se/autospy/> for more up to date information.

You may also send cash directly to me, please, DO NOT SEND CHECKS to me, if you want to pay by check, use the Register program.

Put the money (whatever you think it's worth in your currency) in an envelope (wrap a paper around the bills so you can't see there is money inside the envelope) and send it to:

*All In One Yahtzee*  
Stefan Pettersson  
Lärarvägen 11  
S-197 30 Bro  
Sweden

Remeber to include your e-mail address, your real name and that it is *All In One Yahtzee* you are paying for.

Contact me for further information or if you have any questions, suggestions, bug reports or just want to say hello.

E-Mail: [stefpet@algonet.se](mailto:stefpet@algonet.se)  
Homepage: <http://www.algonet.se/~stefpet/software/>  
Yahtzee Support Page: <http://hem2.passagen.se/autospy/>

## Swedish Rules

Actually there is nothing that is called swedish rules, but these are the rules I'm used to play with, and since I'm from sweden... I call them 'swedish rules'.

### 1 to 6

The numbers is simply the different numbers. Put 2 2 3 2 5 on the Twos and you'll get 6 points.

### Bonus

If your score from the numbers section is above 63 you will be rewarded with a bonus of 50 points. If you got three die on every number you'll get exactly 63 points.

### 1 Pair

2 die with the same value. Example: 5 3 2 4 2 = 4 points.

### 2 Pairs

2 die with the same value + 2 other die with the same value. Example: 4 4 5 1 5 = 18 points.

### 3 of a Kind

3 die with the same value. Example: 4 3 3 5 3 = 9 points.

### 4 of a Kind

4 die with the same value. Example: 6 6 6 6 2 = 24 points.

### Sm. Straight

A small straight is when your die show 1 2 3 4 5. This will give you 15 points.

### Lg. Straight

To get large straight you should get 2 3 4 5 6. This will give you 20 points.

### Full House

A pair and a '3 of a kind' is needed. Example: 1 1 4 4 4 = 14 points.

### Chance

Any values at all. All die are counted. You should use chance as a last resort if you're unable to score your die somewhere else.

### Yahtzee

All die must have the same value. Like 4 4 4 4 4, yahtzee will always give you 50 points no matter what value you have.

## **American Rules**

Here are the different scoring combinations explained.

### **1 to 6**

The numbers is simply the different numbers. Put 2 2 3 2 5 on the Twos and you'll get 6 points.

### **Bonus**

If your score from the numbers section is above 63 you will be rewarded with a bonus of 35 points. If you score above 71 you'll get 55 points bonus and if you score above 78 you'll get 75 points.

Little advice: If you got three die on every number you'll get exactly 63 points.

### **3 of a Kind**

If you got three die with same value all die will be counted. Example: 4 3 3 5 3 = 18 points.

### **4 of a Kind**

If you got four die with same value all die will be counted. Example: 3 3 3 5 3 = 17 points.

### **Small Straight**

A small straight is when you get four die in a row. Examples: 1 2 3 4, 2 3 4 5 or 3 4 5 6. You will always get 30 points for a small straight.

### **Large Straight**

A large straight is when you get five die in a row. Examples: 1 2 3 4 5 or 2 3 4 5 6. You will always get 40 points for a large straight.

### **Full House**

A pair and a '3 of a kind' is needed. Example: 1 1 4 4 4  
You will always get 25 points for a full house.

### **Chance**

Any values at all. All die are counted. You should use chance as a last resort if you're unable to score your combination elsewhere.

### **Yahtzee**

All die must have the same value. Like 4 4 4 4 4, yahtzee will always give you 50 points no matter what value you have.

## Credits

*All In One Yahtzee* was made by Stefan Pettersson ([stefpet@algonet.se](mailto:stefpet@algonet.se)).

I can be contacted with e-mail or on my homepage at <http://www.algonet.se/~stefpet/software/>  
Remember that *All In One Yahtzee* has it's own page at <http://hem2.passagen.se/autospy/>

If you want to send mail, wonder how to register yourself, come and visit or something else my address is:

Stefan Pettersson  
Lärarvägen 11  
S-19730 Bro  
Sweden

Thanks to Steve Kalynuik ([sjkalynuik@mailexcite.com](mailto:sjkalynuik@mailexcite.com)) for beta testing.

## **Kismet**

Kismet Yahtzee adds a new dimension to the original yahtzee game, colors.

Here are the different scoring combinations explained for Kismet Yahtzee.

### **1 to 6**

The numbers is simply the different numbers. Put 2 2 3 2 5 on the Twos and you'll get 6 points.

### **Bonus**

If your score from the numbers section is above 63 you will be rewarded with a bonus of 35 points. If you score above 71 you'll get 55 points bonus and if you score above 78 you'll get 75 points.

Little advice: If you got three die on every number you'll get exactly 63 points.

### **2 Pair Color**

Must have 2 pairs with the same color (this includes four of a kind). The fifth die can be anything. The score is the total of all dice.

### **3 of a Kind**

If you got three die with same value all die will be counted. Example: 4 3 3 5 3 = 18 points.

### **4 of a Kind**

At least 4 dice must have the same value, the other can be anything. Example: 2 2 2 4 2.  
The score is total all dice plus 25.

### **Small Straight**

A small straight is when you get four die in a row. Examples: 1 2 3 4, 2 3 4 5 or 3 4 5 6.  
You will always get 30 points for a small straight.

