Yacht-Z -- A dice strategy game

Version 1.30 -- October 31, 1992

Yacht-Z is a version of the classic dice game. Now, in addition to triple scoring, single scoring is available for quicker, simpler games. Due to popular request, up to four players can now play at one time. The new look given to all windows and dialogs gives the program new life in the world of Windows 3.1

The basic premise of the game is to roll five dice up to three times to achieve the highest score using the standard scoring grid. The specifics of scoring will be explained in the text that follows. If you are familiar with the classic game, then you already know how to play.

Installation

If you already know how to install a **Windows** application, then place the executable file (**YTZ.EXE**) wherever you like. Otherwise, copy the program file into your **Windows** directory and run **Windows**. Then, follow these steps:

1. In the **Program Manager**, open your **Games** icon (if it is not already open).
2. Select the **File** menu in the menu bar of the **Program Manager** and make the New... selection
3. When the dialog box opens, press the **OK** button.
4. In the file selector, scroll down to the bottom of the list. Double click on **YTZ.EXE**, which is usually the last file shown.
5. In the next dialog that appears, press **Change Icon**. If the icon shown is not acceptable, press the **View Next** button until a more appropriate icon is displayed. There are three icons total. When you are ready, press **OK** and **OK** again.

The **Yacht-Z** icon should now appear in your **Games** group. The program can be run by double clicking on the new icon.

Playing Yacht-Z

When **Yacht-Z** starts, the **Dice** window will be shown. Before starting a game, you may setup several aspects of the game play. To do this, open the **Options** menu. The selections available are described as follows:

<u>Show Hints</u>: toggle the hints display (described below).

<u>Single Yacht-Z</u>: toggle the game type between single and triple mode. In triple mode, there are three columns to place scores into. The example below describes this type of game. Single mode has only one column of scores.

Hide Other Cards: If this item is checked, only the current scorecard will be displayed. The others will be hidden until they become current.

No. of Players: choosing this selection will bring up a dialog box allowing the user to set the number of players (1-4) that will be playing.

Change Luck: This menu item is provided for those times when things just don't seem to be going your way. If you register and ask, I will tell you how it works (however, it may be just a placebo!).

Some of the selections in the **Options** menu can be accessed while a game is being played. The **No. of Players** and **Single Yacht-Z** items are grayed out during a game since they would change the format of any game in progress.

Open the **File** menu again and select **New Game**. The game windows are opened and drawn. These windows are:

Dice: The five dice are shown and controlled here. To roll them press the **Begin** button. Dice will roll when their 'backs' are shown (as is the case before the first roll) or when one or more dice are selected. After the third roll, the **Begin** button indicates **Done**. Below the control button are the scores for all players. This is helpful when any of the scorecards are not visible.

Scorecard: All scoring is done here. Scoring is described in the following section.

Probably the best way to describe how to play **Yacht-Z** is to provide a walk-thru. Once all three windows are showing, press the **Begin** button in the **Dice** window. Open the **Options** menu and assure that the **Show Hints** item is checked. When a menu item is checked, it means that the function referred to is enabled. If there is no check shown, the function is disabled.

The condition of the **Scorecard** after a roll depends on the values on the dice. Since we turned on **Show Hints**, the scorecard will show in black the items which will yield points if selected. All others will be disabled (shown in gray). You may place a score in any item, but if the combination of the dice does not match, you will recieve zero points in that box. If **Show Hints** is not enabled, all scoring categories will be shown in black throughout the game.

However, since this was the first roll, there is no reason to select a scoring category quite yet. You may select on any roll, but after the third roll you **MUST** select a scoring category (even if it is invalid).

To initiate a roll after the first roll, select which dice will be rolled again by clicking on them with the mouse pointer and press **Roll** (this was the Begin button for the

first roll). If you make a mistake selecting a die, it can be corrected by clicking on it once again, which results in turning the selection off. Try this by clicking on a die twice.

When you have selected a scoring category, the dice faces are replaced by the diceback design and the **Undo!** menu item becomes enabled for the first time. This allows you to take back the scoring placement just made. If you press it, the score is removed and the dice faces are restored. You are now in the same position as before the scoring selection was made. If you have another roll left you can hilight dice and roll again or place the score in a different category.

When playing triple **Yacht-Z**, the scoring buttons are arranged in three columns. This is the essence of the triple scoring method. The total of the left most column is multiplied by one, the second column is multiplied by two and the third column is multiplied by three. The totals of all three columns is combined to make up the **Grand Total**, which is your final score. In single **Yacht-Z**, there is no score multiplying done, and there are fewer buttons to press, which results in a quicker game.

The **Scorecard** is divided into four sections. The top section comprises the matched value scoring. If you have two fours showing on the dice and select a button on the **Fours** row, you would score eight(8) points on that button. Only the dice matching the rows type are totaled in the first section. The second section is the total area for the **Upper** section. The total of each column is shown in the **Total** row. If this value is 63 or greater a bonus of 35 points is awarded and shown on the **Bonus** row. The last row of the second section shows the **Upper** section total and is made up of the **Total** and **Bonus** rows.

