

YAHTCHALLENGE

FOR PALM PDA AND COMPATIBLES

Version 4.0.1

User Guide

yahtChallenge Version 4.0.1 User Guide

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Introduction

All screens in this manual are for illustration only and may differ from what you actually see on your Palm device.

WHAT'S NEW IN VERSION 4.0

yahtChallenge (aka yahtC) version 4.0 requires PalmOS 3.0 and above. Older version of PalmOS is no longer supported due to the need to use newer features only available in PalmOS 3.0 and above. For older version of PalmOS please use older version of yahtC. Please refer to the section "Minimum Requirements" for more detail.

The only changes done in 4.0.1 is to fix the display problem on Sony Clie with landscape mode display.

New Features

- Support hi-resolution display on PalmOS 5.x device and Sony Clie.
- More options to configure the color display.
- 2D and 3D board style. 3D board style is only for Gray-16 and Color display only.
- 2D, 3D and Real Dice image. 3D and Real Dice image is only for Gray-16 and Color display only.
- Support dice with a maximum of 4 and 5 pips. This provides higher probability of scoring higher points.
- New dice rolling algorithm to emulate actual dice rolling. For example when a dice is rolling from 1, it will take two turns to reach 6.
- 3 dice rolling animation styles.

Updates

- Minor fixes on multiple yahtC scoring.
- Added menu way of toggling the score display.
- Hall of Fame summary at end of each game.
- Minor tweak on the computer selection algorithm.

COPYRIGHT AND TRADEMARKS INFORMATION

YahtC is a luck and strategy game for one to four players. The objective is to score as many points as possible in each boxes based on the dice combinations.

yahtC is inspired by the YAHTZEE game, which is owned and trademark by Milton Bradley / Hasbro.

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Use this program at your own risk !!!

UNREGISTERED VERSION

The unregistered version provides you with a way to evaluate and decide before purchasing. **NO REFUND** will be entertained after the purchase.

The Unregistered Version has the following limitations:

- Unregistered splash screen when starting the game.
- No start-up delay for the first 30 plays. After that, there is a 1 second delay for each start-up. The delay is cumulative.
- Other features are fully functional.

REGISTRATION INFORMATION

Registration will entitle you to unlimited free upgrade of future release. Release update is 4.x.x. Major version update may require an upgrade fee. Next version update will be 5.x, 6.x and so on.

To register please refer to REGISTER.TXT file.

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YahtC is a Shareware. After registration, you are only license to use it in a single machine.

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If you wish to contact me, I can be reached at:

E-Mail: kokmun@pacific.net.sg or kokmun@kokmun.freesevers.com

Web Page: <http://home.pacific.net.sg/~kokmun/> or <http://kokmun.freesevers.com>

The Game

YahtC is a luck and strategy game for one to four players. The objective is to score as many points as possible.

In general, each player can roll the dice 3 times. After each of the first and second rolls, the player selects the dice to roll/hold. The number of times each player can roll the dice is selectable at the start of a new game.

When the player has a satisfactory dice combination (or after the last roll), he/she must select one of the scoring categories to put the points in. Each scoring category can only be used once, except for yahtC where a different rule applies.

GENERAL FEATURES

YahtC has the following features:

- One to Four players. You can name your players.
- PalmPDA-Computer opponents with 6 different playing styles.
- Hi-resolution display support on PalmOS 5.x device, Sony Clie and HandEra 330.
- Statistics of game won, and highest scores.
- Full game statuses are stored/restored automatically.
- 3 different dice animation.
- Score Hinting, helps you to visualize your score in each categories. The hinting can be configured to give maximum or minimum hints.
- Hinting threshold to show low and high scores.
- Option to select dice to roll or dice to keep.
- Game sound.
- Support "Classic" and "Standard" rules.
- Auto dice rolling after a computer player.
- Color, Gray-scale and Black & White supported.
- Smart menu. You can just write the menu shortcut character without specifying the menu shortcut. eg. Just write "N" or "n" for New Challenge.
- User selectable shade/color for score area, status area, dice area and dice
- Two game types, Challenge and Race game.
- Two ways to show score in double and triple style game. Base score or multiplied score.

