

# All In One Yahtzee 2.5

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For more information, latest updates and everything else concerning All In One Yahtzee, visit the support site on the Internet:

<http://www.stefan-pettersson.nu>

All In One Yahtzee (c) [Stefan Pettersson](#) 1998-99

All In One Yahtzee v2.5 was released 1999-03-26

All In One Yahtzee is in no way associated with Hasbro or any other company.

# All In One Yahtzee 2.5

## Introduction

This is the classic game Yahtzee, Yatzy, Kismet, Ivory, YahtC or however you spell it. I simply wanted to do my own version because I didnt quite like those I found. I also wanted to include most of the more popular rules. Anyway, hopefully youll find this game at least a little bit enjoyable.

[All In One Yahtzee](#) includes the basic yahtzee game in two versions, one with American rules and one with Swedish rules. It also includes other variations of yahtzee like Kismet (colored dice), Maxi Yahtzee (6 dice) and finally Triple Yahtzee (3 columns).

My goal is to continue to develop this game and make it better, all ideas and comments are very welcome. I will do my best to include your ideas in future versions.

You'll get all the latest about [All In One Yahtzee](#) on internet at <http://www.stefan-pettersson.nu> . There you'll always find the latest version and what's going on, if you've got any problems, want more info on how to register or got any suggestions or ideas, please make a visit.

All In One Yahtzee was made by Stefan Pettersson (e-mail: [stefpet@kagi.com](mailto:stefpet@kagi.com)).  
Version 2.5 was released 26th of March, 1999.

Please visit the All In One Yahtzee webpage at <http://www.stefan-pettersson.nu>

# All In One Yahtzee 2.5

## How To Play

Click on the '**Throw**' button to throw the die. Click on the die you want to keep, click again to unselect them. When you've finished your turn, click on the appropriate edit box to select the categorie of your choice.

If you've clicked the wrong categorie (you slipped with the mouse or something) then you may use **Undo** in the Game menu to undo your last selection.

When you've rolled your dice all categories which will give you any points will become bold, this is just a little **hint** that may help you.

The different menu items [are explained here](#).

# All In One Yahtzee 2.5

## How to Order

All In One Yahtzee is shareware. That means that if you want to continue use the game after you have checked it out you should pay the shareware fee to the author. In return you can unlock your copy of the game so all functions will be available. You will also be able to unlock all future versions of All In One Yahtzee for free. Paying the shareware fee will support me and encourage me to improve this game and make other software.

The shareware fee is only \$5 US Dollars.

If you pay the shareware fee you will become a registered user and you'll receive a registration code which will unlock your copy of the game. All hidden and non-working functions will then be available (saved highscore for example). You will NOT need to register again to unlock future versions of All In One Yahtzee.

There are some different ways you may register. Choose the alternative which is the most suitable for you.

In the game, choose the **Help** menu and then **Order All In One Yahtzee**, now just follow the instructions. If you prefer to you may order All In One Yahtzee directly via the Internet and pay online via a secure SSL server, either chose **Order All In One Yahtzee online** from the **Help** menu or enter this url in your browser: <http://order.kagi.com/?3SK>.

You may pay with check, credit card, cash and in a number of other ways.

All payments are handled by a professional payment service called **Kagi**. See <http://www.kagi.com> if you want more information about the payment procedure.

If you are Swedish, you may pay via postgiro [136 15 18 2](https://www.postgiro.se) (Stefan Pettersson), 40 SEK. Be sure to write that its about All In One Yahtzee and your e-mail address. If you can't write your e-mail, please send an e-mail.

If youve got any questions about your order, then contact Kagi (who process all payments) at [sales@kagi.com](mailto:sales@kagi.com) or their website <http://www.kagi.com>.

If you wonder about how to order or something concerning the software itself, then contact the author of All In One Yahtzee at [stefpet@kagi.com](mailto:stefpet@kagi.com) or visit the website at <http://www.stefan-pettersson.nu>

# **All In One Yahtzee 2.5**

## **Contacting the Author**

If you've found a bug, got any suggestions or questions, please visit the author's website:

<http://www.stefan-pettersson.nu>

If you want to get in touch with the author directly, please use e-mail:

[stefpet@kagi.com](mailto:stefpet@kagi.com)

Suggestions about improvements, greetings, complaints. All feedback is very appreciated. Thank you.

# All In One Yahtzee 2.5

## Menus

Below is a brief description of each of the menuitems.

### Game

- **New** - Start a new game
- **Highscores** - View the highscore tables
- **Rules**
  - Yahtzee (American)** - Play with American rules
  - Yahtzee (Swedish)** - Play with Swedish rules
  - Maxi Yahtzee** - Play Maxi Yahtzee
  - Kismet** - Play Kismet
  - Triple Yahtzee** - Play Triple Yahtzee
- **Undo** - Removes the last entered score
- **Exit** - Simply closes All In One Yahtzee.

