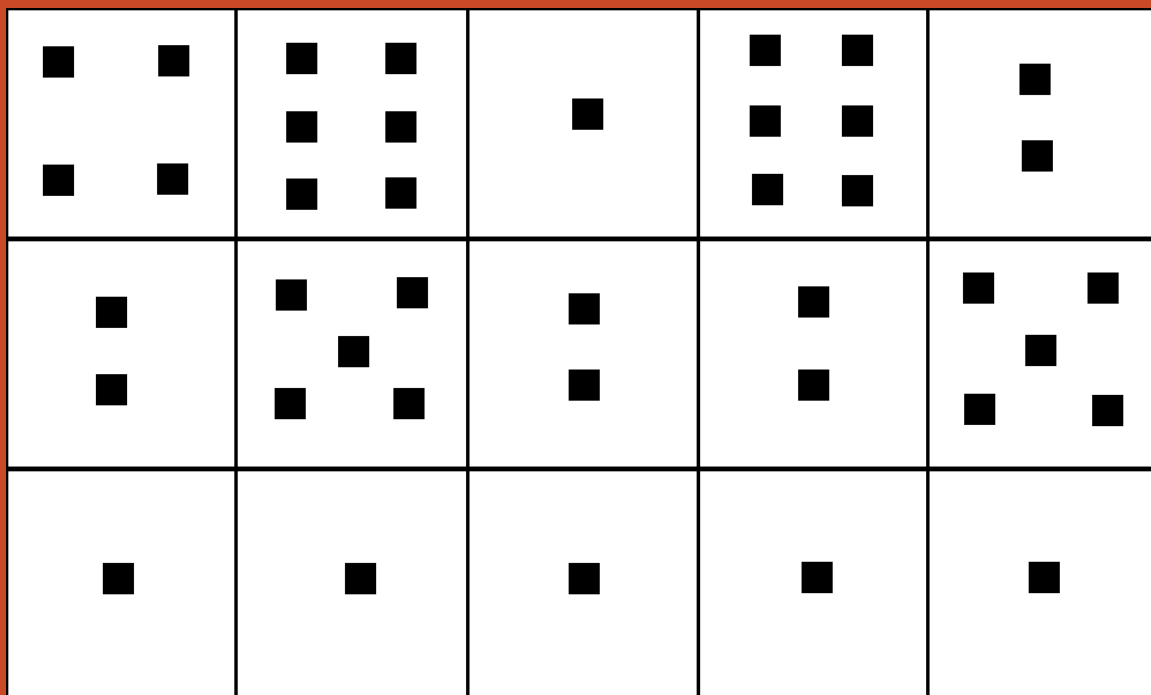


YAHITZEE

TI – CALCULATOR EDITION



VERSION 2.0

DESIGNED AND PROGRAMMED BY:
ANTHONY CAGLIANO

[HTTP://CLRHOME.ORG](http://CLRHOME.ORG)

COMPATIBILITY & INSTALLATION

THANK YOU FOR DOWNLOADING *YAHTZEE*, THE CALCULATOR PORT OF THE FAMILY GAME YAHTZEE. THIS GAME PLAYS EXACTLY LIKE THE TABLETOP VERSION AND OTHER ELECTRONIC VERSIONS OF THE GAME. THIS PROGRAM IS COMPATIBLE WITH ANY CALCULATOR CAPABLE OF RUNNING TI-BASIC. THIS INCLUDES BUT IS NOT LIMITED TO:

- TI-83+ (SE)
- TI-84/84+ (SE)
- TI-84+ EMULATOR ON THE TI-NSPIRE

TO SEND THIS PROGRAM TO YOUR CALCULATOR, YOU WILL NEED A FORM OF CONNECTIVITY SOFTWARE, SUCH AS TI-CONNECT OR TILP, OR THEIR MAC/LINUX EQUIVALENTS. YOU WILL ALSO NEED A CALCULATOR<->COMPUTER USB CABLE. IT SHOULD HAVE COME WITH YOUR DEVICE. IF YOU DON'T HAVE THIS, ANY USB A TO MINI B CABLE WILL WORK. FOLLOW THE PROCEDURES OUTLINED IN THE PROGRAM'S OPERATING MANUAL TO SEND THIS PROGRAM TO YOUR DEVICE.