- Two ways to show the left column score. Total left score or required points to gain a bonus.
- 2D and 3D board style. 3D board style is only for Gray-16 and Color display only.
- 2D, 3D and Real Dice image. 3D and Real Dice image is only for Gray-16 and Color display only.
- Support dice with a maximum 4 and 5 pips. This provides higher probability of scoring higher points.
- 3 dice rolling animation styles.

MINIMUM REQUIREMENTS

YahtC requires a minimum of PalmOS 3.0 and above. This program should work with any Palm PDA or it's compatible such as from HandSpring, HandEra and Sony with PalmOS 3.0 and above.

On the HandEra 330 and Sony Clie device, this program uses features unique to these devices to increase the enjoyment of playing yahtC.

The program requires a minimum of 100K of free memory on your PDA for installation.

For older version of PalmOS you can use the following yahtC version, which is bundled together in.

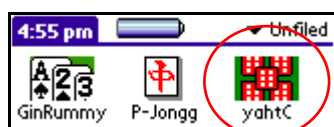
PalmOS Version	Recommended yahtC Version	Support
1.0	None	No
2.0	3.0.3	No
3.0 to 5.x	4.0.1	Yes

INSTALLATION

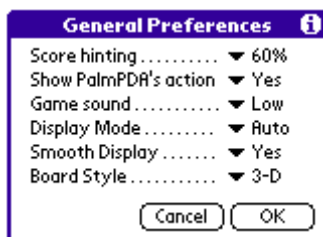
In the software package, there is a file called YAHTC.PRC (registered version) or YAHTCUNREG.PRC (unregistered version). If you have not install your Palm Desktop, please install the Palm Desktop software first before proceeding.

With Palm Desktop installed, follow the following steps to install yahtC into your Palm PDA:

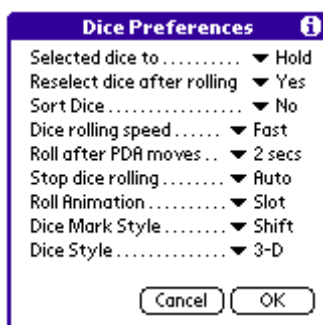
1. Double click on the PRC file. This will launch the Palm program installer.
2. Select the Hotsync-Id and select OK. You will see a list of program that will be installed into your Palm PDA on your next Hotsync.
3. Perform the Hotsync to complete the installation of yahtC into your Palm PDA.
4. After installation, the yahtC will appear under the UNFILED category of your program launcher of your Palm PDA.



5. Click on yahtC to launch the program. If this is the first time you run yahtC or upgrading from previous version, you will be guided to the GENERAL PREFERENCES screen.



6. Press the "i", on the top-right hand corner of the GENERAL PREFERENCES screen for a description on each of the options or refer to the section GAME MENU in this manual. Preference allows you to configure the general settings of the game.
7. The next screen is to configure the DICE PREFERENCES of the game. Press the "i", on the top-right hand corner of the screen for a description on each of the options or refer to the section GAME MENU in this manual.



8. The next screen allows you to select the game you will like to play. Press the “i”, on the top-right hand corner of the screen for a description on each of the options or refer to the section GAME MENU in this manual. Configure the game you will like to play and press OK.



