

## Yacht Help Index

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This is the help index for Windows Yacht. All of the help topics are listed below.

To learn how to use Help, choose Help from the Help menu, or press F1.

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## How To Play

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This section contains information on how to play Windows Yacht.

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## **Overview**

Yacht is a dice game that requires both skill and luck. Yacht can be played as a solitaire game, where the goal is to achieve the all-time high score, or against another player, where the goal is to beat the opponent's score (as well as achieving the all-time high score).

Yacht involves five dice and a score sheet for each player. The game is played in turns, and each turn consists of one to three rolls of the dice. After each turn, a player must select an empty entry on the score sheet and score the dice he has rolled.

Each player takes 13 turns, one for each score sheet entry. The final score is the sum of all the score entries, along with any bonuses the player may have earned.

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## **Playing the Game**

The object of Yacht is to get the highest score possible. The top six scores can be displayed at any time by choosing **High scores...** from the Game menu.

The game ends when all players have scored each box on the score sheet.

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## **Rules of the Game**

Each player's turn consists of rolling the dice up to three times. After the first roll (all five dice), the player chooses the dice to discard. The player selects **Roll** to roll the discarded dice. After the third roll, the player must select an empty entry on his score sheet and the appropriate score is automatically marked. The player must decide which of the entries to mark, each with a different point value. The score is not final until the **Score** button is selected.

With the two player option, one player scores his turn before the second player's turn begins, and play alternates until the game is over. The player's name displays at the bottom of the score sheet, denoting which player is up.

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## Scoring

The score sheet is divided into two sections, left and right.

In the left section, there are six boxes in which to score, for **Ones**, **Twos**, **Threes**, **Fours**, **Fives**, and **Sixes**. The sum of the dice matching the number is scored in each box. Therefore, the maximum score for **Ones** is five, and the maximum score for **Sixes** is thirty.

The **Bonus** box is scored automatically with 35 points if the total on the left side is 63 or more. Sixty-three is reached by scoring a minimum of three of a kind for each of the numbers on the dice from One to Six, but the bonus can be earned by any total of 63 or greater.

The right side of the score sheet has seven boxes.

**Three of a kind** scores the sum of all 5 dice, provided at least 3 of the 5 show the same value.

**Four of a kind** scores the sum of all 5 dice, provided at least 4 of the 5 show the same value.

**Full House** scores 25 points for a roll that includes three of a kind and a pair, just like a full house in poker.

**Small Straight** scores 30 points for a roll of any sequence of four numbers. The dice need not be displayed in sequence, but must contain either one through four, two through five, or three through six, in any order.

**Large Straight** scores 40 points for a roll of any sequence of five numbers, again, not necessarily displayed in sequence. Valid Large Straight rolls include one through five or two through six, in any order.

**Yacht** is any five of a kind and scores 50 points. Subsequent Yacht rolls can be scored in any appropriate box, with a bonus automatically added to the Yacht box. A **Yacht Bonus** scores 100 points for each additional Yacht rolled, provided one Yacht has already been scored. That is, if the player has zeroed his Yacht box, no Yacht Bonus is awarded.

**Chance** scores the sum of the 5 dice and may be used for any roll, regardless if it fits any other scoring category.

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## Strategy and Hints

With the goal of achieving the highest score possible, the best strategy to use in Yacht is to maximize the number of points in each scoring box. Bonuses play a large role in the total score, so all efforts should be made to earn them.

The left side of the score sheet can earn the player a bonus if an average of three of a kind for each number is scored. If the player scores four **Fives** for a total of 20 points in the **Fives** box, only two **Twos** and two **Threes** would be necessary (or two Twos and no Ones) to keep the player up to par for the left side bonus.

**Three of a kind** and **Four of a kind** have potential for scores up to 30 points each. Therefore, a roll of three Sixes, a One and a Two might best be scored on the left side of the score sheet as 18 in the **Sixes** box, and a roll of three Fives and two Sixes would be best scored as 27 in **Three of a kind**.

If a roll does not fit any available scoring category, a zero must be scored in an available box, or the sum of the dice can be scored in **Chance**, if available. Often it is better to zero a box on the left side of the score sheet rather than take a low **Chance**. On the left side, it would be best to take a zero in an open box of a low value to avoid ruining your chances of reaching 63 points.

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## Commands

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This section describes the commands in Windows Yacht.

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## **Game Menu Commands**

**New** [F2] starts a new game with the current player(s).

**High scores...** displays the top six scores whenever selected. High scores will also display immediately after a high score is achieved.

**New players...** brings up a dialog box that allows the user to switch the number and name(s) of the player(s).

**Exit** closes Windows Yacht.

## **Options Menu Commands**

**Colors...** allows the user to customize the colors for the background, dice, dice dots, score sheet, and score sheet text.

**Default players**, when selected, starts Yacht with the same number and names of players as the last game. When deselected, the **New players...** dialog box appears at the start of each game.

**Subtotal help** displays a running "par" counter for the left side of the score sheet in the Subtotal box. Based on the strategy that the left side total must equal or exceed 63 to earn the bonus, Subtotal help keeps track of how the player stands with regard to earning the 35 point bonus. If Subtotal help is not selected, nothing extra will display in the Subtotal box.

## Keyboard

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<b>Key</b>	<b>Action</b>
<a href="#">F1</a>	Get the Yacht Help Index
<a href="#">F2</a>	Begin a new game
<a href="#">Esc</a>	Minimize Yacht quickly
<a href="#">Tab</a>	Moves between dice, scores, and the Roll/Score button
<a href="#">Arrow keys</a>	Move from die to die, or from score to score
<a href="#">Space bar</a>	Use to select and deselect dice and scores
<a href="#">Return</a>	To press the Roll/Score button

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