

# HELP for Triple Yahoozie

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# About Triple Yahoozie

## General Information

Author - Chris Chafin

Date Written - 09/01/94

Language - Visual Basic 3.0

## Additional comments

This game is a Windows version of the Milton Bradley board game Triple Yahtzee.

You must have VBRUN300.DLL installed in your /WINDOWS/SYSTEM directory or your Yahoozie working directory. This file is not included in the YAHOOZIE.ZIP package.

# Game Overview

## What is Triple Yahoozie?

Triple Yahoozie is a Windows version of the Milton Bradley game Triple Yahtzee. For those of you not familiar with Triple Yahtzee it is a board game consisting of 5 dice and a score card. Up to 4 players can play at a time with each getting a maximum of 39 turns. Each turn consists of 3 rolls of the dice. When a turn is completed the player must make an entry on the score card that best reflects the dice accumulated. At the end of the game the scores are tallied up and the player with the highest score wins.

## Triple Yahoozie Features

There have been many different versions of Yahtzee written for Windows. I'm not going to say if this version is any better or worse. It is simply a different variation from most of those I've seen to date.

This version comes packed with the following features:

- . Fully functional for registered or non-registered users
- . 3-D screens
- . Up to 4 players can play simultaneously
- . Allows WAV support for some actions
- . Maintains Top and Bottom 15 scores
- . User selectable options via YAHOOZIE.INI file and online OPTIONS
- . Enhanced bonus features
- . Comprehensive online help

# Enhanced Bonus Information

Triple Yahoozie comes with some additional bonus features not included in Triple Yahtzee. These features are:

Bonus for additional Yahoozies

Bonus if all upper scoring columns => 63

Bonus for any upper scoring column => 84

These additional bonus features were added in order to increase the level of strategy. These bonus' can certainly add to your score but if you focus too much on them you can cause some of the other simpler scoring grids to become zeroes.

However, to become a true Yahoozie master you must be able to complete as many of these enhanced bonus' as you can. Good luck!

**Bonus for additional Yahoozies**

This bonus is achieved by rolling more Yahoozies than there are scoring grids to store them in. The amount of the bonus is determined by the MaxBonusYahoozie setting in the YAHOOZIE.INI file.

When playing SINGLE YAHOOZIE a bonus is earned for the 2nd and all subsequent Yahoozies rolled during that game for that player.

When playing DOUBLE YAHOOZIE a bonus is earned for the 3rd and all subsequent Yahoozies rolled during that game for that player.

When playing TRIPLE YAHOOZIE a bonus is earned for the 4th and all subsequent Yahoozies rolled during that game for that player.

### **Bonus for all upper scoring columns => 63**

Most Yahoozie style games give players a bonus if they achieve a score of 63 or greater, per column, in the top scoring area (combination of ONES, TWOS, THREES, FOURS, FIVES, and SIXES). This enhanced bonus is achieved if all upper scoring areas (SINGLE, DOUBLE, and TRIPLE) are 63 or greater. The amount of the bonus is determined by the MaxBonusTopGreater63 setting in the YAHOOZIE.INI file.

Note: If you are playing DOUBLE YAHOOZIE you only have to have 63 or greater in the SINGLE and DOUBLE columns. No additional bonus is earned if you are playing SINGLE YAHOOZIE.

### **Bonus for all upper scoring columns => 84**

Most Yahoozie style games give players a bonus if they achieve a score of 63 or greater, per column, in the top scoring area (combination of ONES, TWOS, THREES, FOURS, FIVES, and SIXES).

This enhanced bonus is earned for each upper scoring column with a score of 84 or greater (SINGLE, DOUBLE, or TRIPLE). The amount of the bonus is determined by the MaxBonusTopGreater84 setting in the YAHOOZIE.INI file.

