YAHTZEE User's Guide

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Introduction

For more than 40 years, Yahtzee has been one of the world's best selling games. Play this classic dice game anywhere using infrared, Bluetooth, and online via TCP/IP. If you've ever played the classic game then you'll immediately know how to play on your handheld device.

Installation

Palm OS:

Run the Yahtzee Installer and follow the on screen instructions. You will be required to HotSync your handheld to complete the installation. The installer installs the following files:

- Yahtzee.PRC -- The Yahtzee game with low resolution graphics.
- YahtzeeHiRes.PRC -- The Yahtzee game with high resolution graphics
- YahtzeeOS5Sounds.PDB -- High quality Yahtzee sounds for OS 5 devices.
- YahtzeeSonySounds.PDB -- High quality Yahtzee sounds for Sony devices.
- Yahtzee User Guide -- This User Guide.

Pocket PC:

Run the Yahtzee Installer and follow the on screen instructions.

- Yahtzee.CAB -- The Pocket PC application installed on your handheld.
- Yahtzee User Guide -- This User Guide.

Registration and Technical Support

When you launch YAHTZEE you will be prompted to enter a serial number or to run in Trial mode. You may play 5 games in Trial mode. The Trial software and Registered software are identical. Once the trial period ends you must purchase and enter a serial number to continue using the software. You do not need to re-install the software. Simply enter a serial number and your Trial version will be converted into a Registered version.

To purchase a product serial number, please visit our web site at www.handango.com.

Technical Support

If you have a software problem you can't solve, please visit the Support section on our web site: www.handmark.com/support. If you need assistance from a technical support representative you can submit a request from this page.

YAHTZEE Usage

Object of the game

Roll dice for scoring combinations, and get the highest total score.

Game summary

On each turn, roll the dice up to 3 times to get the highest scoring combination for one of 13 categories. After you finish rolling, you must place a score or a zero in one of the 13 category boxes on your score card. The game ends when all players have filled in their 13 boxes. Scores are totaled, including any bonus points. The player with the highest total wins.

How to play

Each player takes a score card. To decide who goes first, each player in turn rolls all 5 dice. The player with the highest total goes first. Play then passes to the left.

Taking a turn

On your turn, you may roll the dice up to 3 times, although you may stop and score after your first or second roll. To roll the dice, place them in the dice cup, shake them up, and roll them out.

First Roll

Roll all 5 dice. Set any "keepers" aside. You may stop and score now, or roll again.

Second Roll

Reroll ANY or ALL dice you want - even "keepers" from the previous roll. You don't need to declare which combination you are rolling for; you may change your mind after any roll.

Third and Final Roll

Reroll ANY or ALL dice you want. After your third roll, you must fill in the box on your score card with a score or a zero. After you fill in a box, your turn is over.

Scoring

When you are finished rolling, decide which box to fill in on your score card. For each game, there is a column of 13 boxes. You mus fill in a box on each turn; if you can't (or don't want to) enter a score, you must enter a zero. Fill in each box only once, in any order, depending on your best

scoring option. The score card is divided into an Upper Section and a Lower Section. Scoring combinations for each section are explained below.

Upper Section	What to Score
Aces	Total of Aces Only
Twos	Total of Twos Only
Threes	Total of Threes Only
Fours	Total of Fours Only
Fives	Total of Fives Only
Sixes	Total of Sixes Only

To score in the Upper Section, add only the dice with the same number and enter the total in the appropriate box. For example, with the dice shown below you could score 9 in the Threes box, 2 in the Twos box or 4 in the Fours box.

Your goal in the Upper Section is to score a total of at least 63 points, to earn a 35-point bonus. The bonus points are based on scoring three of each number (Aces through Sixes); however, you may earn the bonus with any combination of scores totaling 63 points or more.

Each of the Lower Section scoring combinations is explained in detail in the next column.

