

## Yacht-Z -- A dice strategy game

Version 1.01 -- December 14, 1990

**Yacht-Z** is a version of the classic dice game in its triple scoring variety. The capabilities of **Microsoft Windows** are fully exploited with the hopes of providing an efficient player's interface.

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. The specifics of scoring will be explained in the text that follows. If you are familiar with the classic game, then you already know how to play.

### Installation

If you already know how to install a **Windows** application, then place the executable file wherever you like. Otherwise, copy the program file into your **Windows** directory and run **Windows**. Follow these steps:

1. In the **Program Manager**, open your **Games** icon ( if it is not already open ).
2. Select the **File** menu in the menu bar of the **Program Manager** and make the New... selection
3. When the dialog box opens, press the **OK** button.
4. In the file selector, scroll down to the bottom of the list. Double click on **YTZ.EXE**, which is usually the last file shown.
5. In the next dialog that appears, press **Change Icon**. If the icon shown is not acceptable, press the **View Next** button until a more appropriate icon is displayed. There are three icons total. When you are ready, press **OK** and **OK** again.

The **Yacht-Z** icon should now appear in your **Games** group. The program can be run by double clicking on the new icon.

### Playing Yacht-Z

**Yacht-Z** begins with a blank window. Open the **File** menu and select **Set Player**. A dialog will appear. Type in your name or handle and press the **OK** button. This will be the name which is appended to any scores you place in the high score list.

Open the **File** menu again and select **New Game**. The game windows are opened and drawn. These windows are:

1. **Dice**: The five dice are shown and controlled here. To roll them press the **Roll!** button. Dice will roll when their 'backs' are shown (as is the case before the first roll) or when one or more dice are selected. After the third roll, the **Roll!** button becomes disabled.
2. **Scorecard**: All scoring is done here. Scoring is described in the following section.
3. **High Scores**: The ten best scores are kept on disk along with the player's name and the date the game was played.

Probably the best way to describe how to play **Yacht-Z** is to provide a

walk-thru. Once all three windows are showing, press the **Roll!** button in the **Dice** window. If the dice tumble too slowly for you, open the File menu and select the **Show Roll** item. This will cause the dice to rapidly update. Open this menu again and assure that the **Show Hints** item is checked. When a menu item is checked, it means that the function referred to is enabled. If there is no check shown, the function is disabled.

The condition of the **Scorecard** after a roll depends on the values on the dice. Since we turned on **Show Hints**, the scorecard will show in black the items which will yield points if selected. All others will be disabled (shown in gray). You may place a score in any item, but if the combination of the dice does not match, you will receive zero points in that box. If **Show Hints** is not enabled, all scoring categories will show black throughout the game.

However, since this was the first roll, there is no reason to select a scoring category quite yet. You may select on any roll, but after the third roll you **MUST** select a scoring category (even if it is invalid).

To initiate a roll after the first roll, select which dice will be rolled again by clicking on them with the mouse pointer and pressing **Roll!**.

When you have selected a scoring category, the dice faces are replaced by the diceback design and the **Undo!** menu item becomes enabled for the first time. This allows you to take back the scoring placement just made. If you press it, the score is removed and the dice faces are restored. You are now in the same position as before the scoring selection was made. If you have another roll left you can highlight dice and roll again or place the score in a different category.

You may notice that the scoring buttons are arranged in three columns. This is the essence of the triple scoring method. The total of the left most column is multiplied by one, the second column is multiplied by two and the third column is multiplied by three. The totals of all three columns is combined to make up the **Grand Total**, which is your final score.

The **Scorecard** is divided into four sections. The top section comprises the matched value scoring. If you have two fours showing on the dice and select a button on the **Fours** row, you would score eight(8) points on that button. Only the dice matching the rows type are totaled in the first section. The second section is the total area for the **Upper** section. The total of each column is shown in the **Total** row. If this value is 63 or greater a bonus of 35 points is awarded and shown on the **Bonus** row. The last row of the second section shows the **Upper** section total and is made up of the **Total** and **Bonus** rows.

The lower section begins with the third section. This section contains scoring categories based on special sequences or combinations using different scoring methods:

**Three of a Kind:** If 3 or more of the dice match, the total of all dice is entered.

**Four of a Kind:** If 4 or more of the dice match, the total of all

dice is entered.

**Full House:** If 3 of one face and 2 of another are shown on the dice then 25 points is awarded.

**Small Straight:** If 4 consecutive values( i.e. 1,2,3,4 ) are shown then 30 points is awarded.

**Large Straight:** If 5 consecutive values( i.e. 1,2,3,4,5 ) are shown then 40 points is awarded.

**Yacht-Z:** If all dice are of the same value, 50 points is entered into the selected button. If you are fortunate enough to get more than three **Yacht-Z**'s, additional five-of-a-kind combinations will be recorded in the **Yacht-Z Bonus** category (worth 100 points), starting in the leftmost column. You must place the score into a valid category to receive this bonus. (i.e. **Four of a Kind**)

**Chance:** The total of all dice is entered. This is useful if the values of the dice are high, but are not applicable on any other button.

Game play continues until all playable buttons have a score in them. At this point the 'Game Over' dialog will appear. If your **Grand Total** is among the ten highest, your score, name and the current date will be placed in the High Score window, in it's appropriate position. To play again, select **New Game** from the **File** menu.

## Strategy

There are as many strategies to playing **Yacht-Z** as there are players. Every one of those beta-testing **Yacht-Z** developed their own methods to 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 **Yacht-Z!**

Fill in the third column with your best scores first.

Use combinations in **Upper** section first to get **Upper Bonus**.

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## Registration

**Yacht-Z** is distributed as shareware. This means that if you regularly use the product and benefit from it, you should register with the author (address below). The software you now have is not crippled in any way. This indicates a basic trust of the shareware concept by myself and other shareware authors who provide useful products with the hope of some type of reward for their efforts. Frequent users of **Yacht-Z** who do not register, risk Karma damage (this may not be serious). Registration is \$10.

If you are a shareware author, register by sending a registered version of your product to me.

**My address:**

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**Update History**

**Version 1.01 -- December 14, 1990**

Ooops! A late bug report concerning High score handling caused this fix. In addition child windows are not closable using the F4 key now. This caused some other obscure problems, which are now avoided.