# Getting Started

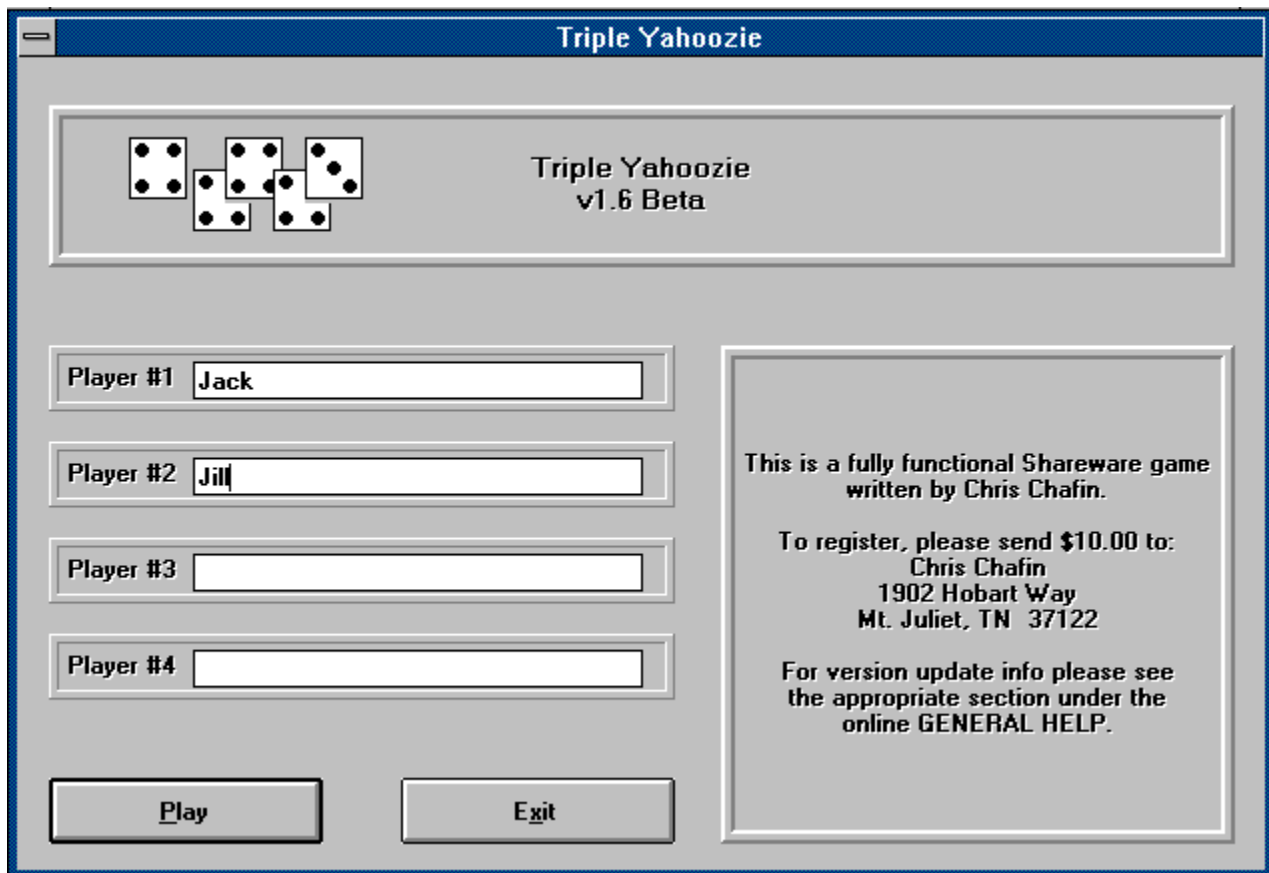
To start YAHOOZIE simply select RUN from the main Windows file menu. From there select YAHOOZIE.EXE from the directory where you stored it. Upon starting the following screens will be presented in order:

Select Players Screen

Triple Yahoozie Play Screen



# Select Players



The screenshot shows a window titled "Triple Yahoozie" with a blue header bar. Inside the window, there is a logo of three dice and the text "Triple Yahoozie v1.6 Beta". Below this, there are four input fields for player names, labeled "Player #1", "Player #2", "Player #3", and "Player #4". The first field contains "Jack" and the second contains "Jill". At the bottom, there are two buttons: "Play" and "Exit". To the right of the input fields, there is a text box containing registration information.

Triple Yahoozie  
v1.6 Beta

Player #1 Jack

Player #2 Jill

Player #3

Player #4

Play Exit

This is a fully functional Shareware game written by Chris Chafin.

To register, please send \$10.00 to:  
Chris Chafin  
1902 Hobart Way  
Mt. Juliet, TN 37122

For version update info please see the appropriate section under the online GENERAL HELP.

The purpose of this screen is to select the players that you want to play in the next game. You can select anywhere from 1 to 4 players. Note that the players names must be entered in order. If you enter a name in the Player #1 slot, the Player #2 slot, and the Player #4 slot it will ignore Player #4.

Once you have keyed in all of your players simply press the button labeled "Play" and you will be presented with the Triple Yahoozie Play Board.

# Triple Yahoozie Play Board

The screenshot shows the Triple Yahoozie v1.6 Beta play board interface. It features a menu bar at the top with 'File', 'Options', 'View', and 'Help'. Below the menu bar are three buttons: 'Single', 'Double', and 'Triple'. The main area is divided into several sections:

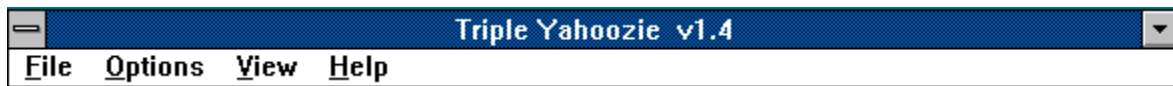
- Scoring Grid:** A table with columns for 'Single', 'Double', and 'Triple' scores. The rows include:
  - Ones, Twos, Threes, Fours, Fives, Sixes
  - Top, Bonus, Combined (all with scores of 0)
  - 3 of a Kind, 4 of a Kind, Full House, Small Straight, Large Straight, Yahoozie, Chance
  - Top Score, Bottom Score, Total Score (all with scores of 0)
- Players Status Area:** A section titled 'Players' with a hand cursor icon. It contains input fields for player names: 'Jack', 'Jill', and two empty fields.
- Dice Action Area:** A section titled 'Current Roll - 0' with five red question marks above five 'ROLL' buttons. Below these is a large 'Roll Dice' button.
- Enhanced Bonus:** A field at the bottom left showing a score of 0.

This screen is the main play board. This is where you will roll the dice, score the entries, and do all other Triple Yahoozie functions.