### Options

- **Sound** - Turn sound on/off.
- **Players** - Specify the number of players and their names.
- **Settings** - Change game or sound settings.

### Help

- **Help** - Show this helpfile
- **Order All In One Yahtzee** - Launch the registration program
- **Order All In One Yahtzee online** - Order **All In One Yahtzee** online via a secure server on the Internet.
- **All In One Yahtzee Website** - Go to the All In One Yahtzee website on the Internet.
- **About** - Show some information about All In One Yahtzee.

# All In One Yahtzee 2.5

## Rules

The goal of the game is to obtain as much points as possible. This is done by rolling your dice up to 3 times. If you want to keep (not roll again) any of the dice you click on it and it will turn red. Click again to deselect it. Next time you roll, the selected die will stay the same. After you either have found a scoring combination or have used your three rolls you should click on the scoring combination of your choice.

If you failed to get any scoring combination or youve already used that combination you have to click on another field. If you click on a field and dont have the correct scoring combination youll get 0 points.

If you by mistake clicked on the wrong scoring combination you may use Undo to take back that selection.

The rules of the different types of yahtzee's are explained here:

[American rules](#)

[Swedish rules](#)

[Maxi Yahtzee](#)

[Kismet](#)

[Triple Yahtzee](#)

# **All In One Yahtzee 2.5**

## **American Rules**

Here are the different scoring combinations explained.

### **1 to 6**

The numbers is simply the different numbers. Put 2 2 3 2 5 on the Twos and youll get 6 points.

### **Bonus**

If your score from the numbers section is above 63 you will be rewarded with a bonus of 35 points. If you score above 71 you'll get 55 points bonus and if you score above 78 you'll get 75 points.

Little advice: If you got three die on every number youll get exactly 63 points.

### **3 of a Kind**

If you got three die with same value all die will be counted. Example: 4 3 3 5 3 = 18 points.

### **4 of a Kind**

If you got four die with same value all die will be counted. Example: 3 3 3 5 3 = 17 points.

### **Small Straight**

A small straight is when you get four die in a row. Examples: 1 2 3 4, 2 3 4 5 or 3 4 5 6. You will always get 30 points for a small straight.

### **Large Straight**

A large straight is when you get five die in a row. Examples: 1 2 3 4 5 or 2 3 4 5 6.

You will always get 40 points for a large straight.

### **Full House**

A pair and a '3 of a kind' is needed. Example: 1 1 4 4 4  
You will always get 25 points for a full house.

### **Chance**

Any values at all. All die are counted. You should use chance as a last resort if youre unable to score your combination elsewhere.

### **Yahtzee**

All die must have the same value. Like 4 4 4 4 4, yahtzee will always give you 50 points no matter what value you have.



# All In One Yahtzee 2.5

## Swedish Rules

Actually there is nothing that is called swedish rules, but these are the rules I'm used to play with, and since I'm from Sweden... I call them 'Swedish rules'.

### 1 to 6

The numbers is simply the different numbers. Put 2 2 3 2 5 on the Twos and youll get 6 points.

### Bonus

If your score from the numbers section is above 63 you will be rewarded with a bonus of 50 points. If you got three die on every number youll get exactly 63 points.

### 1 Pair

2 dice with the same value. Example: 5 3 2 4 2 = 4 points.

### 2 Pairs

2 dice with the same value + 2 other die with the same value. Example: 4 4 5 1 5 = 18 points.

### 3 of a Kind

3 dice with the same value. Example: 4 3 3 5 3 = 9 points.

### 4 of a Kind

4 dice with the same value. Example: 6 6 6 6 2 = 24 points.

### Sm. Straight

A small straight is when your die show 1 2 3 4 5. This will give you 15 points.

### Lg. Straight

To get large straight you should get 2 3 4 5 6. This will give you 20 points.

### Full House

A pair and a '3 of a kind' is needed. Example: 1 1 4 4 4 = 14 points.

### Chance

Any values at all. All die are counted. You should use chance as a last resort if youre unable to score your die somewhere else.

### Yahtzee

All dice must have the same value. Like 4 4 4 4 4, yahtzee will always give you 50 points no matter what value you have.

# All In One Yahtzee 2.5

## Maxi Yahtzee

Here are the different scoring combinations explained.

### 1 to 6

The numbers is simply the different numbers. Put 2 2 3 2 5 on the Twos and youll get 6 points.

### Bonus

If your score from the numbers section is above 84 you will be rewarded with a bonus of 85 points. If you score above 92 you'll get 105 points bonus and if you score above 99 you'll get 125 points.

Little advice: If you got four die on every number youll get exactly 84 points.

### 1 Pair

2 die with the same value. Only the pair will be counted.

### 2 Pairs

2 die with the same value + 2 other die with the same value. Both pairs will be counted.

### 3 Pairs

As above except that you need 3 pairs.

### 3 of a Kind

If you got three die with same value all die will be counted..

### 4 of a Kind

If you got four die with same value all die will be counted.

### 5 of a Kind

If you got five die with same value all die will be counted.

