

**Yatzooie.help**

**COLLABORATORS**

	<i>TITLE :</i> Yatzoocie.help		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		October 23, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# Yatzooie.help

### 1.1 Yatzooie.Doc

This is the documentation for Yatzooie II for the Amiga computer.

Introduction

Starting the Game

Playing the Game

About

Compatibility

History

Future

### 1.2 Introduction

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Welcome to Yatzooie II...AGA

by Ken Winfield, Oct 1993

Freeware

Written in CanDo tm from Inovatronics

Yatzooie II was written to allow players to have AGA graphics with a five of kind game that will "Yatzooie"...

### 1.3 Starting the Game

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Loading the game is very easy, it will run from the workbench icon or the CLI prompt.

## 1.4 Playing the Game

Sound "on" Is the default mode, however to increase game speed there is a pull down menu that will allow you shut off the sound.

The first thing to do when starting a new game is to select "New Game" button.

To play two players click on the 1 PLYR button this will toggle from one player to two players. One player is default.

Now push the roll button at the bottom of the screen. The five dice will roll, now click on the dice you wish to pick up and hit roll again. Repeat this process 3 times until the message window at the bottom center of the screen tells you to "select your score.

To select your score click on the score you wish to keep, if you have and X beside your score you must choose another score.

When the game is over the total will appear in the total slot with subtotals for the top and bottom sections of the board

To play another game select new.

## 1.5 About

Thanks to the people at Inovatronics for offering CanDO tm with which this program was written.

The "deckbrowser" that enables this program to run without the Cando program is the property of Inovatronics and is used on this freeware game with their permission.

Yatzooie II AGA is Public Domain, Freeware.

Under these conditions....

- 1.I do not warranty this program in any way if you use it is at your own risk.
  - 2.All files remain intact, together, and unaltered.
  - 3.No fee, other than a reasonable handling and copying fee is charged.
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## 1.6 Compatibility

Amiga 1200 or Amiga 4000 for AGA support..requires fast memory and therefore will not run on a unexpanded amiga 1200.

It will run peacefully with any program that multitasks (providing you have the memory) makes it great for playing while downloading files or whatever.

## 1.7 History

Yeap there was a Yatzooie I, program was written in 1990 and was quite buggie so except for me and a few friends it never was released. So improvements are that this program works. Yatzooie is a "throw the dice" game like you have seen before but it is fast and supports AGA.

## 1.8 Future

Will there be a Yatzooie III, I still don't know. I got the idea for the game it just a matter of having the time to do the programming.