This screen could be looked in 4 different sections:

- [Menu Bar](#)
- [Scoring Grid](#)
- [Players Status Area](#)
- [Dice Action Area](#)

# Menu Bar



This part of the screen is used to select additional options and functions from within the game. The main menu options are:

## **File**

- [New Game](#)
- [Exit Yahoozie](#)

## **Options**

- [Play Mode](#)
- [Enhanced Play](#)
- [Prompt When Zero](#)
- [Wait Between Players](#)
- [Cycle Dice When Rolling](#)
- [Sound](#)
- [Dice Color](#)

## **View**

- [Top/Bottom Scores](#)
- [Hint](#)

## **Help**

- [General Help](#)
- [Registration Information](#)
- [About Triple Yahoozie](#)

## **New Game**

This option is used to start a new game. When you select it you will be presented with a message box asking if you're sure you want to restart. Simply respond with YES to restart or NO to continue back to the game.

**Exit Yahoozie**

This option is used to exit Yahoozie. When you select it you will be presented with a message box asking if you're sure you want to exit. Simply respond with YES to exit or NO to continue back to the game.

## **Play Mode**

This option is used to select the mode of play. Upon selecting this option you are presented with 3 choices:

SINGLE YAHOOZIE  
DOUBLE YAHOOZIE  
TRIPLE YAHOOZIE

If you select SINGLE YAHOOZIE each player will only have one column to make scoring entries. At the end of the game that column is added up giving the final total. This mode allows 13 turns per player.

If you select DOUBLE YAHOOZIE each player will have two columns to make scoring entries. At the end of the game the total of the DOUBLE column will be multiplied by 2 and added to the total of the SINGLE column giving the final total. This mode allows 26 turns per player.

If you select TRIPLE YAHOOZIE each player will have three columns to make scoring entries. At the end of the game the total of the TRIPLE column will be multiplied by 3 and added to the total of the DOUBLE column multiplied by 2 and finally added to the total of the SINGLE column giving the final total. This mode allows 39 turns per player.

## Enhanced Play

This option is used to select if you wish to play using the Triple Yahoozie enhanced bonus option. If this option is checked the following enhanced bonus' will be available:

- . 100 point bonus for each Yahoozie achieved after the 3rd
- . 100 point bonus if all top scoring columns => 63
- . 100 point bonus for each top scoring column => 84

These bonus values can be changed by the user by modifying the YAHOOZIE.INI file.

### **Prompt When Zero**

This option should be selected if you want to be prompted when you attempt to score a zero value in a grid. By checking this option you can keep yourself from making accidental entries.

If you do accidentally save a 0 score (or any other incorrect score) in the wrong scoring grid there is a trick where you can [Modify the Scoring Grid](#).



**Wait Between Players**

This option should be selected if you are playing multiple players and you want a pause to occur between players after you save a score. The pause will also remind you who the next player is.

### **Cycle Dice When Rolling**

This option should be selected if you want to see the dice go through a series of numbers when you roll them. This will be more realistic of dice rolling. However, by not checking this option the game goes much quicker.

## Sound

This option is used to select sound options. In order to use these sound options you should ensure that you have a valid sound driver installed in your system.

Upon selecting this option you are presented with 3 additional options:

WHEN DICE ROLL  
WHEN YAHOOZIE  
WHEN ZERO

Each one of these 3 options can be individually checked. For each one checked a sound will be generated when the selected function occurs. These sounds can be changed by the user by modifying the YAHOOZIE.INI file.

**Dice Color**

This option is used to select the color you wish the dice to be displayed in. Upon selecting this option you are allowed to select one of the following colors:

BLUE  
RED  
GREEN

# Menu Bar / View / Top and Bottom 15 Scores

This option should be selected if you wish to view the Top and Bottom 15 scores on record. Upon selecting this option you will be presented with the following screen.

The screenshot shows a window titled "Top/Bottom scores for: Triple Yahoozie." It contains two tables: "Top 15" and "Bottom 15". Both tables have columns for Name, Score, and Date. The "Top 15" table lists scores from 1880 down to 1482, and the "Bottom 15" table lists scores from 1482 down to 1880. All dates are 11-16-1994. Below the tables are two "Reset" buttons and a "Return to game" button.

Top 15		
Name	Score	Date
	1880	11-16-1994
	1875	11-16-1994
	1853	11-16-1994
	1803	11-16-1994
	1664	11-16-1994
	1580	11-16-1994
	1567	11-16-1994
	1520	11-16-1994
	1482	11-16-1994

Bottom 15		
Name	Score	Date
	1482	11-16-1994
	1520	11-16-1994
	1567	11-16-1994
	1580	11-16-1994
	1664	11-16-1994
	1803	11-16-1994
	1853	11-16-1994
	1875	11-16-1994
	1880	11-16-1994

Reset      Reset

Return to game

## Hint

This option should be selected if you wish to get a hint on how to score your current roll. Upon selecting this option you will be presented with the following screen:



The image shows a software window titled "Scoring Hint". It contains two columns of categories, each with a corresponding score of 0. At the bottom of the window is a "Return to Game" button.

Category	Score	Category	Score
Ones	0	3 of a Kind	0
Twos	0	4 of a Kind	0
Threes	0	Full House	0
Fours	0	Small Straight	0
Fives	0	Large Straight	0
Sixes	0	Yahoozie	0
		Chance	0

**Return to Game**

The values shown in this window will reflect the accumulative values of the currently rolled dice.

