Triple Yahoo! 2.0f

WHAT IS TRIPLE YAHOO!?

Triple Yahoo! is a game for Windows 3.1(*) similar to the popular Triple Yahtzee board game. Players roll animated dice and score in different categories to gain points. When all scores are made, the player with the most points is the winner. Triple Yahoo! supports user-configurable sound effects via .WAV files if a sound card is installed.

(*) Triple Yahoo! will work with Windows 3.0 only if Microsoft Multimedia Extensions and a sound card have been installed.

Triple Yahoo! is **Shareware**, and a registration fee of **$10.00** (plus **$2.00** for shipping, please) is required if used past the 30-day evaluation period. When payment is received you will receive a registered copy of the latest version of Triple Yahoo! on diskette and a serial number for free upgrades to future Shareware versions. CompuServe members can download the latest version and register through **CompuServe** for only **$10.00** (saves shipping). You won't receive a disk, but I will send you a serial number via CompuServe electronic mail within two business days of order receipt (see **"REGISTRATION"**, below).

FILES CONTAINED IN THIS RELEASE

Files in Triple Yahoo! Directory:

FILE_ID.DIZ	Distribution Description File *(included with Shareware version only)*
LICENSE.WRI	License Agreement / Warranty Disclaimer
MANUAL.WRI	Documentation *(this file)*
ORDER.TXT	Order Form *(included with Shareware version only)*
VENDOR.TXT	Vendor Distribution Information *(included with Shareware version only)*
TYAHOO.EXE	Required Executable File
REGISTER.ID	Registration ID File *(included with **Registered** version only)*
ATTENTN.WAV	Required Sound File "Attention"
READY.WAV	Required Sound File "Ready"
ROLL.WAV	Required Sound File "Roll Dice"
SORRY.WAV	Required Sound File "Sorry"
WINNER.WAV	Required Sound File "Winner"

Files in Windows | System Directory (or Windows Directory for Network Users):

MCI.VBX	Required Support File
PICCLIP.VBX	Required Support File
THREED.VBX	Required Support File
VBRUN200.DLL	Required Support File *(included with Registered version only)*

STARTING TRIPLE YAHOO!

To start Triple Yahoo!, double-click on the **Triple Yahoo!** icon in your **"Games"** program group.

Once started, you must enter the names of the players. Click on the **NEW GAME** button or choose **NEW GAME** from the **FILE** menu, enter the player(s) name(s), and click **CONTINUE**. Click the **ROLL** button and you're off!

You can control some of Triple Yahoo! from the keyboard, like selecting and rolling the dice, but you must use the mouse to choose a scoring position.

OPTIONS

You can change certain program settings from the **OPTIONS** menu, and save them to disk by choosing **SAVE SETTINGS**. The program defaults are indicated in **bold**:

Hint Mode:	**On**/Off	Shows or Hides possible scores
Sound Effects:	**On**/Off	Plays or Supresses digitized sound-effects (MCI WAV compatible sound card required)
Roll Animation:	**On**/Off	Can be turned off for slower PC's

PLAYING TRIPLE YAHOO!

To play Triple Yahoo!, players take turns rolling the dice and scoring points. After each roll, *possible scores* are displayed in red, and zero scores in grey. You can choose where to score at any time that possible scores are displayed by clicking on the desired score. If you choose to re-roll, click on the undesired dice and press the **ROLL** button. Each player gets up to three rolls before they must choose a score. Sometimes a score of zero must be chosen, and is best taken from the single score column. If multiple players are playing, the game will pause at the end of each turn to allow you to see what was scored. Press **NEXT PLAYER** to continue.

There are three columns for scoring. The first scores single point values, the second scores double, and the third scores triple.

If the point values of "Ones" through "Sixes" total 63 or higher, a bonus of 35 is given (3-of-a-kind in each category is required to get 63 points). The Double and Triple columns require multiples of 63, respectively, and receive double and triple bonus values. The "Needed" category shows how much is required in each column to get the bonus.

When the board is filled, the game is over. The player with the most points is the winner and is automatically entered in the high-scores file if qualified.

SCORING

Point values for Triple Yahoo! are as follows (single value column shown):

Ones	only 1's are scored
Twos	only 2's are scored
Threes	only 3's are scored
Fours	only 4's are scored
Fives	only 5's are scored
Sixes	only 6's are scored
Three of a Kind	must have 3-of-a-kind, all dice are scored
Four of a Kind	must have 4-of-a-kind, all dice are scored
Full House	must have 2-of-a-kind AND 3-of-a-kind, score 25
Small Straight	must have a sequence of 4, score 30
Large Straight	must have a sequence of 5, score 40
Yahoo!	must have 5-of-a-kind, score 50
Pot Luck	total of all dice is scored

CUSTOM SOUND EFFECTS

Custom sound effects can be used by replacing any of the included five .WAV files with your own. Files must be named the same as they are now.

REGISTRATION OF SHAREWARE VERSION

Triple Yahoo! is copyrighted Shareware. The evaluation copy is valid for 30-days. Any use of the unregistered Shareware version after the 30-day trial period is in violation of federal copyright laws. Read the file **LICENSE.WRI** for the license agreement and warranty disclaimer. Distribution information and description suggestions are contained in the file **VENDOR.TXT**.

To register Triple Yahoo!, print the file **ORDER.TXT** and send with your check for **$10.00 (plus $2.00 shipping, please)** in US funds to:

> **Dan Puraty**
> **3536 Kent Road**
> **Stow, Ohio 44224-4602**

...or register **ONLINE** through **CompuServe!** and pay **only $10.00** (saves the shipping cost). Type **GO CIS:SWREG** and specify Program Number **726**.

I can be reached electronically on CompuServe at **71563,1245**.

US Mail Registrations: Registered users will receive the latest version on diskette and a serial number for self-registering all future Shareware releases.

CompuServe Registrations: Registered users will receive, within two business days, a serial number for self-registering the latest version (downloaded from CompuServe) and all future Shareware releases via CompuServe EMail. CompuServe will always contain the latest version, and registered users will be notified via EMail of all new releases. No diskette will be sent.

VERSION HISTORY

01/04/93	v1.0	Initial release to Shareware
01/20/93	v1.1	Fixed bonus display problem
		Added high-score date
01/21/93	v1.2	Fixed bonus balculation problem
		Added end-of-game scores toggle
02/22/93	v1.2a	Fixed registered-only "registration" bug
		Added hourglass mouse pointer during delays
03/15/93	v2.0a	Changed overall visual appearance
		Added left-hand column subtotal and needed-for-bonus
		Enhanced multiple player operations
		Added hint-mode-off option and simplified options menu
04/11/93	v2.0b	Optimized graphics-handling to use less resources
		Created Setup program for automatic installation *(Registered version only)*
05/08/93	v2.0c	Fixed graphics scaling problem when used with high-resolution monitors
		Fixed registered-only "registration" bug
		Updated Setup program to correct installation bug *(Registered version only)*
		Added 4-player capability
07/21/93	v2.0d	Further enhanced graphics speed to stop flicker
08/02/93	v2.0e	Changed handling of sound to fix problem on some PC's
09/01/93	v2.0f	Fixed scoring bug for last player
		Fixed "play again" function
		Changed floating-point calculations to fix problem on some PC's

I welcome any comments you may have about Triple Yahoo!.

Thank you for supporting the Shareware concept!