Lower Section	What to Score
3 of a Kind	Total of All 5 Dice
4 of a Kind	Total of All 5 Dice
Full House	25 Points
Small Straight	30 Points
Large Straight	40 Points
YAHTZEE (5 of a Kind)	50 Points
Chance	Total of All 5 Dice

3 of a Kind

Score in this box only if the dice include 3 or more of the same number. For example, with the dice shown below you could score 18 points in the 3 of a Kind box.
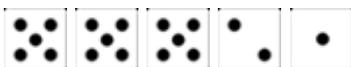
Other Scoring Options: You could instead score 18 in the Chance box, or you could score in the Upper Section: 15 in the Fives box, 2 in the Twos box or 1 in the Aces box.

4 of a Kind

Score in this box only if the dice include 4 or more of the same number. For example, with the dice shown below you could score 14 points in the 4 of a Kind box.
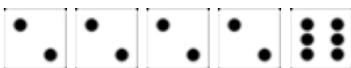
Other Scoring Options: You could instead score 14 in the 3 of a Kind box or in the Chance box - or you could score in the Upper Section: 8 in the Twos box, or 6 in the Sixes box.

Full House

Score in this box only if the dice show three of one number and two of another. Any Full House is worth 25 points. For example, with the dice shown below you could score 25 points in the Full House box.
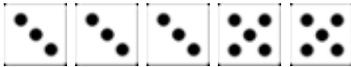
Other Scoring Options: You could instead score 19 in the 3 of a Kind box or in the Chance box - or you could score in the Upper Section: 9 in the Threes box or 10 in the Fives box.

Small Straight

Score in this box only if the dice show any sequence of four numbers. Any Small Straight is worth 30 points. You could score 30 points in the Small Straight box with any of the three dice combinations shown below.
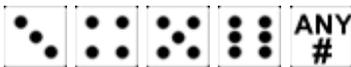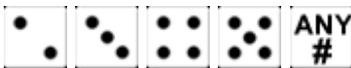
Other Scoring Options: You could instead score in the Chance box, or in the appropriate Upper Section box.

Large Straight

Score in this box only if the dice show any sequence of five numbers. Any Large Straight is worth 40 points.
You could score 40 points in the Large Straight box with either of the two dice combinations shown below.
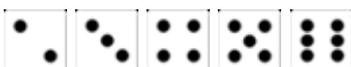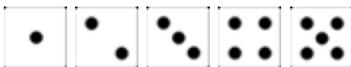
Other Scoring Options: You could instead score in the Small Straight box, the Chance box, or the appropriate Upper Section box.

YAHTZEE

Score in this box only if the dice show five of the same number (5 of a Kind). A YAHTZEE example is shown below.

The first YAHTZEE you enter in the YAHTZEE box is worth 50 points. For each additional YAHTZEE you roll, you earn a bonus (see YAHTZEE BONUS, below)!

Chance

Score the total of any 5 dice in this box. This catch-all category comes in handy when you can't (or don't want to) score in another category, and don't want to enter a zero.

For example, you could score 22 points in the Chance box with the dice shown below.
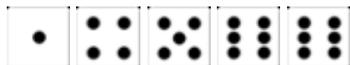
YAHTZEE Bonus

If you roll a YAHTZEE and have already filled in the YAHTZEE box with a 50, you get a 100-point bonus! A chip image will be placed next to the YAHTZEE line on your score card. Then fill in one of the 13 boxes on your score card. According to the JOKER RULES, described below.

As long as you've scored 50 in the YAHTZEE box, you get a YAHTZEE bonus for each additional YAHTZEE you roll!

Joker Rules

Score the total of all 5 dice in the appropriate Upper Section box. If this box has already been filled in, score as follows in any open Lower Section box:

Lower Section	What to Score
3 of a Kind	Total of All 5 Dice
4 of a Kind	Total of All 5 Dice
Full House	25 Points
Small Straight	30 Points
Large Straight	40 Points
Chance	Total of All 5 Dice

If the appropriate Upper Section box and all Lower Section boxes are filled in, you must enter a zero in any open Upper Section box. For example, you roll 5 Fours. You've already entered zero in the YAHTZEE box, and have also scored in the Fours box in the Upper Section. The Joker rules allow you to score in any open box in the Lower Section. You decide to score 40 points in the Large Straight box.

Ending a game

Once each player has filled in all 13 category boxes, the game ends.

How to win

The player with the highest Grand Total wins.

Company Information

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