**General Help**

This option allows you to view the general Yahoozie help screen that you are currently looking at.

## **Registration Information**

This option simply shows you how to register your copy of Triple Yahoozie.



## **About Triple Yahoozie**

This option simply shows you a small advertisement about Triple Yahoozie.

# Scoring Grid

	Single	Double	Triple
Ones			
Twos			
Threes			
Fours			
Fives			
Sixes			
Top	0	0	0
Bonus	0	0	0
Combined	0	0	0
3 of a Kind			
4 of a Kind			
Full House			
Small Straight			
Large Straight			
Yahoozie			
Chance			
Top Score	0	0	0
Bottom Score	0	0	0
Total Score	0	0	0
Enhanced Bonus			0

This part of the screen is used to handle the scoring during the game. To save a score in a grid simply move the mouse cursor over the desired grid and press the LEFT mouse button. You cannot save a score in an occupied grid.

There are 13 possible grids that you can store entries in. These are:

- Ones
- Twos
- Threes
- Fours
- Fives
- Sixes
- 3 of a Kind
- 4 of a Kind
- Full House
- Small Straight
- Large Straight
- Yahoozie
- Chance

There are also 6 other grids that appear on this screen that are display only. These grids are used to show accumulative totals and cannot be modified directly.

- Top
- Bonus

Combined  
TopScore  
BottomScore  
TotalScore

Depending on which Play Mode you selected there are up to 3 columns to save your score:

Single  
Double  
Triple

# ONES

**Point value:** The sum of all 1's on the dice

**Requirements:** None

## TWOS

**Point value:** The sum of all 2's on the dice

**Requirements:** None

# THREES

**Point value:** The sum of all 3's on the dice

**Requirements:** None

## **FOURS**

**Point value:** The sum of all 4's on the dice

**Requirements:** None

## **FIVES**

**Point value:** The sum of all 5's on the dice

**Requirements:** None



## SIXES

**Point value:** The sum of all 6's on the dice

**Requirements:** None

## **3 OF A KIND**

**Point value:** The sum of all the dice combined

**Requirements:** Must have 3 of any kind on the dice

## **4 OF A KIND**

**Point value:** The sum of all the dice combined

**Requirements:** Must have 4 of any kind on the dice

## **FULL HOUSE**

**Point value:** 25 points

**Requirements:** Must have 3 of any kind and 2 of any other kind on the dice

## **SMALL STRAIGHT**

**Point value:** 30 points

**Requirements:** Must have at least 4 numbers in sequence on the dice

## **LARGE STRAIGHT**

**Point value:** 40 points

**Requirements:** Must have 5 numbers in sequence on the dice

# YAHOOZIE

**Point value:** 50 points

**Requirements:** Must have 5 of any kind on the dice

## **CHANCE**

**Point value:** The sum of all dice combined

**Requirements:** None. Used as a throw-away score.



## TOP

**Point value:** Total of Ones/Twos/Threes/Fours/Fives/Sixes

**Requirements:** None

## **BONUS**

**Point value:** 35 points

**Requirements:** Total of Ones/Twos/Threes/Fours/Fives/Sixes must be => 63

## **COMBINED**

**Point value:** Total of Ones/Twos/Threes/Fours/Fives/Sixes and Bonus

**Requirements:** None

## TOP SCORE

**Point value:** Total of Ones/Twos/Threes/Fours/Fives/Sixes and Bonus

**Requirements:** None

## **BOTTOM SCORE**

**Point value:** Total of 3 of a Kind/4 of a Kind/Full House/Small Straight/Large Straight/  
Yahoozie/Chance

**Requirements:** None

## TOTAL SCORE

**Point value:** Total of Top Score and Bottom Score

**Requirements:** None

## **SINGLE**

At the end of the game the Total Score in this column will be multiplied by 1 and added to the Final Players score.

## **DOUBLE**

At the end of the game the Total Score in this column will be multiplied by 2 and added to the Final Players score.



## **TRIPLE**

At the end of the game the Total Score in this column will be multiplied by 3 and added to the Final Players score.

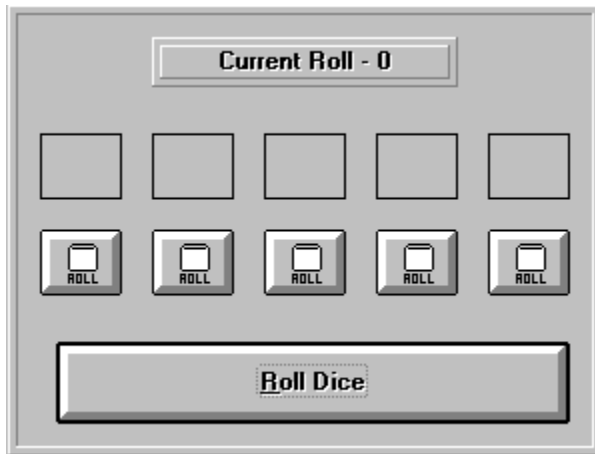
## Players Status Area

Players	
Jack	418
Jill	270



This area is simply used to display the players in the game and a running total of their score. The hand is pointing to the player who is currently taking their turn.

