SpyYatzy 1.0

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About SpyYatzy

This is the classic game Yatzy, YahtC, Yazee or whatever you might call it. I simply wanted to do my own version because I didn't quite like those I found, they were ugly, too big, user unfriendly, too expensive or required a lot of DLL's (i.e. Visual Basic programs). I also did this game to learn a little bit more programming.

Anyway, hopefully you'll find this game at least a little bit enjoyable.

This version is just a basic Yatzy game. If I get a good response after releasing this and there is some people who actually register I will try to make a better and enhanced version. For example I will add multiplayer possibility, MaxiYatzy version (6 dice), TripleYatzy (3 values) and more. Suggestions and comments are very welcome.

There is also a swedish version available, you'll get it at http://www.algonet.se/ ~stefpet/

SpyYatzy was made by Stefan Pettersson (e-mail: stefpet@algonet.se).
Version 1.0 was released 25th of July.

How To Play

The goal of the game is to obtain as much points as possible. This is done by rolling 5 dice up to 3 times. If you want to keep (not roll again) any of the dice you click on it and it will turn red. Click again to deselect it. Next time you roll the selected dice will stay the same. After you either have found a scoring combination or have used your three rolls you should click on the scoring combination of your choice.

If you failed to get any scoring combination or you've already used that combination

you have to click on another field. If you click on a field and don't have the correct scoring combination you'll get a 0 points (this is marked with a '-').

Here are the different scoring combinations explained.

1 to 6
The numbers is simply the different numbers. Put 2 2 3 2 5 on the Twos and you'll get 6 points.

Bonus
If your score from the numbers section is above 63 you will be rewarded with a bonus of 50 points. If you got three dice on every number you'll get exactly 63 points.

1 Pair
2 dice with the same value. Example: 5 3 2 4 2 = 4 points.

2 Pairs
2 dice with the same value + 2 other dice with the same value. These two different pairs may not have the same value. Example: 4 4 5 1 5 = 18 points.

3 of a Kind
3 dice with the same value. Example: 4 3 3 5 3 = 9 points.

4 of a Kind
4 dice with the same value. Example: 6 6 6 6 2 = 24 points.

Sm. Straight
A small straight is when your dice show 1 2 3 4 5 (15 points). I don't know which is the correct scoring of small and large straights, in some games small straights are just made by 4 dice and in other 5. If you've got any idea of the correct rules (or different rules) please tell me and I'll try to add a choice of rules in future versions.

Lg. Straight
To get large straight you should get 2 3 4 5 6. This will give you 20 points.

Full House
A pair and 3 of a kind is needed. Example: 1 1 4 4 4 = 14 points.

Chance
Any values at all. All dice are counted. You should use chance as a last resort if you're unable to score your dice somewhere else.

Yatzy
All dice must have the same value. Like 4 4 4 4 4, yatzy will always give you 50 points no matter what value you have.

If you've managed to get a high score you will be asked to enter your name. Use

the *Game* menu to see the high score again. Notice that the highscore is NOT saved in the unregistread copy.

How To Register

SpyYatzy is shareware. That means that if you want to continue use the game after you have checked it out you should pay the shareware fee to the author. In return you can unlock your copy of the game so all functions will be available. You will also be able to unlock all future versions of SpyYatzy for free.

Paying the shareware fee will support me and encourage me to improve this game and make other software. I'm a student and the fee I ask you to pay is just enough to pay my food for one day.

The shareware fee is only $5 US DOLLARS or 40 SEK (for swedish users).

If you pay the shareware fee you will become a registred user and you'll receive a registration code which will unlock your copy of the game. You will NOT need to register again to unlock future versions of SpyYatzy.

Put the money ($5 US Dollars or 40 SEK) in an envelope (wrap a paper around the bills so you can't see there is money inside the envelope) and send it to:

> SpyYatzy
> Stefan Pettersson
> Lärarvägen 11
> S-197 30 Bro
> Sweden

Include your e-mail adress or your mail adress so I can send you the password to unlock the program.

Contact me for further information or if you have any questions, suggestions, bug reports or just want to say hello.

> E-Mail: stefpet@algonet.se
> Homepage: http://www.algonet.se/~stefpet/