The image shows a 'New Game Settings' dialog box with a purple title bar and a blue information icon in the top right corner. The settings are as follows:

Player	Setting
1: Tan KM	Human
2: PalmPilot	*Thinker
3: Player 3	None
4: Player 4	None

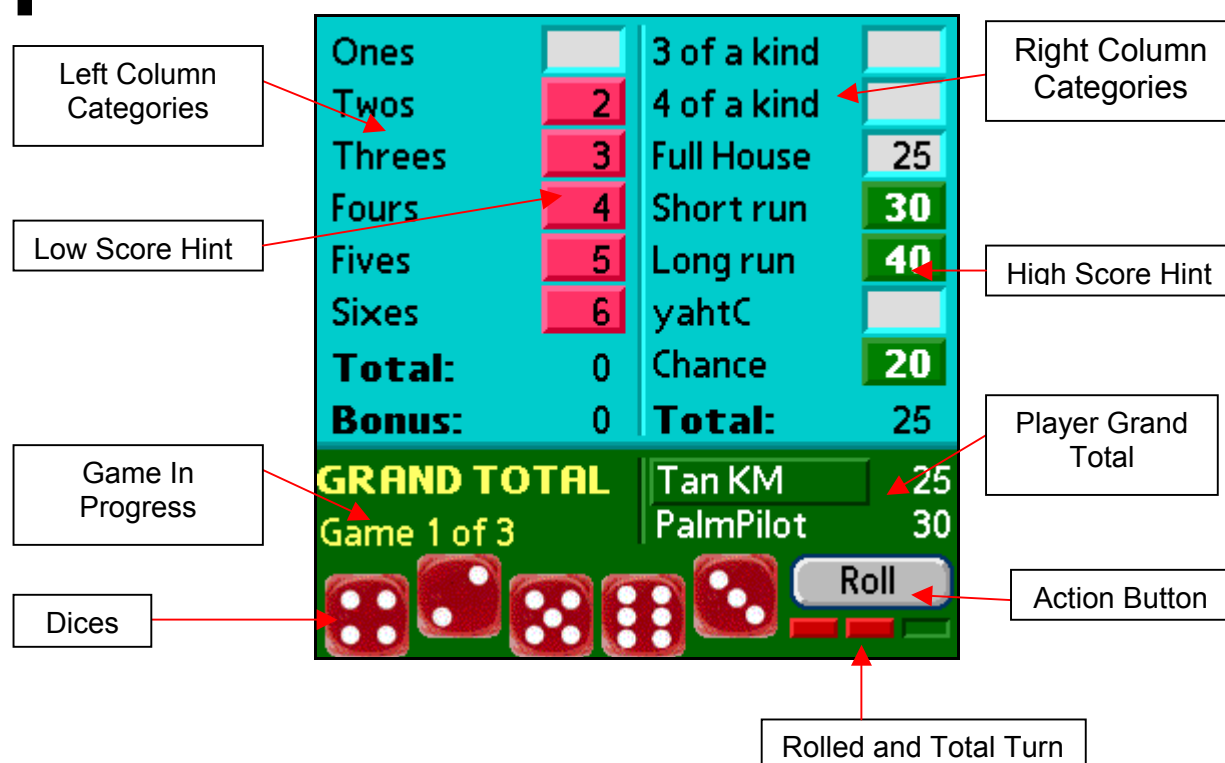
Below the player settings, there is a note: "An * indicates PalmPDA player".

Setting	Value
DICE: Face	6
Roll	3
Bank	0
Game type	Challenge
Games per challenge	3
Race target	500
Rules	Standard

An 'OK' button is located at the bottom right of the dialog box.

HOW TO PLAY

The following screen shows the objects on the screen and it's meaning.



To score, tap on any unused score categories. You can undo the scoring selection by tapping the same score category or tap directly on the new score category. This can be done as long as the “NEXT” button is not pressed.

To select a dice, just tap on the dice. To roll, press the “ROLL” button. If you have used up all roll, the “ROLL” button will not appear any more. The total and used roll is shown below the Action Button.



In this example, you can roll the dice three times in total and two rolls have been used.

Tan KM	25
PalmPilot	30

A reverse text box or embossed box around the player name indicates current player. In this example, the current player is “Tan KM”. The total score for the current game is shown on the right of each player.