### **Large Straight**

A large straight is when you get five die in a row. Examples: 1 2 3 4 5 or 2 3 4 5 6.  
You will always get 35 points for a large straight.

### **Flush**

All dice must be the same color. The score is 35.

### **Full House**

A 3 of a kind and a pair. Example: 1 1 4 4 4. The score is total all dice plus 15.

### **Color House**

As above, but the 3 of a kind and pair must be of the same color. The score is total all dice plus 20.

### **Chance**

Any values at all. All die are counted. You should use chance as a last resort if you're unable to score your combination elsewhere.

### **Yahtzee**

All five dice must have the same value. The score is total all dice plus 50.

## How to Play

Click on the '**Throw**' button to throw the die. Click on the die you want to keep, click again to unselect them. When you've finished your turn, click on the appropriate edit box to select the categorie of your choice.

If you've clicked the wrong categorie (you slipped with the mouse or something) then you may use **Undo** in the Game menu to undo your last selection.

When you've rolled your dice all categories which will give you any points will become bold, this is just a little **hint** that may help you.

The different menu items are explained here:

### Game

**New Game:** Start a new game

**High Scores...:** View the high score table

#### Rules

**American Yahtzee:** Play Yahtzee with [American rules](#).

**Swedish Yahtzee:** Play Yahtzee with [Swedish rules](#).

**Maxi Yahtzee:** Play [Maxi Yahtzee](#).

**Kismet:** Play [Kismet](#).

**Triple Yahtzee:** Play [Triple Yahtzee](#).

**Undo:** Will take back your last score entry.

**Exit:** Will quit the game.

### Options

**Sound:** Will turn sound effects on or off.

**Players...:** Here you can enter the number of players and their names.

**Settings...:** Change game or sound settings.

### Help

**Help:** View this help file.

**How to register...:** Launch the registration program

**Register...:** Enter your name and registration code here to register.

**About...:** Some information about the game.

# Maxi Yahtzee

Here are the different scoring combinations explained.

## 1 to 6

The numbers is simply the different numbers. Put 2 2 3 2 5 on the Twos and you'll get 6 points.

## Bonus

If your score from the numbers section is above 84 you will be rewarded with a bonus of 85 points. If you score above 92 you'll get 105 points bonus and if you score above 99 you'll get 125 points.

Little advice: If you got four die on every number you'll get exactly 84 points.

## 1 Pair

2 die with the same value. Only the pair will be counted.

## 2 Pairs

2 die with the same value + 2 other die with the same value. Both pairs will be counted.

## 3 Pairs

As above except that you need 3 pairs.

## 3 of a Kind

If you got three die with same value all die will be counted..

## 4 of a Kind

If you got four die with same value all die will be counted.

## 5 of a Kind

If you got five die with same value all die will be counted.

## Small Straight

A small straight is when you get four die in a row. Examples: 1 2 3 4, 2 3 4 5 or 3 4 5 6. You will always get 30 points for a small straight.

## Large Straight

A large straight is when you get five die in a row. Examples: 1 2 3 4 5 or 2 3 4 5 6. You will always get 40 points for a large straight.

## Full Straight

A full straight is when you get all six die in a row. Example: 1 2 3 4 5 6. You will always get 50 points for a large straight.

## Full House

A pair and a '3 of a kind' is needed. Example: 1 1 4 4 4  
You will get sum of the pair and the '3 of a kind' as score.

## Villa

Two '3 of a Kind' is needed. Example: 1 1 1 6 6 6  
All die will be counted.

## Tower

A pair and a '4 of a kind' is needed. Example: 2 2 3 3 3 3  
All die will be counted.

**Chance**

Any values at all. All die are counted. You should use chance as a last resort if you're unable to score your combination elsewhere.

**Yahtzee**

All die must have the same value. Like 4 4 4 4 4, yahtzee will always give you 100 points no matter what value you have.

## **Triple Yahtzee**

Triple Yahtzee is like normal yahtzee except that instead of one, it has three columns. All scores in the first column are as usual, scores in the second column are multiplied by two and scores in the third column are multiplied by three.

## What's New?

What's new in the latest version?

New in **All In One Yahtzee 2.4** (11-Mar-98)

Bugfixes:

- Fixed the hints problem

New in **All In One Yahtzee 2.3** (10-Mar-98)

Additions:

- Tabbed highscores
- Clear all highscores or just one kind
- Multiple Yahtzees allowed
- Use of registry instead of ini file

Changes:

- New smaller layout
- New registering window
- New sound settings window
- Save settings/highscores only on exit
- Only one kind of dice images used, selected/unselected dice are drawn in the program itself.

Bugfixes:

- Sound when yahtzee in Triple
- Large straight Maxi Yahtzee bug
- Register.exe didn't start from the menu

New in **All In One Yahtzee 2.2** (24-Nov-97)

Changes:

- Highscore is shown (but still not saved) for unregistered users.
- Dice are only loaded once instead of every time they were shown.
- No single .bmp files, all graphics are now in the .exe file.

Bugfixes:

- Removed bug which made the game registered when it shouldn't.

New in **All In One Yahtzee 2.1** (18-Sep-97)

Additions:

- Undo function
- Hints
- Sound configuration

Bugfixes:

- Large/Small straight scoring problems fixed.

New in **All In One Yahtzee 2.0** (3-Sep-97)

The game was almost totally rewritten since the previous version. Multiplayer and all the different rules were added for example.

New in **SpyYatzy 1.0** (27-Jul-97)

SpyYatzy 1.0 was the initial release.