USING THE PROGRAM

ONCE YOU HAVE SENT THIS PROGRAM TO YOUR DEVICE, YOU WILL NEED TO RUN IT. THIS IS AN ASSEMBLY PROGRAM, SO YOU WILL NEED TO RUN IT BY USING THE ASM(TOKEN. THIS CAN BE FOUND IN THE CATALOG. ALTERNATIVELY, YOU CAN RUN IT USING A SHELL OR VIA THE HOMERUN FEATURE IN DOORSCS7. FIND THE PROGRAM BY PRESSING THE [PRGM] KEY. SCROLL DOWN TO THE WORD YAHTZEE AND THEN PRESS [ENTER] TWICE. THE FIRST PRESS SHOULD PASTE IT INTO THE HOME SCREEN

AND THE SECOND SHOULD RUN IT. THE FIRST THING YOU WILL SEE IS THE MAIN MENU. THERE YOU WILL BE ABLE TO START A NEW GAME, CONTINUE AND EXISTING GAME, VIEW THE CREDITS, AND QUIT THE GAME. PRESSING *NEW GAME* OR *CONTINUE* WILL MOVE INTO THE GAME GUI.

THE GAME SCREEN IS DIVIDED INTO THREE SECTIONS. THE TOP SECTION SHOWS THE CURRENT SCORE ON THE LEFT AND THE HIGH SCORE ON THE RIGHT. IN THE MIDDLE OF THE SCREEN IS THE COMBO SELECTION. ALL ARE LISTED, AND YOU MAY MOVE BETWEEN THEM USING THE LEFT AND RIGHT ARROW KEYS. FOR THOSE UNFAMILIAR WITH THE GAME, PLEASE SEE THE **GAME RULES** SECTION FOR A LIST OF ALL COMBOS. TO SELECT A COMBO AND ADD THE SHOWN SCORE TO YOUR GAME SCORE, PRESS [ENTER]. THE BOTTOM SECTION OF THE SCREEN SHOWS THE CURRENT DIE ON THE LEFT, WITH HELD DIE INVERTED, AND THE NUMBER OF ROLLS YOU HAVE REMAINING ON THE RIGHT. ALTERNATIVELY, INSTEAD OF THE NUMBER OF ROLLS, YOU WILL SEE THE LETTER “R” IF YOU CAN ONLY ROLL CURRENTLY OR THE LETTER “S” IF YOU CAN ONLY SCORE CURRENTLY. SEE THE GRAPHIC TO THE RIGHT TO SEE WHAT THE GAME SCREEN LOOKS LIKE. UNDERNEATH IT YOU WILL SEE A LIST OF KEYS THAT WORK IN THE GAME.



KEY	FUNCTION
[2ND]	ROLL DIE
[Y=] <-> [GRAPH]	TOGGLE HOLD ON ASSOCIATED DIE
[LEFT ARROW]	CYCLE COMBOS LEFT
[RIGHT ARROW]	CYCLE COMBOS RIGHT
[ENTER]	SCORE AGAINST SELECTED COMBO
[MODE]	BRING UP IN GAME HELP
[CLEAR]	EXIT GAME AND BRING UP MAIN MENU

GAME RULES

THE GAME OF YAHTZEE IS MODERATELY COMPLICATED. IT CONSISTS OF ROLLING A SET OF FIVE DIE AND THEN SCORING AGAINST AN ARRAY OF COMBOS. THE COMBOS ARE LISTED IN THE TABLE BELOW.

