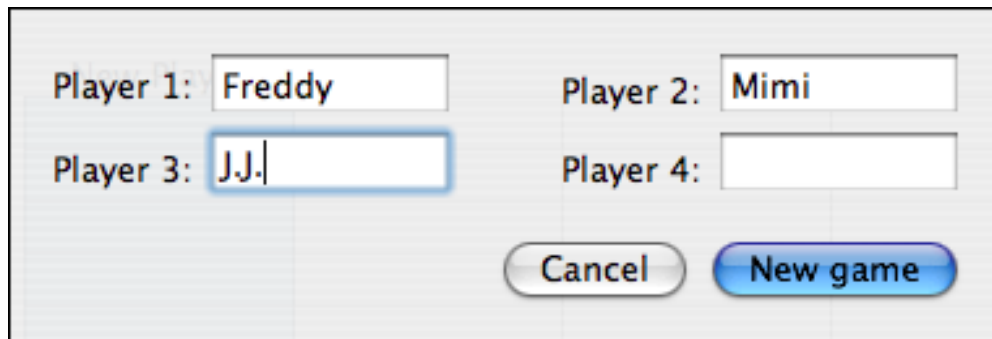


Jahtzee 1.1 Documentation

Begin a new game...

Jahtzee initially starts ready to play a single player game with the Player Name "New Player". To start a new game choose "New Game..." from the "Game" menu. Enter the names of one to four players. The next time you start a new game, Jahtzee will remember who played last and start a new game with the same players.



A screenshot of a software dialog box for starting a new game. It features four text input fields arranged in a 2x2 grid. The first row contains 'Player 1: Freddy' and 'Player 2: Mimi'. The second row contains 'Player 3: JJ.' and an empty field for 'Player 4:'. Below the fields are two buttons: 'Cancel' and 'New game'.

Player 1: Freddy	Player 2: Mimi
Player 3: JJ.	Player 4:
Cancel New game	

Throw the dice...

Begin your turn by clicking on the "Roll" button. After your first roll, you can click the dice to toggle their locks. Locked dice are not thrown when you roll again. After you first roll, you can select a score or roll again. You get a total of three rolls per turn. The "Roll" button tool tip shows how many rolls left for this turn. You can also lock the state of the dice using the "Lock" menu. The menu also displays the keyboard shortcuts.



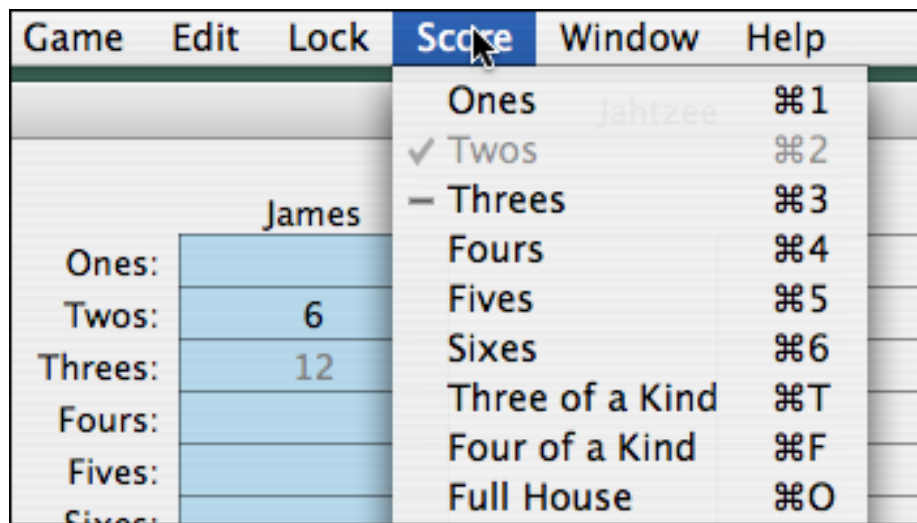
Select your score...

Scoring follows the conventional rules for the similarly named commercial game and is explained in detail later in this document. To select a score category, click the mouse on the score label on the board or in the corresponding empty box below your player name.

James			
Ones:			
Twos:	6		
Threes:			
Fours:			
Fives:			
Sixes:			

You Can Score (12) With Your Current Roll

When you first click, the value will be displayed in grey type, or red if you will potentially score zero. Click again to confirm your choice. If you change your mind or made a mistake, you can click a different score category or roll the dice again, assuming you have another roll left. Your score is not final until you click the second time and the score text changes to black type. You can also select a score category from the "Score" menu.



Next Turn...

After finalizing your score, the game automatically advances to the next player, or the next turn for the current player for a one player game. After all the score categories have been filled for all the players, the game highlights the winning player and adds the players with top scores to the "Top Scores" history.

Detailed Score Calculations

Upper Section, Ones...Sixes

The score for an upper section score category is the sum of all the dice that match the category. 2,2,2,5,4 and choose "Twos" then the score is $2+2+2=6$. If you receive a total upper section score equal to or greater than 63, you get an extra upper section bonus of 35 points.

Three of a Kind

The score for Three of a Kind is the sum of all the dice rolled so long as there are three or more dice of the same value.

Four of a Kind

The score for Four of a Kind is the sum of all the dice rolled so long as there

are four or more dice of the same value.

Full House

A Full House consists of two dice of the same value with three dice of the same value. 3,3,3,5,5 is a Full House. The order is not important. The score for a Full House is 25 points.

Small Straight

A Small Straight is a sequence of 4 or more dice in a row such as 2,3,4,5,x. The value of the fifth die noted by "x" does not matter. The score for a Small Straight is 30 points.

Large Straight

A Large Straight is a sequence of 5 or more dice in a row such as 2,3,4,5,x. The value of the fifth die noted by "x" does not matter. The score for a Large Straight is 40 points.

Chance

The score for a Chance is the sum of all the dice no matter the values.

Jahtzee

A Jahtzee is five dice all of the same value. The roll 2,2,2,2,2 is a Jahtzee. The score for a Jahtzee is 50 points.

Multiple Jahtzee Bonus

After scoring your first Jahtzee for the game, each subsequent Jahtzee is eligible for an extra 100 point bonus. You get the bonus by scoring the Jahtzee in the appropriate upper section or as a joker, only after scoring your first Jahtzee in the Jahtzee category. For example, if after scoring your first Jahtzee, you roll 2,2,2,2,2. To get the 100 point bonus you must score in the Twos upper section. If and only if the Twos category has already been scored, you may use the Jahtzee as a joker in any lower section category and get the additional 100 point bonus. If all the lower section categories have been filled, you may score the Jahtzee in any free upper section category. You will score 0 for the category, but you still receive the 100 point jahtzee bonus. the bonus is always tabulated in the Jahtzee category and does not

count toward earning the upper section bonus.