### Small Straight

A small straight is when you get four die in a row. Examples: 1 2 3 4, 2 3 4 5 or 3 4 5 6.

You will always get 30 points for a small straight.

### Large Straight

A large straight is when you get five die in a row. Examples: 1 2 3 4 5 or 2 3 4 5 6.

You will always get 40 points for a large straight.

### Full Straight

A full straight is when you get all six die in a row. Example: 1 2 3 4 5 6.

You will always get 50 points for a large straight.

### Full House

A pair and a '3 of a kind' is needed. Example: 1 1 4 4 4

You will get sum of the pair and the '3 of a kind' as score.

**Villa**

Two '3 of a Kind' is needed. Example: 1 1 1 6 6 6

All die will be counted.

**Tower**

A pair and a '4 of a kind' is needed. Example: 2 2 3 3 3 3

All die will be counted.

**Chance**

Any values at all. All die are counted. You should use chance as a last resort if you're unable to score your combination elsewhere.

**Yahtzee**

All die must have the same value. Like 4 4 4 4 4 4, yahtzee will always give you 100 points no matter what value you have.

# All In One Yahtzee 2.5

## Kismet

Kismet Yahtzee adds a new dimension to the original yahtzee game, colors.

Here are the different scoring combinations explained for Kismet Yahtzee.

### 1 to 6

The numbers is simply the different numbers. Put 2 2 3 2 5 on the Twos and youll get 6 points.

### Bonus

If your score from the numbers section is above 63 you will be rewarded with a bonus of 35 points. If you score above 71 you'll get 55 points bonus and if you score above 78 you'll get 75 points.

Little advice: If you got three die on every number youll get exactly 63 points.

### 2 Pair Color

Must have 2 pairs with the same color (this includes four of a kind). The fifth die can be anything. The score is the total of all dice.

### 3 of a Kind

If you got three die with same value all die will be counted. Example: 4 3 3 5 3 = 18 points.

### 4 of a Kind

At least 4 dice must have the same value, the other can be anything. Example: 2 2 2 4 2.

The score is total all dice plus 25.

### Small Straight

A small straight is when you get four die in a row. Examples: 1 2 3 4, 2 3 4 5 or 3 4 5 6.

You will always get 30 points for a small straight.

### Large Straight

A large straight is when you get five die in a row. Examples: 1 2 3 4 5 or 2 3 4 5 6.

You will always get 35 points for a large straight.

### Flush

All dice must be the same color. The score is 35.

### Full House

A 3 of a kind and a pair. Example: 1 1 4 4 4. The score is total all dice plus 15.

### Color House

As above, but the 3 of a kind and pair must be of the same color. The score is total all dice plus 20.

### Chance

Any values at all. All die are counted. You should use chance as a last resort if youre unable to score your combination elsewhere.

## Yahtzee

All five dice must have the same value. The score is total all dice plus 50.

## **All In One Yahtzee 2.5**

### **Triple Yahtzee**

Triple Yahtzee is like normal yahtzee except that instead of one, it has three columns. All scores in the first column are as usual, scores in the second column are multiplied by two and scores in the third column are multiplied by three.

# All In One Yahtzee 2.5

## What's New

What's new in the latest version?

New in **All In One Yahtzee 2.5** (26-Mar-99)

Additions:

- Install/uninstall support
- Dice rolls when thrown
- Better error handling
- Weblinks

Changes:

- Updated addresses, links and information
- Some improved design/layout (facelift)
- Much nicer highscore window

Bugfixes:

- Registration application didn't start sometimes

New in **All In One Yahtzee 2.4** (11-Mar-98)

Bugfixes:

- Fixed the hints problem

New in **All In One Yahtzee 2.3** (10-Mar-98)

Additions:

- Tabbed highscores
- Clear all highscores or just one kind
- Multiple Yahtzees allowed
- Use of registry instead of ini file

Changes:

- New smaller layout
- New registering window
- New sound settings window
- Save settings/highscores only on exit
- Only one kind of dice images used, selected/unselected dice are drawn in the program itself.

Bugfixes:

- Sound when yahtzee in Triple
- Large straight Maxi Yahtzee bug
- Register.exe didn't start from the menu

New in **All In One Yahtzee 2.2** (24-Nov-97)

Changes:

- Highscore is shown (but still not saved) for unregistred users.

- Dice are only loaded once instead of every time they were shown.
- No single .bmp files, all graphics are now in the .exe file.

Bugfixes:

- Removed bug which made the game registred when it shouldn't.

New in **All In One Yahtzee 2.1** (18-Sep-97)

Additions:

- Undo function
- Hints
- Sound configuration

Bugfixes:

- Large/Small straight scoring problems fixed.

New in **All In One Yahtzee 2.0** (3-Sep-97)

The game was almost totally rewritten since the previous version. Multiplayer and all the different rules were added for example.

New in **SpyYatzy 1.0** (27-Jul-97)

SpyYatzy 1.0 was the initial release.