# Dice Action Area

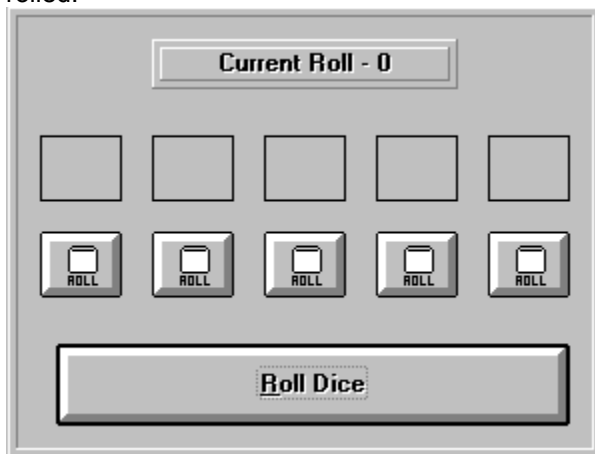


This area is where most of the action takes place. This area can be looked at in 4 sections:

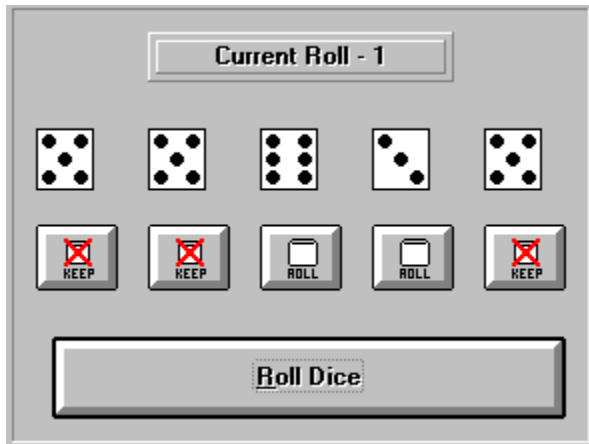
- . Current Roll display area
- . Dice Value display area
- . Dice Status (roll/keep) display area
- . Roll Dice action button

The following is an example of a players turn.

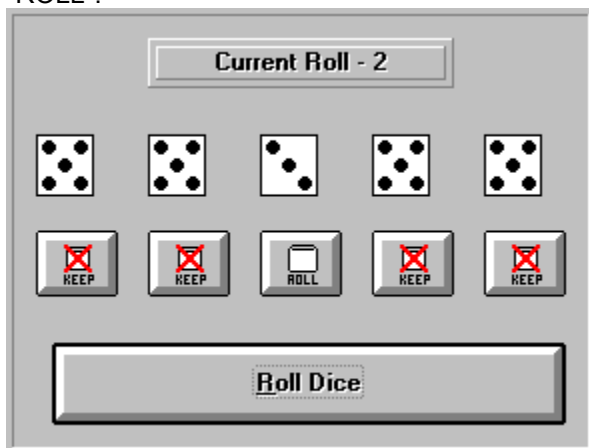
**Prior to 1st roll** - As can be seen the player hasn't yet rolled so no value shows in the Dice Value fields. Also, the player hasn't toggled any of the Dice Status' to KEEP. This will ensure that all 5 dice will be rolled.



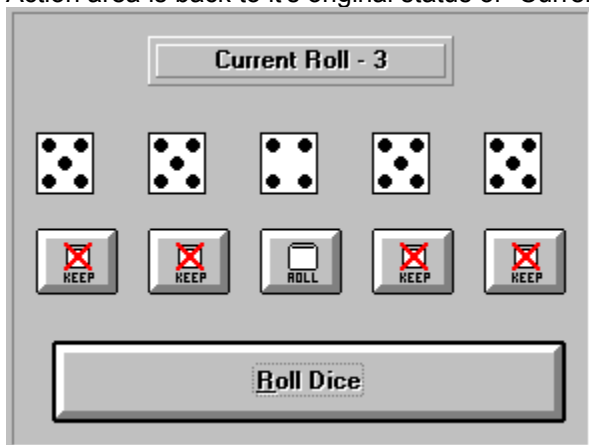
**Prior to 2nd roll** - As can be seen the 1st roll produced 3 FIVES, a SIX, and a THREE. In this example the player wants to keep the FIVES and roll the SIX and the THREE. Therefore, the player has toggled the Dice Status for the FIVES to "KEEP" and has left the Dice Status for the SIX and the THREE to "ROLL".



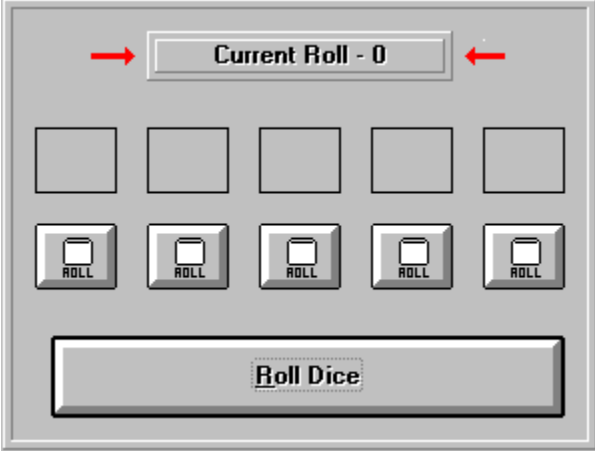
**Prior to 3rd roll** - As can be seen now, the 2nd roll produced another THREE and another FIVE. In our example the player wants to keep the new FIVE and roll only the THREE on their 3rd roll. Therefore, the player has toggled the Dice Status to "KEEP" for the FIVE and has left the Dice Status for the THREE to "ROLL".



