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About

Win-Yacht version 1.02

Philip DiSario 1993

Playing the game

The object of the game is to score as many points as possible by rolling the die. The game consists of thirteen rounds, there are three rolls per round. Enter a score at the end of each round even if that score is zero. Score after any roll during the round. Discard any number of dice after roll one or two. The player with the highest score after thirteen rounds wins.

The upper area consists of the numbered boxes 1 to 6, each number representing a die. Items are scored by adding the total for the dice that match the number you wish to score. Three fives scores 15 in the 5 box, four twos scores 8 in the 2 box, zero sixes scores 0 in the 6 box.

A bonus of 35 points is awarded if your upper total is 63 points or greater. A score of 63 would be achieved if you scored three in each item, use this as a guideline.

The lower area consists of the following items.

Three of a kind is three matching dice and scores by adding the total for all dice, 5 5 5 6 1 scores 22 in the three of a kind box.

Four of a kind is four matching dice and also scores by adding total for all dice.

House is three alike plus two alike, -ie- 6 6 6 2 2 and scores 25 points regardless of the dice value.

Small straight is 4 dice in sequence -ie- 3 1 2 4 6 or 2 3 4 5 5 and always scores 30 points. Note that position is not important.

A large straight is 5 dice in sequence -ie- 3 4 6 5 2 and always scores 40 points.

Chance you add the total for all dice -ie- 5- 6 4 1 2 would score 18 in the chance box, use the chance when you do not have anywhere else to score.

Yacht is five of a kind and scores 50 points. Additional yachts receive a 100 point bonus and are scored as follows. Score in upper section if the box number for the yacht die is empty. Score as a wild card in the lower section if the box in the upper section is full. For example, if you roll 5 5 5 5 5 and this is your second yacht an automatic 100 point bonus is awarded in bonus yacht box.

Score in the 5 box if it is empty or score any empty box on lower section (-ie- large straight).

An item may be eligible to be scored in more than one location ie- 5 5 5 5 6 could score 20 in the 5 box or 26 in the three of a kind box, four of kind box or the chance box.

Using the mouse

Access any function by clicking on the buttons . Begin the turn by clicking on the **ROLL** button. Discard by clicking on the die. Cancel the discard by clicking on empty die space. Score by clicking the item on the score pad. . Click the **OK** button to complete your turn. Click the **UNDO**, and **QUIT** buttons to access these functions . .

Terms

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Any questions or comments can be directed to the above address.

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Enjoy the game.

Phil D.

Using the keyboard

Press TAB to set the focus to ROLL .

Press the "R" or enter key to roll the dice.

Discard by pressing the position number (**1-5**) of the die. Press again to cancel.

Press "S" to enter score mode then follow with a score code.

Score codes are usually the first letter or number of the item you want to score.

1= score aces.	T= score three of a kind.
2= score twos.	F= score four of a kind.
3= score threes.	H= score full house.
4= score fours.	S= score small straight.
5= score fives.	L= score large straight.
6= score sixes.	Y= score yacht.
	C= score chance

Press "O" to complete turn and bring up next player or round.

Press "U" to undo the last score. You may take any roles left in the round. This function is useful when you score an item by mistake -ie- scoring a large straight and then discovering you do not have one (zero appears on the pad).

Press "Q" to quit.

Options

Select **one player** to play alone,

Select **two player** for two human players.

Select **play pc** to play against computer

Select **statistics** to display high score list and averages

Select names to edit player names..

Select **sound** to toggle sound off and on.

Select **names** to customize the name buttons.