Tan KM	25
PalmPilot	30

You can see the other player scoring detail by pressing the player name. This will be indicated by a box or sunken box around the selected player name. Once the pen is lifted the current player is highlighted again.

The Action button has multiple functions depending on the progress of the game. The following table summarized the available action buttons.

ACTION BUTTON	Comments
Roll	Roll the dice.
Next	Score selected, next player turn.
Bonus	Bonus yahtC score, same player play again. Only for Standard Rule.
<None>	All roll are used, select a score category to continue.
New	Current game has ended. Start the next game or a new challenge.

For the Challenge game, the game ends when all categories are selected for all players. The challenge ends when all games have been played. The winner is the player with the highest combine scores.

For Race game, the game ends when a player reached the set scores.

GAME RULES AND SCORING

Standard Rules

The first yahtC earns 50 points. Subsequent yahtC earns 50 points each and another turns, provided that you did not zero the yahtC category, and you place the second yahtc in the yahtC category.

Classic Rules

- First yahtC earns 50 points.
- Each subsequent yahtC earns you 100 points provided you have not zero the yahtC Category. You can use subsequent yahtC as a Joker provided:
 1. You have scored on the yahtC category (including zero).
 2. You have filled the corresponding category in the left scores section. For example, if you have rolled:



The Fives category must also be filled.

If this is the case, you can use the yahtC as a joker to fill in any right scores category. You score the category as normal.

Thus for the Small Straight, Large Straight, and Full House categories, you would score 30, 40, and 25 points respectively.

For the 3 of a Kind, 4 of a Kind, and Chance categories, you would score the total of the die face.

- If you have scored a zero in the yahtC category, you cannot receive any bonuses.
- You will **NOT** get another turn for subsequent yahtC in Classic Rules.

Scoring

Left Section

ONES	Total of all dice showing 1 pip.
TWOS	Total of all dice showing 2 pips.
THREES	Total of all dice showing 3 pips.
FOURS	Total of all dice showing 4 pips.
FIVES	Total of all dice showing 5 pips.
SIXES	Total of all dice showing 6 pips.

BONUS is given if the left section total is 63 or more. If you qualified for a bonus, this will be shown in the BONUS. The TOTAL in Left Section shows the left section total.

Right Section

3 OF A KIND	3 or more dice are the same; score is sum of all 5 dice.
4 OF A KIND	4 or more dice are the same; score is sum of the 5 dice.
FULL HOUSE	25 points if you have 3 dices of one value and the other 2 dice of another value.
SMALL STR	30 points if you have 4 or 5 dice in numerical order. <i>If you playing with a 4 face dice, only 3 or 4 dice in numerical order is required for this category.</i>
LARGE STR	40 points if you have all 5 dice in numerical order. <i>If you playing with a 4 face dice, only 4 dice in numerical order is required for this category.</i>
YAHTC	5 dices with the same value. See scoring detail above.
CHANCE	Sum of the five dices.

The TOTAL in the Right Section shows the right section total.

Challenge Game


- In Challenge game, you can play alone or against another player. The number of games to play per challenge is set in NEW CHALLENGE options of GAMES PER CHALLENGE.
- The player with the highest score at the end of the complete games is the winner.

Race Game

- In Race game, you play against another player to be the first to score the RACE TARGET score.
- Winner is decided only at the end of the second player roll.
- All the standard challenge rules applied.
- The LEFT/RIGHT SECTION will be reset when you have completed scoring the section, provided only one or none of the score in that section is zero.
- If you have more than one zero in one section, that section will only reset when the other section is filled.

- When playing with DOUBLE/TRIPLE RACE, the LEFT/RIGHT SECTION will be reset when you have completed scoring for all the columns in that section, and there is no more than one zero in each of the columns in that section.
- If you have more than one zero in one column, that SECTION will only reset when the other SECTION is completed.

