

# UltraYahtzee

Version 1.0.2

by Jacob Weber and Josh Meyer

## **Shareware Info**

---

Copyright © 1994 Jacob Weber and Josh Meyer  
Programming in THINK Pascal 4.0 by Jacob Weber

This game is shareware. If you like it, please send \$15 to:

Jacob Weber  
711 N. Crest Drive  
Tucson, AZ 85716

or:

Josh Meyer  
8160 E. Rawhide Trail  
Tucson, AZ 85715

In return, you will receive:

All future updates to this game, and  
notification of any future products.  
(You may even receive free software  
for completing the registration!)

This game may be freely copied, but NOT sold. If you copy it, it cannot be modified in any way, and the files listed in "The Ultra-Yahtzee Files" (below) must be included.

If you have any questions, comments, or (gasp!) complaints, send them to the address above, or better yet, e-mail Jacob Weber on CompuServe at 72303,3540.

## **About the Authors**

---

Jacob Weber and Josh Meyer are a couple of average Mac-addicts, who live in Tucson, AZ. We are both practicing musicians, and need all the money we can get! (see above). We hope you enjoy this game, because we spent a *long* time working on it.

## **The UltraYahtzee Files**

In addition to the program itself, UltraYahtzee includes the following files:

- UltraYahtzee Help (for balloon help)
- UltraYahtzee Sounds (for game sounds)
- UltraYahtzee Read Me (hmmm...)

If you copy this game, be sure to include all of the files.

UltraYahtzee will look for the first two files in its own folder. If it can't find them, it will still run correctly, but no help or sound will be available.

UltraYahtzee also installs a file called "UltraYahtzee Preferences" when it runs. This file contains the player names, game settings, and high scores. If you are using System 7, this file will be in the Preferences folder, which is in the System folder. Otherwise, it will be in the same folder as UltraYahtzee.

When upgrading to a newer version of UltraYahtzee, it is recommended that you throw "UltraYahtzee Preferences" into the trash. When you run UltraYahtzee, the file will be re-created, with default preferences.

## **Starting the Game**

When you run the game, a dialog box called "New Game" will appear. In it, there are spaces for the names of four players. To include a player in the next game of UltraYahtzee, click the box next to his/her name.

To the right of the names, you will see the high scores list. This keeps track of the ten highest scores, along with the dates they were reached. To reset this list, click the "Reset" button. The highest score that I've seen is 570, by Fernando Ma. If you can beat it, let me know.

To begin the game, click "Play" or press return/enter.

## **Playing UltraYahtzee**

When your turn begins, the dice will be rolled automatically. You will have two more chances to roll during that turn, but it is not necessary to use them both. Clicking the “Roll” button will roll all the dice that are not marked with an X. Click a die to mark or unmark it.

When you are finished rolling, click in the square below your name that is marked with the scoring option you want. If your score will be zero in this area, an alert will appear, asking you to confirm your choice.

When all players have filled in their scoring areas, the game will end, and UltraYahtzee will announce the winner.

## **Score Categories**

The following is a description of the scoring areas.

Area	Description	Example
Aces	Totals all of the ones.	1 3 4 1 1 Score = 3
Twos	Totals all of the twos.	2 3 2 5 5 Score = 4
Threes	Totals all of the threes.	1 3 4 1 1 Score = 3
Fours	Totals all of the fours.	1 3 4 1 1 Score = 4
Fives	Totals all of the fives.	2 3 2 5 5 Score = 10
Sixes	Totals all of the sixes.	1 3 4 1 1 Score = 0
3 of a Kind	Totals all of the dice if 3 of them have the same value.	1 3 4 1 1 Score = 10
4 of a Kind	Totals all of the dice if 4 of them have the same value.	5 5 2 5 5 Score = 22
Full House	Scores 25, if there is a 3 of a Kind and a pair.	3 4 3 4 3 Score = 25
Small Straight	Scores 30, if there are 4 dice with	3 4 2 1 6

Large Straight	consecutive values. Scores 40, if all 5 dice have consecutive values.	Score = 30 3 4 2 1 5
YAHTZEE*	Scores 50, if all 5 dice have the same values.	Score = 40 3 3 3 3 3
Chance	Totals all of the dice, regardless of their values.	Score = 50 2 3 2 5 5
Upper Section Bonus	Totals the first six categories. Scores 35, if the above total is 63 or more.	
Lower Section	Totals the last 7 categories.	
TOTAL SCORE	Totals all 13 categories, plus the bonus.	

\*YAHTZEE is the only category that you can choose more than once. Each time after the first scores 100 points, and you will get an extra turn at the end of the game (to fill in your last scoring area). This is similar to the "YAHTZEE Bonus" category on other versions of the game.

## **Game Settings**

The following settings are always available in the File menu:

Sound:

Turns game sounds on. (requires the file "UltraYahtzee Sound." Sounds are played when you fill in a score category, roll a Yahtzee, and finish the game.

Dice Speed:

Opens a dialog in which you can specify the rolling speed of the dice. 1 is the slowest, and 20 is the fastest. For fast computers, a lower setting can add suspense.

Warning for No Score:

Displays a warning when you are about to receive no score in a category. If you click Yes, you will receive no score. Otherwise, you will be able to choose another category.

## **Version History**

---

1.0	1/5/94	The initial release of UltraYahtzee
1.0.1	1/11/94	Works correctly on machines without Color QuickDraw. Dice Speed option added. Minor changes made.
1.0.2	1/30/94	Minor changes made.

## **Thank You**

---

We appreciate any suggestions, and will try to implement them. Special thanks to the people in the Macintosh Developers Forum on CompuServe for all their help. Also, thanks to Rush, Nirvana, Alice in Chains, Metallica, Primus, Pink Floyd, Jimi Hendrix, Queensrÿche, Prince, Parliament and Pearl Jam, for giving us something to listen to while we worked.