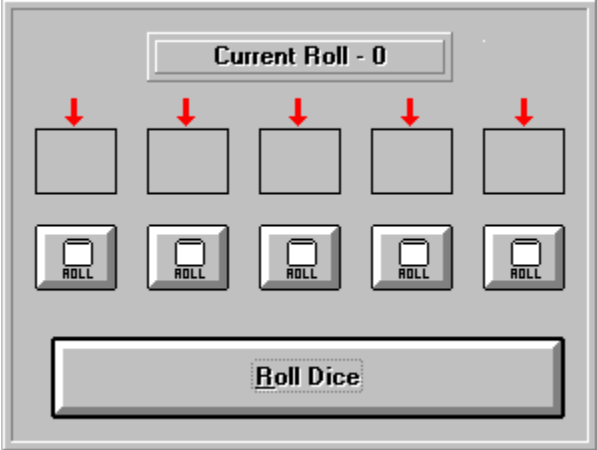
**After the 3rd roll** - As can be seen now the player has rolled a FOUR on their last roll. Therefore, the player is now required to save the turn on the Scoring Grid. After the player saves the score the Dice Action area is back to it's original status of "Current Roll - 0".



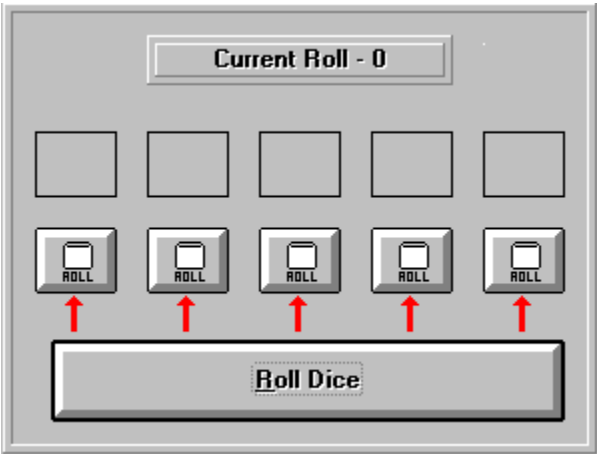
This area is used to display the current roll number for the active player. A player is allowed up to 3 rolls per turn.



This area is used to show the actual value of the dice once they have been rolled.



This area is used to show the current status of each dice. If the status shows "ROLL" the dice will be rolled if the player pushes the Roll Dice button. If the status shows "KEEP" the dice will not be rolled. To toggle the status of the dice simply click the LEFT button on the mouse over the requested dice.



This area is used to actually roll the dice. When this button is pressed all dice that have a "ROLL" dice status will be rolled. All dice with a "KEEP" status will remain intact.





# Tips and Tricks

This section is devoted to letting you know of certain tips and tricks that may make you a better player or simply show you ways to make playing the game a little easier.

[YAHOOZIE.INI settings](#)

[Put your best scores in your TRIPLE column](#)

[Increase strategy by going for ENHANCED BONUS'](#)

[Play faster](#)

[Dime a dozen](#)

[Scoring Guideline](#)

[Getting additional rolls](#)

[Changing scores on the scoring grid](#)

[Viewing the ENHANCED BONUS values for a player](#)

[Viewing each of the players scores at games end](#)

**Put your best scores in your TRIPLE column**

If you're playing TRIPLE Yahoozie mode you should put your best scores in the TRIPLE area on the Scoring Grid. Remember, at the end of the game the total of the TRIPLE is multiplied by 3 and then added to the final total.

### **Increase strategy by going for ENHANCED BONUS'**

As you read previously Triple Yahoozie comes with 3 ENHANCED BONUS features. These can certainly increase your score if you can achieve them. They can also cause you to have to zero out some easy scores as well. Go for it if you've got the guts.

## **Play Faster**

There are 2 features which are nice to play with but if you turn them off the game will go alot faster. These are:

- . SOUND
- . CYCLE DICE WHEN ROLLING

### **Dime a Dozen**

If I haven't learned anything else about Triple Yahoozie I've learned that FULL HOUSES and SMALL STRAIGHTS come up very frequently during a game. Don't spend too much effort trying to get these because you will usually see more of them than you will care too.

## Scoring Guideline

By using the default Triple Yahoozie scoring settings you may wish to use the following as a guideline for your scoring experience.

2000 to 9999	----	Yahoozie Master (or very lucky)
1900 to 1999	----	Excellent (can't get much better)
1800 to 1899	----	Very good (making it to the top)
1700 to 1799	----	Good (keep on improving)
1600 to 1699	----	Average (but who likes to be average)
1500 to 1599	----	Beginner (you should change your strategy)
1400 to 1499	----	Wimpy
0000 to 1399	----	I'd be embarrassed to tell my friends

# YAHOOZIE.INI settings

As I was creating Triple Yahoozie I found it essential to use an INI file to set certain values for testing and debugging purposes. I decided to leave most of these in since changing these values may/may not make the game more exciting. I strongly suggest that you save your initial YAHOOZIE.INI file in case you change a setting that doesn't agree with the game.

