



# YA-zee Index

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## About YA-zee:

YA-zee was written by me because I felt unhappy with the way most games of this type look like. I decided to make it freeware, although I spend more work with this than I wanted to when I started this. I encountered some smaller problems, with the most interesting one being to find an algorithm that find Straights and the Full House. I have included an excerpt from the source code for those of you interested in programming. Although I am German, I felt no need to include German help, so if any Germans have problem with the language, mail me and I will hopefully be able to answer your questions (as if such a person would understand what I just said <g>).

You may feel free to distribute and copy YA-zee as you wish, but you *are not allowed* to modify the program or any of it's support files. If you really love the game, please consider donating a amount of your decision for the development of more games like this one. You can contact me either by e-mailing me at [bischo6639@aol.com](mailto:bischo6639@aol.com), visiting my website at <http://members.aol.com/bischo6639/index.html> or writing to me by snail-mail:

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## **System Requirements:**

YA-zee requires a screen resolution of at least 800\*600 pixels, and looks best with a colour depth of 16 or more bits/pixel, although it's OK with 256 colours. You need to have the Arial TrueType Font installed, and I guess most of you have because it's a Windows standard font. Oh, and at least 8 Megs of RAM could be useful (as they are for any other program). I wrote this whole thing on a Pentium 100 with 32 Megs and never encountered any problems, with the SDK, Paint Shop Pro and Word running at the same time, so I guess YA-zee should also run with only 4 Megs. Anyway, there aren't any more people out there with less than 16 MB, are there????

## How to play:

God, I hate this. Coding the whole thing is fun, as well as doing the graphics, but I really find it annoying to write these manuals. First of all, navigating through the game is very simple. There are no menus, pop-ups or something, just buttons you can click on. You can either play alone, with 2 or 3 players. Of course, you can also use the 3 player option for a triple YA-zee game. When in the game, you select which dice to re-roll by clicking them. Click the Roll button when finished. To assign you're dice after having rolled them 3 times, click the category. E.g. if you want the dice be assigned in the ONES, click ONES. That's it. All buttons should be rather self-explanatory, so I won't waste time here explaining all of them. So much for the controls...

The rules, yes... You all know Yatzee, Yacht-Z, Kniffel or whatever you call it, don't you? For those few who really never heard of it (hey, did you have a childhood??), the basics of the game:

### **The rules:**

You roll 5 dice. Then you decide which you keep, and which will be re-rolled. You can do this 3 times, then you have to assign the dice you rolled to one of 13 things, and you get points for that. The first 6 categories are simply the numbers from 1 to 6. The bonus section will get you (automatically) 30 extra points when you assigned at least 3 three of a kinds to the above mentioned.

The lower categories are a bit like in poker: 3 of a kind, 4 of a kind, Straights (e.g. 1234 for Small Straight, or 12345 for a large one), and the Full House (for example 22333). YA-zee is a 5 of a kind and gives you 100 points. Chance is the sum of all dice you rolled - best used when there's no better place for them to be assigned to. **YOU MAY USE ANY CATEGORY ONLY ONCE PER PLAYER!!**

So much about the rules....got it? If not, just try and you will understand....

## A source code example for programmers:

A nice little challenge I encountered while coding this was to code a good and fast procedure that finds out if the player has a full house. I saw that most programmers who did a Yatzee or Poker game did this with about 200 simply If...Then or Case instructions. I think my way is rather clever (well, quite nice at least), so I decided to include a sample from the source code here for all who want to do a game like this. Most Pascal or C++ programmers should understand it. It basically works by counting the number of each possible digit (1 to 6), and then writing it to a string. If a 2 and a 3 appear in the string, it must be a full house. Modifying it a bit, this procedure will also work for any other thing were you have to sort things. The variables in the code are as follows: w[1-6]% for the dice (Integer), an integer array with 6 elements, and various other integers that are 0 at the beginning. Test\$ is a normal string.

```
'being procedure
dim% (6)
whilenot @equ(count%,0) 'count
    case @equ(count%,w1%): inc wieviele%
    case @equ(count%,w2%): inc wieviele%
    case @equ(count%,w3%): inc wieviele%
    case @equ(count%,w4%): inc wieviele%
    case @equ(count%,w5%): inc wieviele%
    list% count%=wieviele% 'list to array
    dec count%
    let wieviele%=0
wend
'write to a string
let test$=@add$(@add$(@add$(@add$(@str$(@list%(1)),@str$(@list%(2))),@str$(@list%(3)))\
,@str$(@list%(4))),@str$(@list%(5))),@str$(@list%(6)))
'check if 2 and 3 are in the string
case @and(@instr("2",test$),@instr("3",test$)): let score%=30
'end procedure
```

## **Known Bugs / History:**

### **Bugs:**

The only problem I encountered was that the background colour of the text sometimes changed to white after YA-zee had been minimised. I am not sure why it happens, but will work on it.

### **History:**

Version 1.0 (current Version):

first public release of YA-zee. Fixed the highscore bug.

Version 0.9

first beta release, still had a bug in the highscore display. Added options for 2 and 3 players. Re-arranged buttons.

Version 0.8

first alpha version that I gave to some friends. One player mode only, very bugged highscores.