COMBO	DESCRIPTION	POINTS
ONES (1S)	ANY NUMBER OF DICE SHOWING 1.	1 * # OF DICE
TWOS (2S)	ANY NUMBER OF DICE SHOWING 2.	2 * # OF DICE
THREES (3S)	ANY NUMBER OF DICE SHOWING 3.	3 * # OF DICE
FOURS (4S)	ANY NUMBER OF DICE SHOWING 4.	4 * # OF DICE
FIVES (5S)	ANY NUMBER OF DICE SHOWING 5.	5 * # OF DICE
SIXES (6S)	ANY NUMBER OF DICE SHOWING 6.	6 * # OF DICE
THREE OF A KIND (3K)	THREE OR MORE DICE SHOWING THE SAME NUMBER.	SUM OF ALL DIE
FOUR OF A KIND (4K)	FOUR OR MORE DICE SHOWING THE SAME NUMBER.	SUM OF ALL DIE
FULL HOUSE (FH)	THREE DIE SHOWING ONE NUMBER AND TWO SHOWING ANOTHER.	25 POINTS
SMALL STRAIGHT (SS)	A SET OF FOUR SIMULTANEOUS NUMBERS (EG: 2,3,4,5).	30 POINTS
LARGE STRAIGHT (LS)	A SET OF FIVE SIMULTANEOUS NUMBERS (EG: 1,2,3,4,5).	40 POINTS
CHANCE (CH)	ANY COMBINATION.	THE SUM OF ALL DIE
YAHTZEE (YATZ)	ALL DIE SHOWING THE SAME NUMBER.	50 POINTS

IN ADDITION TO THE NORMAL COMBOS, THERE ARE TWO BONUSES YOU CAN SCORE IN THE GAME. THE FIRST OCCURS WHEN YOU ARE ABLE TO ACHIEVE THREE OR MORE DIE SHOWING A NUMBER FOR THE FIRST SIX COMBOS, CAUSING THE TOTAL FOR THOSE COMBOS TO BE 63 OR GREATER. IN THIS GAME, 35 POINTS ARE AWARDED TO THE PLAYER.

THE SECOND BONUS OCCURS WHEN YOU SCORE A YAHTZEE MORE THAN ONCE. IN THIS CASE, YOU CAN SCORE AGAINST THE YAHTZEE FOR 50 POINTS, AND THEN YOU CAN SCORE AGAINST A SECOND COMBO BEFORE ROLLING AGAIN.

TECHNICAL INFORMATION

FOR DEVELOPERS, PLEASE SEE THIS SECTION FOR INFORMATION ABOUT PROGRAM SIZE, SAVE FILES, RAM USAGE AND MORE.

PROGRAM SIZE: 6000 BYTES

PROGRAM SAVE FILE: APPLICATION VARIABLE, YATZSAV

SAVE FILE SIZE: 64 BYTES

RAM USED: FIRST 48 BYTES OF SAVE\$SCREEN (SAFERAM1)

THIS RAM IS NON-PERSISTENT AND MAY BE DESTROYED WHEN THE PROGRAM IS NOT IN USE.

LEGAL NOTICES

YAHTZEE, THE ARCADE GAME, IS THE PROPERTY OF *HASBRO*, WHO RETAINS SOLE OWNERSHIP OF THIS GAME AND ALL RELATED IMAGERY, MEDIA, ETC. THIS GAME IS CREATED AND RELEASED FOR ENTERTAINMENT PURPOSES, AND TARGETS A PLATFORM NOT PREVIOUSLY TARGETED BY THE COPYRIGHT HOLDER, THUS CONSTITUTING A TEXTBOOK DEFINITION OF FAIR USE.

YAHTZEE TI EDITION, THIS SPECIFIC TITLE DESIGNED FOR THE TEXAS INSTRUMENTS GRAPHING CALCULATOR IS THE PROPERTY OF CLRHOME PRODUCTIONS. BY USING THIS PROGRAM YOU AGREE TO RELEASE AND SAVE HARMLESS CLRHOME PRODUCTIONS AND ANY OF ITS AFFILIATES FROM ANY LIABILITY FOR DAMAGE TO YOUR DEVICE ASSOCIATED WITH THE USE (OR MISUSE) OF THIS PROGRAM. IN ADDITION YOU AGREE NOT TO DISTRIBUTE MODIFIED VERSIONS OF THIS SOFTWARE, AS IT MAKES IT VERY DIFFICULT FOR US TO TROUBLESHOOT ISSUES WITH SAID SOFTWARE.

VERSION HISTORY

- 1.0 RC 1 - FIRST UNOFFICIAL RELEASE.
- 2.0 RC 1 – PROGRAM WRITTEN IN AXE

CREDITS AND CONTACT

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