

YatZoo!

Version 2.01

Introduction:

This was my first "real" Windows95 program. By first I mean a project that I started and - get this - *finished*. I decided to make a Yahtzee game after I downloaded a different version and was displeased with it. Later I found out that there are a lot of different versions of the game out there that were much better, but I had already gotten too deep into this one to not finish. I think this one compares favorably anyway. I wrote this game in Delphi3 - a Visual Pascal similar to Visual Basic. It is 100% free because I am a nice guy. However, if you find you like/dislike this game, I ask that you send me a quick email with your comments on it. Suggestions will be accepted, but be warned - I have no more future plans for YatZoo!, but you never know. And a bonus - I reply to all email I receive. Email can be directed to: sendbeer@hotmail.com and the home page for YatZoo! and other projects of mine can be found at: <http://members.xoom.com/ParcPlace>. Thank you, and I hope you enjoy the game.

System Requirements:

800X600 display with High color (16bit) is ideal. I have shrunk down the graphics a bit, so you can get away with running YatZoo with a 640X480 display. But when run in 256 colors, it A) looks real bad and B) is pretty slow. I've tried to decrease the colors of all the graphics to 256 colors or less, but it was still slow, and also looked even worse. Other than that, there are no requirements. If your system runs solitaire, it probably won't have too much trouble with YatZoo!.

Installation:

Well since you are reading this, you have already done it. Program can safely be uninstalled through the control panel in the Add/Remove Programs. If you are installing over version 1.0, then YatZoo! will detect your older high score data and automatically update it to the newer 1.1 version.

Object of the Game:

Welcome to YatZoo! A dice game that closely resembles the popular game of Yahtzee. The object of the game is to get as high of a score as possible by rolling the dice and forming as many scoring combinations as possible.

A person is able to roll the dice up to three times, and is able to to keep or discard as many of the dice as deemed necessary. After the third dice is rolled the player must choose a score. You can only score one combination per game, and when the last one is used the game is over. The person with the highest score wins.

Triple YatZoo is played the same way as regular, except that each player gets three scoring columns. The first column is worth single points, the middle double, and the third column is worth triple the point score. Each player plays until he has filled all three columns. (*Note:in Triple YatZoo, you are allowed to throw YatZoo's away, and each one has to be used to finish the game. In single YatZoo a YatZoo can be played multiple times and cannot be thrown away - see scoring section for more*)

Scoring:

The upper portion of the game is pretty straightforward. If you get four threes you get twelve points ($4 \times 3 = 12$) as long as you click the three button. A bonus of 35 points is awarded if you get a three of a kind in the ones through sixes categories, or if you accumulate 63 points in those categories.

The bottom half is similar to poker. A three of a kind is won by rolling three or more of the same dice. This is scored by accumulating the total of the five dice (a roll of a 4 4 4 2 6 would be scored as 20). The four of a kind works exactly like the three of a kind except you must have four of the same dice. A small straight is won by rolling one of the following combinations: (1 2 3 4, 2 3 4 5, or a 3 4 5 6) the 5th dice is not considered. 30 points are awarded for a small straight. The large straight must also have a 5th number in the sequence, which is worth 40 points. A full house is scored by rolling a three of a kind and a double. The full house is worth 25 points. Chance can be scored with any dice combination and is worth the total roll. Finally a YatZoo! is scored by rolling five of the same number. Your first YatZoo! is worth 50 points, every other one is worth 100. The YatZoo! is the only score that you can score more than one of, and thus is the only one you can't throw away. Sorry, them's the breaks.

The YatZoo! Interface:

New button: This brings up the Player dialog window. Choose the number of players you want and then enter their names. The names will be used for high scores, should you get one.

High Button: This brings up the Top Ten YatZoo! Hall of Fame. Take a look at the list and click ok when done. Clicking reset will erase the top ten and allow you to start from scratch.

Replay Button: Allows you to start a new game with the same players bypassing the new player dialog screen.

Exit Button: Quit YatZoo!

Roll button: Roll dice that aren't checked.

Clear Checks (Directly right of the roll button): Uncheck all of the dice.

Undo button (Directly below the clear checks button - looks like an error): This will undo your last scoring play so long as you do it before the next roll of the dice. This

can also be done through the menu bar or by pressing CTRL-Z.

Starting a New Game

To start a game either click file - New game, click the New button in the top right corner, or press F2. Select the number of players in the game you want, this is found on the top of the player screen. Next click on Regular or Triple YatZoo. Enter the names of each player below this, or leave the default Player names.

The menu bar:

New, High Score, and Exit perform the same function as the above buttons. Sound Off/On: toggles sound off and on. Help-Scoring gives a rundown of how YatZoo! scores, and Help-About gives information about YatZoo!

The playing field

Roll the dice by clicking the roll button. The roll number and player name is listed below this button. After you roll click the dice you want to **keep** and roll your next die when ready. (*A small X appears in the bottom left corner to signify you want to keep the die- you are allowed to uncheck dice as well*). When you are ready to choose a scoring category (or if you are out of rolls) choose the button you want to score. The next player starts. The player changes after you chose your score (unless you choose a YatZoo!- in which case you get to go again - you lucky dog). Notice that if you hold your mouse over one of the scores a little Hint window will popup and tell you how many points you would score if you should choose it. Possible Non-Zero scores light up blue. It is now possible to "undo" your last score by pressing "CTRL-Z" or pressing "undo last move" in the moves menu. You cannot undo dice rolls, and can only undo one move back.

