

Yit-See



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Yit-See is a Yahtzee*-like dice game. The objective is to get a high score by rolling dice (up to 3 rolls per turn) in preset combinations. For each combination achieved, you receive points. The categories are as follows:

Ones through sixes: The value of each dice with a number corresponding to the category is added to your score.

3 and 4 of a kind: If you get 3 or 4 dice of one value, the total of all 5 dice is added to your score.

Full house: A pair of one value and 3 of another, worth 25 points.

Small and Large Straights: 4 or 5 sequential values, worth 30 and 40 points.

Yit-See: 5 of a kind, worth 50 points (the single most commonly scratched value)

Every turn you must score in exactly one category. If, after three rolls, you do not have any dice fitting any category, you must scratch.

Scoring 53 points or more in the first column gives you a Bonus, worth 35 points.

*Yahtzee is a registered trademark of Milton-Bradley.

Scratch

To scratch is to receive a zero in a category. To do this, you must choose which category you wish to scratch in the field below the button. Then click the scratch button and roll again.

Roll

This button "rolls" the dice. Technically, it chooses a random number and displays the appropriate dice graphic. It will only roll dice that have the <Roll> option selected. After rolling, you may roll again or choose a category in which to score.

<Roll><Hold>

These buttons signify whether or not that dice will be included in the next roll. If set for roll, it will be thrown with the other dice. If set to hold, it will retain it's value.

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New Game

Clears all labels on the screen and starts a new game.

High Score

A list of the highest Yit-See achievers. It keeps the ten best scores and the names of the players. In versions 1.0 to 1.9.99 it does not work properly. In versions 2.0 and above the bug has been fixed. However, in shareware versions, it is impossible to beat the first two scores, even though your point total may be higher than the ones listed. If you ever want to see your name at the top, [registerit!](#)

Exit

Exit ends the game and removes all traces of the software from active memory.

Help

Shows this help file.

About

Yit-See

This software was written by Lance McGrath. If you find a bug in the software, please write to the address shown in the Distribution section or e-mail me at ecnal@inwave.com. Also, please notice the context-sensitive help option. Many thanks to the folks at Microsoft for making it so easy to incorporate into my applications.

Distribution Rights

This program is shareware. You may pass it on to whomever you like (in fact, I encourage you to do so!). However, it was my very first project for Microsoft Windows, took many hours of programming, and totaled out at more than 25 pages of code. If you would like to see more stuff like it come out, please send a measly six dollars (or more if you happen to be a wealthy Arab with acres and acres of oil fields) to me. The address is P.O. Box 1739, Janesville, WI, 53545 (USA).

Legal Disclaimer

Neither the shareware nor the registered versions give you claim to technical support. However, depending on the amount of donations I receive, I may be willing to answer questions via e-mail. I am not responsible for any damages to your system this software causes. If you use this software for more than 30 days, you must register it with me as show in the Distribution section. By using this software at all, you show that you agree to the above terms.

Sound

This menu item, found under the options menu, controls the sound heard when you click the Roll button. If it is checked, this sound will be played. (If you do not have a soundcard, you should turn this option off before playing, or you will likely experience an error)

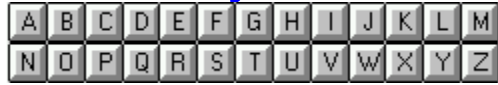
Copyright 1996 by Lance McGrath - Helpfile generated by VB HelpWriter.

Animation

This menu item, found under the options menu, controls the animation sequence at the bottom of the screen. If the option is checked, the sequence will play.

Copyright 1996 by Lance McGrath - Helpfile generated by VB HelpWriter.

Glossary



B

bug

button

C

category

F

field

S

scratch

six dollars

six dollars

You know, as in \$6.00, seis dolares, six bucks, a picture of George Washington and his buddy Abe Lincoln. Believe it or not, to a 16-year-old student, it makes a difference. (You were sixteen once, right? Remember how it feels to need money for your next date? Oops, bad example, I haven't had a date in months, I've been so busy on this program)

bug

An error in the programming that causes the software to work improperly or not at all.

field

An object on the screen that contains text of some sort.

button

An object on the screen on which you may click and get a response. Usually rectangular.

category

Categories in which your current dice fit are highlited in blue.

scratch

To scratch is to receive a zero in a category.