Triple yahtC (General)

- Double and triple yahtC is played the same as normal yahtC. The differences are in the scoring and how you can earn bonus.
- Starting from left to right on each SECTION, the first column scores as usual. The second column scores double and the third column scores triple.
- For example, a roll of  will score :

Left Section

Number 4, column 1	8 points
Number 4, column 2	16 points
Number 4, column 3	24 points
Number 5, column 1	15 points
Number 5, column 2	30 points
Number 5, column 3	45 points

Right Section

3 of a kind, column 1	23 points
3 of a kind, column 2	46 points
3 of a kind, column 3	69 points
Full House, column 1	25 points
Full House, column 2	50 points
Full House, column 3	75 points

- For the LEFT SECTION BONUS, points required for each column to earn a bonus are:
 - 63 points for 1st column to earn an extra 35 points bonus
 - 126 points for 2nd column to earn an extra 70 points bonus
 - 189 points for 3rd column to earn an extra 105 points bonus

Triple yahtC (Standard Rules)

- You can only get yahtC bonus and an extra turn provided none of the yahtC columns are zero and have been scored.
- For example your current Triple yahtC score is 0/100/150, and you have another yahtC now, you will not be able to score in any of the yahtC column to earn the yahtC bonus and an extra turn.
- In triple yahtC, for the 4th yahtC and all the yahtC scores are scored with non-zero, you can score in any of the column to earn the bonus point and an extra turn.
- If you have scored on the 3rd column for the 4th yahtC, you are only allowed to score on the 1st and 2nd column yahtC for the 5th yahtC.

Triple yahtC (Classic Rules)

- You will earn extra bonus point for your second and third yahtC only if
 1. The first yahtC is scored in a yahtC column and
 2. The second and third yahtC is scored in the yahtC column as well.
- The bonus you scored for second and third yahtC are:
 1. 100 points for scoring in yahtC in Column 1.
 2. 200 points for scoring in yahtC in Column 2.
 3. 300 points for scoring in yahtC in Column 3.
- For forth and subsequent yahtC, you will only receive a bonus if the first three yahtC were scored in the yahtC boxes. Bonus points are given as follows:
 1. 100 points for entering score in Column 1.
 2. 200 points for entering score in Column 2.
 3. 300 points for entering score in Column 3.
- You can use the yahtC as a Joker only when all three appropriate matching number boxes in the LEFT SECTION had been used.
- You will not get another turn for subsequent yahtC in Classic Rules.

GAME MENU

To access the various features of yahtC, you need to access the game menu. Press the MENU button to get to the game menu. The MENU button is shown below.



The Game Menu is divided into three main categories. Each category provides a group of functions. Each function of the MENU has a shortcut.

Tips: In yahtC, you can access the MENU by writing the one letter representation. For example, to perform “NEW CHALLENGE” you only need to write the letter “N” in the graffiti area. The shortcut character is shown in bracket.

Game Menu

New Challenge [N]	Start a new game.
Statistics [S]	Display the game statistics.
Hall of Fame [H]	Display the Hall of Fame.
Preferences [P]	Setup general game preferences.
Dice Preferences [D]	Setup dice related preferences.
Set Shade/Color [C]	Setup shade/color of the various display objects.

Toggle Menu

Total-Required [T]	Toggle the left column display summary to show the total or required points to obtain bonus.
Base-Multiplied [B]	Toggle the score display to show the base score or the multiplied score. Effective for double and triple game types only.

Help Menu

Rules [E]	Summary game rules.
About [A]	Author information.

START A NEW GAME

To start a new game, select the NEW CHALLENGE menu. You will see a screen similar to the following.

New Game Settings

1: Tan KM ▼ Human
 2: PalmPilot ▼ *Thinker
 3: Player 3 ▼ None
 4: Player 4 ▼ None
 An * indicates PalmPDA player
 DICE: Face ▼ 6 Roll ▼ 3 Bank ▼ 0
 Game type ▼ Challenge
 Games per challenge ▼ 3
 Race target ▼ 500
 Rules ▼ Standard
 OK

1 to 4: Provide a name for each player and select if the player is human or a PalmPDA/computer player. PalmPDA player is marked with the '*'. For each PalmPDA player you can select from six different playing styles.