Parting words of wisdom:

YatZoo! is freeware. This means that you can use this program for as long as you wish without any moral or financial obligation to me. If you like this game, I would appreciate any input or comments you may have. Please send them to sendbeer@hotmail.com (yeah I know... but you try to come up with a user name that isn't used at Hotmail :).

For information on any other programs I have worked on, or to check for updates to YatZoo! go to this web page: <http://members.xoom.com/ParcPlace>

YatZoo! may be distributed freely, as long as the following files are included:

- The three wave files (aaa!, diceroll, and halleluja)
- file_id.diz
- readme.doc (This file)
- yatzoo.avi
- yatzoo.exe

The installshield setup file is preferred method, but not required.

No profit may be made from selling this version, other than charges to cover distribution expenses.

YatZoo! may not be packaged with illegal software (pirated, warez, cracks...).

Copyright:

This software was programmed by Marc Peters in December of 1997 using Delphi 3.0,
All rights reserved.

Future wish list:

None - this program is finished.

Version History:

2.01 (February 12, 1998)

Final version of program. Yeah right.

Removed the buggy sixth dice. If you liked the sixth dice, email me and maybe I will go through the trouble of re-adding it.

Added a undo last move button. It underneath the "uncheck all checks" button.

2.0 (February 2, 1998)

Final version of program. Unless there is a severe bug which affects the game.

Fixed problem with Triple Yatzo giving exception errors after making the top ten a second time or more in same run.

Spacebar now rolls dice.

Added "Clear all checkmarks" button.

Changed the fonts.

Added an optional extra die - makes for an easier game. Has separate high score section.

1.55 (January 18, 1998)

Fixed bug with bonus scoring - wouldn't give you a bonus if one was scored earlier.

Fixed bug with the new players memory.

Improved dice animation - dice no longer stop rolling at the same time. Super cool.

1.51 (January 11, 1998)

This is an "invisible upgrade" the version information remains the same as far as the YatZoo! program is concerned. I was forced to update information pertaining to my home page address, because for some reason Xoom changed their URL naming scheme. No code was updated, so I felt there was no need to announce a new version. Hopefully this is the last time I ever have to do this, knock on wood.

1.50 (January 3, 1998)

Polished up the triple yatzoo and undo last move.

Polished the New player screen - added memory to the player names.

Added animation to the dice rolls.

Fixed many bugs that crept up on me (fix one thing something else pops up - that sort of thing).

Trashed the setup file I wrote and went back to InstallShield express. Now has uninstall and adds game to the program menu.

1.30 (December 15, 1997)

Never released to the public.

Fixed high score bug - If player reset the high scores, any high score made after that wouldn't show up until after the user restarted the program.

Fixed crazy bug with options. Whenever someone looked at the options, the game would restart.

No longer need to have the dice bitmaps in the YatZoo! directory.

Now when YatZoo starts up, if it detects an older version of high score data, it will automatically update them to 1.10 high scores. No longer include the high score conversion utility.

Added undo feature to scoring.

Added sound options. Now user can change sounds that the game makes.

Allow the user to call password changer from YatZoo!

Allow the tooltips to be turned off.

Wrote a install/uninstall routine to "ease installation woes". Probably won't work - I

wrote it. :)

1.11 (December 11, 1997)

Due to change in the way I saved high scores, the high scores from version 1.0 were lost when you went to 1.1. Added a patch that allows you to convert the 1.0 high scores to 1.11 version.

Some minor patchwork. Not worth mentioning. Oh crap, I just did.

Updated this document a tad.

1.10 (December 8, 1997)

Well, I'm really rolling on this. Here is a quick rundown on the changes:

Made a couple minor changes to the user interface. Biggest change was use of dice to show how many more rolls are left.

Added Name defaults to new players menu. When names are clicked on, they disappear as well. Bonus.

Added Scoring hints (hold your mouse over a scoring button to see what you could score - works for bonus too)

Added Password to protect high score reset. Run Passwd.exe to set the password. Currently not very secure. (Not encrypted, sorry maybe next version - not too crucial at this moment)

Buttons now turn blue if you can score more than a zero now.

No longer use .dat file to store high scores. Moved them on over to the registry.

Fixed problem with the replay game button. Didn't clear the check marks before restarting.

Fixed Yatzoo button. Player roll button didn't enable itself afterwards. Or something. But I know I fixed it. :)

Fixed High score reset. If player kept playing after the game was reset, the scores "came back".

Fixed High score view. Game would restart with the same players if player viewed high scores while in the middle of a game.

1.00 (December 3, 1997)

Released to public.

Finally came up with suitable name and interface (Lot of polish work).

.95b

Fixed numerous scoring bugs.

Corrected some mistakes i made with the scores. (didn't count all the dice for three of a kind, Full house was worth 30 points instead of 25, etc)

.90b

Sent to friends to begin beta testing. bugs came flying in, too numerous to mention.

.5

Early development. No one saw this, due to its nature of not working right.

End of document.