Keep in mind that these settings are case sensitive and cannot contain any blanks. You must conform to this syntax or else they will not work and the game will probably malfunction.

The following shows the default YAHOOZIE.INI file as of release 1.5:

```
[system]
MaxTurns=39
MaxRolls=3
MaxDiceCycles=10
MaxBonusYahoozie=100
MaxBonusTopGreater63=100
MaxBonusTopGreater84=100
ScoreFullHouse=25
ScoreSmallStraight=30
ScoreLargeStraight=40
ScoreYahoozie=50
SingleColor=0
DoubleColor=1
TripleColor=4
Player1=
Player2=
Player3=
Player4=
```

```
[options]
PlayMode=3
EnhancedPlay=1
PromptWhenZero=1
WaitBetweenPlayers=1
CycleDiceWhenRolling=1
SoundWhenDiceRoll=0
SoundWhenYahoozie=0
SoundWhenZero=0
DiceColor=1
```

```
[sound]
Roll1=ROLL1.WAV
Roll2=ROLL2.WAV
Roll3=ROLL3.WAV
Roll4=ROLL4.WAV
Roll5=ROLL5.WAV
Yahoozie=JAMESBRW.WAV
Zero=MEEPMEEP.WAV
```

**[system]**

This section of the YAHOOZIE.INI file is used to hold SYSTEM type settings which were originally used for testing and debugging purposes.



**MaxTurns**

This setting is used to set the maximum number of turns per player per game. It is only used if the PLAY MODE is set to 3 for Triple Yahoozie mode.

**MaxRolls**

This setting is used to set the maximum number of rolls per player per turn.

**MaxDiceCycles**

This setting is used to set the number of cycles the dice will go through if the setting CYCLE DICE WHEN ROLLING is on.

**MaxBonusYahoozie**

This setting holds the Enhanced Bonus value for each Yahoozie earned after the 3rd one. It is only used if the setting ENHANCED PLAY is on.

**MaxBonusTopGreater63**

This setting holds the Enhanced Bonus value if a player achieves a score of 63 or better in each of the top scoring columns (SINGLE/DOUBLE/TRIPLE). It is only used if the setting ENHANCED PLAY is on.

**MaxBonusTopGreater84**

This setting holds the Enhanced Bonus value if a player achieves a score of 84 or better in any of the top scoring columns (SINGLE/DOUBLE/TRIPLE). It is only used if the setting ENHANCED PLAY is on.

**ScoreFullHouse**

This setting holds the points value that will be given for a FULL HOUSE.

**ScoreSmallStraight**

This setting holds the points value that will be given for a SMALL STRAIGHT.



**ScoreLargeStraight**

This setting holds the points value that will be given for a LARGE STRAIGHT.

**ScoreYahoozie**

This setting holds the points value that will be given for a YAHOOZIE.

**SingleColor**

This setting holds the color value used in the SINGLE scoring column.

Valid values are:

- 0=black
- 1=blue
- 2=green
- 3=cyan
- 4=red
- 5=magenta
- 6=brown
- 7=white
- 8=grey
- 9=bright blue
- 10=bright green
- 11=bright cyan
- 12=bright red
- 13=bright magenta
- 14=yellow
- 15=bright white

**DoubleColor**

This setting holds the color value used in the DOUBLE scoring column.

Valid values are:

- 0=black
- 1=blue
- 2=green
- 3=cyan
- 4=red
- 5=magenta
- 6=brown
- 7=white
- 8=grey
- 9=bright blue
- 10=bright green
- 11=bright cyan
- 12=bright red
- 13=bright magenta
- 14=yellow
- 15=bright white

**TripleColor**

This setting holds the color value used in the TRIPLE scoring column.

Valid values are:

- 0=black
- 1=blue
- 2=green
- 3=cyan
- 4=red
- 5=magenta
- 6=brown
- 7=white
- 8=grey
- 9=bright blue
- 10=bright green
- 11=bright cyan
- 12=bright red
- 13=bright magenta
- 14=yellow
- 15=bright white

**Player 1**

This setting holds the default name for Player #1.

**Player 2**

This setting holds the default name for Player #2.

**Player 3**

This setting holds the default name for Player #3.



**Player 4**

This setting holds the default name for Player #4.

**[options]**

This section of the YAHOOZIE.INI file is used to set the default values for the OPTIONS section of the Menu Bar.

**PlayMode**

This setting holds the startup value for the PLAY MODE flag. Valid values are:

- 1=Single Yahoozie
- 2=Double Yahoozie
- 3=Triple Yahoozie

**EnhancedPlay**

This setting holds the startup value for ENHANCED PLAY flag. The valid values are:

1=On

0=Off

**PromptWhenZero**

This setting holds the startup value for PROMPT WHEN ZERO flag. The valid values are:

1=On

0=Off

**WaitBetweenPlayers**

This setting holds the startup value for WAIT BETWEEN PLAYERS flag. The valid values are:

1=On

0=Off

**CycleDiceWhenRolling**

This setting holds the startup value for CYCLE DICE WHEN ROLLING flag. The valid values are:

1=On

0=Off

**SoundWhenDiceRoll**

This setting holds the startup value for SOUND WHEN DICE ROLL flag. The valid values are:

1=On

0=Off



**SoundWhenYahoozie**

This setting holds the startup value for SOUND WHEN YAHOOZIE flag. The valid values are:

1=On

0=Off

**SoundWhenZero**

This setting holds the startup value for SOUND WHEN ZERO flag. The valid values are:

1=On

0=Off

**Dice Color**

This setting holds the startup value for the DICE COLOR flag. The valid values are:

1=Blue

2=Green

4=Red

This setting holds the startup value for SOUND WHEN ZERO flag. The valid values are:

1=On

0=Off

**[sound]**

This section of the YAHOOZIE.INI file is used to hold the pathnames to the WAV files to play for the associated events.

