Introduction

YahtC may be played by two, three or four persons. It can also be played solitaire trying for the highest possible score.

Object Of The Game
Scoring
Game Controls
Menu Controls
Registration
CT Software Home Page

Object Of The Game

The object of the game is to score as many points as possible. In each turn a player rolls 5 dice up to 3 times in order to obtain a scoring combination. After completing his turn he must place a score or a zero on one of the score buttons in his column by clicking on it with the mouse. The game ends after all of the buttons have been filled. The score is totalled continuously during the game and, at the end of the game, the player with the highest score wins.

A player's turn begins by rolling all 5 dice. Any dice that the player wishes to keep in order to obtain a scoring combination should be single clicked on with the left mouse button. He may then continue his turn by rolling the remaining dice a second, and, if so desired, a third time. The dice are final after the third roll and must be scored.

Scoring

Scoring points in the upper section is fairly obvious and straight-forward. If you get 3 sixes you may score 18 (6 x 3)   points **by clicking on the "sixes" button** irregardless   of the value of the other two dice. A roll of 5-5-5-4-4 could either score 15 points on the "fives" button or 8 points on the "fours" button. A roll of 5-5-5-5-2 would either score 20 points on the "fives" button or 2 points on the "twos" button. Any and all of any **one** number will score on that number's score button.

If a player scores 63 or more points in the upper section, he is entitled to a 35 point "bonus". 63 points is equivilant to scoring 3 of each number on top, so plan your strategy accordingly. If you only score 1 or 2 "twos", for example,   you will have to compensate by scoring 4 or 5 of a higher number. Don't underestimate the value of getting the bonus. It is very difficult to win without it.

Scoring in the lower section is a little more complicated than up on top, so we will take this section one item at a time.

3 of a Kind   **4 of a Kind**

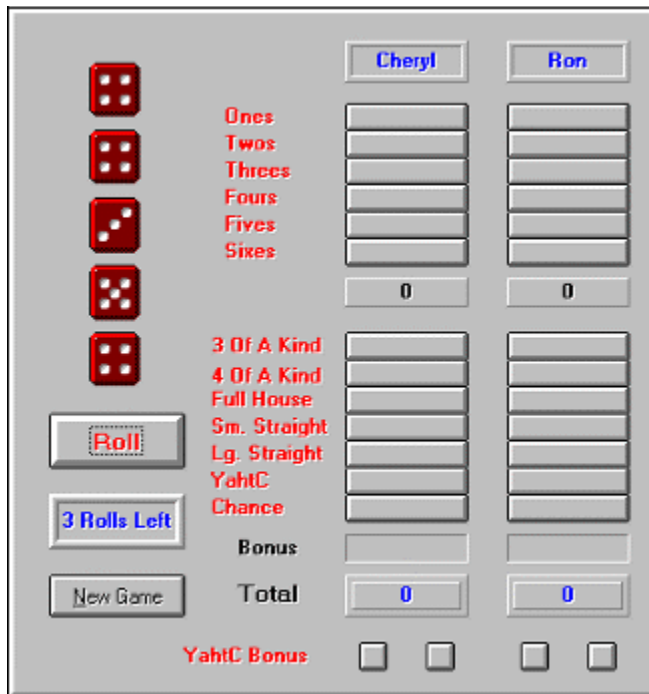**Full House**   **Small Straight**

Large Straight   **YahtC**

Chance   **YahtC Bonus**

Game Controls

Click on any control in the picture below for an explanation of it's use in the game.

	Cheryl	Ron
Ones		
Twos		
Threes		
Fours		
Fives		
Sixes		
	0	0
3 Of A Kind		
4 Of A Kind		
Full House		
Sm. Straight		
Lg. Straight		
YahtC		
Chance		
Bonus		
Total	0	0
YahtC Bonus	☐ ☐	☐ ☐

Roll

3 Rolls Left

New Game

Clicking on this button "rolls" the dice. Be sure to click the mouse on any dice you want to keep before rolling a second or third time.

