Filch 2.0

Filch - To Pilfer or to Steal

Filch is a dice game in the same vein as Yahtzee that includes several different roll combinations which introduce a whole new level of strategy to the dice throwing experience. Filch first debuted in 1992 for the Amiga computer and has matured into a very playable Yahtzee alternative. Filch fanatics have been known to resort to gunplay after a particularly heated match and the author can not guarantee that anyone playing the game will not meet a similar fate. Enjoy, good luck, and good Filching...

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Filch Rules

Each Player gets three rolls of the dice. To roll the dice click on the "Roll" button underneath the dice. The dice will start rolling and the button will then have "Stop" on it. Click "Stop" to stop the dice from rolling any more. After each roll the player decides which dice to keep and which dice to roll again. To keep a dice just move the mouse arrow over the dice and click the left mouse button on it. The dice will then be transferred over to the "Hold" side of the board and will not be rolled again. If you change your mind you can click on any dice on the "Hold" side and it will be put back to the "Roll" side, which of course will roll the next time you press the "Roll" button.

Once all three rolls have been used all the dice will be transferred to the "Hold" side and you will have to take a score. You don't actually have to use all your rolls to take a score, you can take a score anytime. To take a score just position the mouse over any square with a valid score and double click the left mouse button. Your score will be registered and the board will then be set up for the next player.

You must take a score each turn, even if all your valid scores are zeros. In that case you must determine which roll would be the best for a zero. Each player has 16 score pad rolls to take so after everyone has completed 16 rolls the game is over and the results are displayed.

Filch Scoring

Three of a kind (Top half of the board)

The first six lines of the score pad are for three of a kinds. There is one for each number (1-6). The scoring is as follows: You get 0 points until you get three of a kind or more. Once you get three of a kind all the dice are added for that score. For instance if you have three 5's and two 3's the score for fives would be 21 (5+5+5+3+3).

If the total of all your three of a kinds is over 104 then you are awarded a 50 point bonus just for being such a great player. If you get three of a kind for each number and the other two dice for each number add up to 7 or more then you will get the bonus. This is the "Par" for each line. The par is (Add up your Three of a kind + 7)

Power Rolls (Bottom half of the board)

The bottom half of the board has an assortment of rolls as follows:

- Small Straight (30 points) - Any four numbers in a row (1,2,3,4) (2,3,4,5) (3,4,5,6)
- Large Straight (40 points) - Five numbers in a row (1,2,3,4,5) or (2,3,4,5,6)
- Full House 4's & 3's (40 points) - this is either (3 fours and 2 threes) or (2 fours and 3 threes) {blue dice}
- Full House 5's & 2's (40 points) - this is either (3 fives and 2 twos) or (2 fives and 3 twos) {red dice}
- Full House 6's & 1's (40 points) - this is either (3 sixes and 2 ones) or (2 sixes and 3 ones) {black dice}
- Oh Well (Dice Total) - this is a freebie
- Programmers gift (Dice Total) - this is your second freebie, don't push it.
- Filch (60) - five of a kind (any number)
- Tuxedo Mitch (80) - five 1's
- Slick Six (100) - The queen mother of all rolls, five 6's

Filch Hints

- When rolling for your three of a kinds, once you get your three of a kind keep the higher dice and re-roll the low ones. For instance if you have three 3's, one 6, and one 2 you should throw away the 2 and keep the 6 since once you get your three of a kind all the dice are added anyway.

- If your trying for a particular three of a kind, keep alert for the possibility of getting a full house. For instance you roll three 4's, one 5, and one 3. In this case you might want to keep the three and get rid of the five since you only need another 3 for the full house and the difference for the point total in case you don't get it is only two points.

- If you really need to take a zero for a score, look at the Tuxedo Mitch and the Slick Six first. These are the two hardest rolls to get and the odds are you won't get them.

- If you are playing a friendly game and your opponent is consuming some sort of alcoholic beverage, just drink apple juice or something and make sure that your friend continues drinking. This is one of the most sure-fire ways to really roll up the victories.

Misc Info

Customizing the game.

Filch is provided with several different options for customization.

- Color choices are provided for the different parts of the score pad under the "Options" menu. You can set the colors any way you want and the game will load them every time you start the program. Be careful though, because you do have the capability to generate some extremely horrid color schemes. If all else fails just press the "Restore Defaults" on the Colors Screen.

- The Dice are each stored as a seperate bitmap. There are two sets of dice, 16 color and 256 color. The dice are named logically, for example "One.bmp", "Two.bmp", etc for the 16 color dice. The 256 Colors are named "One256.bmp", "Two256.bmp" etc. You are perfectly able to change the dice to fit your liking in any paint program. (Note: It is a good idea to back the dice bitmaps up first just in case you really mangle them you could always restore them)

- If you want to change the sounds provided all you need to do is get a (.wav) sound file you like and change the name to the sound name you want to replace. For example if you have a better sound for the dice roll you could copy that file with the name "Dice.wav", then when you roll the dice the new sound will be played. Currently there are seven sounds that ship with the game. You can replace these sounds at your leisure but they must have the exact same name as the original. The sounds that come with the program are:
  "Applaus2.wav"
  "Cheering.wav"
  "Clap.wav"
  "Dice.wav"
  "FScream1.wav"
  "Rattle.wav"
  "Shock.wav"
  (Note: as with the bitmap files it is a good idea to back up the original sound files just in case)

Ordering Information

Filch is distributed as shareware. What this means is that you get to essentially "test drive" the program before you decide on purchasing it. Filch has a 30 day trial period at which time you must register the program or remove it from your system. If you decide not to register the program will become disabled at the end of the trial period.

To register send a check or money order for $15.00 to:

Michael Brady
6530 Nancy Drive
North Olmsted, Ohio 44070

Make sure to include the program you are ordering (Filch 2.0 for Windows 95) and your address. Or you can print out the Order Form and mail it with your check. A registered copy of the program will be mailed to you on 3-1/2" 1.44MB disk. Please allow two to three weeks for delivery.

To contact the author send mail to the above address or e-mail to mikeb75468@aol.com

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