The lower section begins with the third section. This section contains scoring categories based on special sequences or combinations using different scoring methods:

Three of a Kind: If 3 or more of the dice match, the total of all dice is entered.

Four of a Kind: If 4 or more of the dice match, the total of all dice is entered.

Full House: If 3 of one face and 2 of another are shown on the dice then 25 points is awarded.

Small Straight: If 4 consecutive values(i.e. 1,2,3,4) are shown then 30 points is awarded.

Large Straight: If 5 consecutive values(i.e. 1,2,3,4,5) are shown then 40 points is awarded.

Yacht-Z: If all dice are of the same value, 50 points is entered into the selected button. If you are fortunate enough to get more than three **Yacht-Z**'s, additional five-of-a-kind combinations will be recorded in the **Yacht-Z Bonus** category (worth 100 points), starting in the leftmost column. You must place the score into a valid category to receive this bonus (i.e. **Four of a Kind**). Note that this only occurs when playing triple **Yacht-Z**.

Chance: The total of all dice is entered. This is useful when the values of the dice are high, but do not apply to any other button. Some versions of the game require you to a play if possible and only use the **Chance** button as a last resort. **Yacht-Z** does not impose this restriction (where's the fun in that?). The **Chance** button can be used at any time.

Game play continues until all playable buttons have a score in them. At this point the 'Game Over' dialog will appear. If a **Combined Total** (**Grand Total** in triple scoring**)** is among the ten highest, that player will be prompted for their name. This will be placed in the High Score list with the date and score, in it's appropriate position. To play again, select **New Game** from the **File** menu.

Notice that it is possible to save a game in progress by selecting the **Save Game** item from the **File** menu. Any game which is saved can be restored at a later time by selecting the **Load Game** item from this same menu. These menu items will bring up a Windows 3.1 common dialog intended for this purpose. It works exactly like those found in most other Windows applications.

High Scores: The ten best single and triple scores are kept on disk along with the player's name and the date the game was played. These scores are shown in the drop down menu labeled **High Scores**.

Strategy

There are as many strategies to playing **Yacht-Z** as there are players. Every one of those beta-testing **Yacht-Z** developed their own methods to reaching the highest score possible. Each was as correct as the next. There are however several undisputable techniques to get you started:

When in doubt, always go for a **Yacht-Z!**
Fill in the third column with your best scores first.
Use combinations in **Upper** section first to get **Upper Bonus**.

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Registration

Yacht-Z is distributed as shareware. This means that if you regularly use the

product and benefit from it, you should register with the author (address below). The software you now have is not crippled in any way. This indicates a basic **trust** of the shareware concept by myself and other shareware authors who provide useful products with the hope of some type of return for their efforts. So that the high cost of software is not a problem, registration is $10. If you feel this is too much, please write me a letter explaining why.

If you are a shareware author, register by sending a registered version of your product to me.

Included in the **YTZ** archive is a file named **REGFORM**. Please print this and fill in the requested information. Mail it with a check or money order in **U.S. funds** and made payable to **Bob Dolan** to this address:

> **Bob Dolan**
> **237 Willis Avenue**
> **Rochester, New York 14616**

A big **THANK YOU!** to all of you who have taken the time to register **Yacht-Z** with me. You now own this version and all future versions of **Yacht-Z**.
I appreciate your letters very much.

Distribution

If you distribute **Yacht-Z** to friends, associates, or to a computer bulletin board system (BBS), you may only distribute the compressed file including the copyright and disclaimer.

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Update History

Version 1.01 -- December 14, 1990
      Ooops! A late bug report concerning High score handling caused

this fix. In addition child windows are not closable using the F4 key now. This caused some other obscure problems, which are now avoided.

Version 1.10 -- June 4, 1991
        Moved High Score handling into a new menu item. Eliminated the High Score window. This made the main window requirements smaller, so its width has been reduced to 60% of the screen. Hopefully any high score handling bugs are gone with this release. Undo handling is now complete. All scores are updated at Undo time rather then when the score handler gets around to it. Undo handling is much more reliable.
        The dice selection handling has been improved. They were a bit sticky, and are now less annoying to use.
        The pushbutton in the Dice window is now instructional. It shows the current turn, as well as Begin and Done at the appropriate times.

        There has been some interest in a 2 player version of Yacht-Z. If this gets substantial, I will add that capability. The only problem is that it takes up a lot of the screen.

Version 1.20 - 1.28 -- Unreleased versions

Version 1.30 -- October 31, 1991
        Added Load Game and Save game menu items to File Menu.   Some code optimization.

Version 2.00 -- October 31, 1992
        Added multi-player capability.
        Added Single scoring capability.
        Added Hide Other Cards menu item.
        Added Change Luck selection.
        Removed Show Roll feature.
        Removed Set Names dialog. Names are taken after games.
        Implemented COMMDLG.DLL for Load/Save game dialogs.
        Implemented Borland BWCC.DLL for custom controls in dialogs.