This is here to remind you how many rolls you have remaining in your turn. If it reads "0 Rolls Left" you must register a score on one of the buttons.

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Clicking on one of the die during the game will change it from red to black or from black to red. Black dice will be held and not rolled when the roll button is clicked.

The "3 of a Kind" button can be filled only if the roll contains 3 or more dice with the same number. In that case all 5 dice are totalled. For example, 5-5-5-3-1 would score 19 points.

The "4 of a Kind" button can be filled only if the roll contains 4 or more dice with the same number. In that case all 5 dice are totalled. For example, 6-6-6-6-1 would score 25 points.

The "Full House" button can be filled only when the dice show any combination of 3 of one number and   2 of another. For example 3-3-3-2-2 or 1-1-1-5-5 would be scoring combinations. Any "Full House" scores 25 points.

The "Small Straight" button will score 30 points for one of the following combinations: 1-2-3-4, 2-3-4-5, or 3-4-5-6. The value of the fifth die is not considered.

The "Large Straight" button will score 40 points for one of the following combinations: 1-2-3-4-5 or 2-3-4-5-6.

The "YahtC" button will score 50 points if all 5 dice are the same number (5 of a kind). As an example, 1-1-1-1-1 would score 50 points.

The "Chance" button scores the value of all five dice, with no special restrictions or considerations. Strategically, "Chance" should be used as a last option or wild card on a roll that has failed to obtain a scoring combination. As an example, 6-6-4-3-1 would score 20 points.

The "YahtC Bonus" button is scored by rolling a second or third "YahtC". Scoring on this button is not necessary to complete the game. It scores 100 points and the player scoring it receives an extra turn, to be taken immediately. "YahtC Bonus" can be scored **ONLY** if the caption on the players "YahtC" button reads "50". If the "YahtC" button was previously zeroed out, it cannot be scored.

Menu Controls

New Game
Undo
Scores
High Scores
Dice Sound
"Zero" Sound
Players

To clear the game of all scores and begin a new game, click on "New Game".

If, while trying to register a score of 18 points   on the "sixes" button, you accidently click on the "fives" button, "Undo" will remedy the situation. **It will erase any errant mouse click allowing you the opportunity to correct the situation.**

Clicking on the "Scores" menu item will allow you to view the scores of games prior to the current one. When you exit the game completely, the "Scores" form is erased.

Clicking on the "High Scores" menu item will show you   all of the YahtC scores to date in order of highest to lowest. You can then, anytime you wish, clear all of the scores and start a new record.

If the "Dice Sound" menu item is checked, you will hear the dice rolling. Clicking on this menu item will disable the sound.

If the "Zero" Sound menu item is checked, you wll hear an appropriate sound when you find it necessary to zero out a scoring item. Clicking on this menu item will disable the sound.

Clicking on the "Players" menu item will bring up a form which will allow you to type in the names of the players and tell the game how many players there are. YahtC will support 2 - 4 players.

Click here to start a new game.

Registration

CT Software
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This program is shareware, and, as such, may be used freely for a period of 30 days. If, after the 30 day evaluation period expires, you find this nifty little game enjoyable, and plan to continue using it, you are required to register the program.

By supporting the shareware concept you are helping to ensure its continuation, which, I think you'll agree, will benefit us all.

If you wish to register the program, we do accept **VISA** and **MASTER CARD.** Our toll-free registration number is **1-800-617-7740.** The cost of registration is **$10.00**. If you would like a copy of the program on diskette, there is an additional **$2.00** shipping and handling charge.

If you prefer mail, please send a check in the amount of **$10.00** to the above address. Be sure to include your name, address, e-mail address, and the exact name of the program, so that we can immediately send you the registration information. If you would like a copy of the program on diskette, there is an additional **$2.00** shipping and handling charge.

If you are a CompuServe subscriber, the program can be registered on-line. Go SWREG - the SWREG# is 5331. Upon receipt, a registration number will be e-mailed immediately.

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