**Roll1**

This setting is a pathname to the WAV file to play when 1 dice is being rolled. The option SoundWhenDiceRoll must be on for this sound to be played.

**Roll2**

This setting is a pathname to the WAV file to play when 2 dice are being rolled. The option SoundWhenDiceRoll must be on for this sound to be played.

**Roll3**

This setting is a pathname to the WAV file to play when 3 dice are being rolled. The option SoundWhenDiceRoll must be on for this sound to be played.



**Roll4**

This setting is a pathname to the WAV file to play when 4 dice are being rolled. The option SoundWhenDiceRoll must be on for this sound to be played.

**Roll5**

This setting is a pathname to the WAV file to play when 5 dice are being rolled. The option SoundWhenDiceRoll must be on for this sound to be played.

**Yahoozie**

This setting is a pathname to the WAV file to play when a YAHOOZIE is rolled. The option SoundWhenYahoozie must be on for this sound to be played.

**Zero**

This setting is a pathname to the WAV file to play when a ZERO value is stored on the scoring grid. The option SoundWhenZero must be on for this sound to be played.

### **Getting additional rolls**

Just in case you accidentally roll the dice before you toggled a Dice Status to ROLL or KEEP you can set the Current Roll back by 1. Just double-click the LEFT mouse button on the panel labeled CURRENT ROLL and the roll count will go backwards 1.

### **Changing scores on the scoring grid**

Just in case you accidentally saved a score in the wrong grid you can change the values entered there. Simply move the mouse cursor over the appropriate grid and press the RIGHT mouse button. You will then be prompted to enter the correct value.

### **Viewing the ENHANCED BONUS values for a player**

If you wish to view the ENHANCED BONUS for a player simply move the mouse pointer over the panel ENHANCED BONUS and double-click the LEFT mouse button.

### **Viewing each of the players scores at games end**

At the end of the game you can view each players score grid by double-clicking on the players name on the PLAYERS grid.



# Registration Information

**Notice:**

I encourage you to distribute this copy of Yahoozie, in it's complete unaltered state, to as many people as you wish. However, as with all Shareware products you are required to register your copy if you decide to use it past the evaluation period. With Triple Yahoozie you are granted a 30 day evaluation period. If after that period you decide to continue to use it please register your copy by sending the appropriate information to the address listed below. By registering your copy you will convince this author that Shareware does work and I will continue to enhance this product as well as create new products as time permits. Also, by law, you are required to register Shareware after the specified evaluation period.

So, please send \$10.00 with your name and address to the following address:

CHRIS CHAFIN  
1902 HOBART WAY  
MT. JULIET, TN 37122

Also, if you find any problems with this game or if you simply have some constructive suggestions please feel free to send those to me as well. I am always striving for ways to make this game better. Remember, without your input you're relying strictly only on my creativity (which only goes so far).

# Disclaimers

This area is used to acknowledge certain vital products which were used to create this game. Without these products Yahoozie would not have evolved.

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YAHTZEE (Trademark, Milton Bradley)  
TRIPLE YAHTZEE (Trademark, Milton Bradley)

# Version Update Notices

This area will be used to let you know of version updates and what changes were made in those versions. The original version of Yahoozie was released as 1.3 so no update notices will be made prior to that release.

## **Version 1.4, November 15, 1994**

- . Released as fully-functional even for non-registered users
- . Complete YAHOOZIE.INI documentation made available
- . Added HINT option to Main Menu bar to help with scoring
- . Used new bitmaps to display the Dice Status (ROLL/KEEP)
- . Added color option to scoring grid (Can change via YAHOOZIE.INI)
- . Made minor modifications to README.TXT help file

## **Version 1.5, November 20, 1994**

- . Added on-line HELP features
- . Removed all disk I/O during animated sequences (retrieving BITMAPS)

## **Version 1.6, November 22, 1994**

- . Lowered registration price from \$15.00 to \$10.00
- . Bug fix: When SOUND WHEN YAHOOZIE 'checked' the sound would not play simultaneously with the reward screen
- . Bug fix: When SOUND WHEN DICE ROLL 'checked' and there are no dice to roll (all dice flagged as 'keep') an error condition would occur
- . Added user changeable dice colors (red, green, or blue)
- . No longer requires BITMAPS or ICONS to accompany .EXE when distributed
- . Other minor cosmetic enhancements
- . And thanks for these suggestions:
  - Incorporated startup WELCOME screen into SELECT PLAYERS screen
  - Will now save settings between games
  - Will now save players names between games
  - Default WAV files are once again included in .ZIP package