PalmPDA Player Playing Styles	Comments
No-Risk	No risk player.
Low-Risk	Low risk player
Thinker	Calculative player. The best player in my opinion.
Gambler	High-risk player.
ycLover	All out to score yahtC.
maxPts	Score maximum points possible on each turn.

DICE: The dice has 3 different settings controlling the value, and times to roll.

DICE-Face: Select maximum value on dice. 6 face dice has 1 to 6 pips. 4 face dice has 1 to 4 pips only.

DICE-Roll: How many times you can roll the dices on each turn.

DICE-Bank: Set how many unused roll to bring forward for next turn. eg. If DICE-Bank is 1 and ROLL-Dice is 3 and you have 2 unused roll, in the next turn you will have 4 rolls.

GAME TYPE: There are two major game groups. The Challenge and Race. For each group there are 3 variations, the single, double and triple.

Game Group	Comments
Challenge	Classic yahtC, where you play alone or against other players. Winner is decided after the defined GAMES PER CHALLENGE is played.
Race	You play against another player to score the RACE TARGET.

Double and Triple game variations are similar to standard game except it is played with two and three columns respectively. Score on the second column is doubled and the third column is tripled.

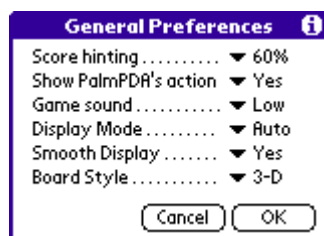
GAMES PER CHALLENGE: Set the games to play before the winner is decided, for CHALLENGE game.

RACE TARGET: Set the target score for RACE game.

RULES: Select the rules to use for the duration of the game. The selected rule affect how multiple yahtC bonuses are calculated. Please refer to the section GAME RULES and SCORING.

CONFIGURING GAME PREFERENCES

You can customize the general behavior of the game through the GAME PREFERENCES. To customize the game, select the PREFERENCES menu.



SCORE HINTING: Show points in unused score categories. Select percentage value to differentiate between low and high score.

Score higher than the percentage will be in bold and different shade/color.



Hinting low score, below the set percentage.



Hinting high score, above the set percentage.

Select YES if you do not want to differentiate between high and low score.

Select MARK if you only want to indicate categories that can be scored, without indicating the actual score.

SHOW PALMPDA's ACTION: Controls the display of steps taken by PalmPDA.

GAME SOUND: Set game sound volume. Set it to 'PREFS.' to use the system game sound preferences setting.

DISPLAY MODE: Auto will use the highest possible display mode. B&W is black and white. Gray is shades of Gray.

SMOOTH DISPLAY: Only available for PalmOS 3.5 and above. Set to YES, to reduce flickering.

BOARD STYLE: Select 2D or 3D board styles. 3D style is only for device with Gray-16 Scale or Color display.



3D Board Style



2D Board Style

CONFIGURING THE DICE PREFERENCES

You can customize the dice preferences through the DICE PREFERENCES menu.



SELECTED DICE TO: Select what to do with selected dice.

RESELECT DICE AFTER ROLLING: Auto reselect dice you have selected after each roll.

SORT DICE: Control the sorting of dice after each roll.

DICE ROLLING SPEED: Control the speed of dice rolling. This does not change the final dice value. INSTANT will disable dice

roll animation.

ROLL AFTER PDA MOVES: Controls the rolling of dice at the end of PalmPDA turn. When YES is selected, you do not need to press NEXT for your turn. Select time settings if you want to auto roll after the time delay.

STOP DICE ROLLING: Controls how the dice rolling is to be stopped. When MANUAL is selected, you need to press the key or tap anywhere on screen to stop the rolling of dice.

ROLL ANIMATION: Select the rolling effect. FIX effect is used in older version. This does not change the final dice value.

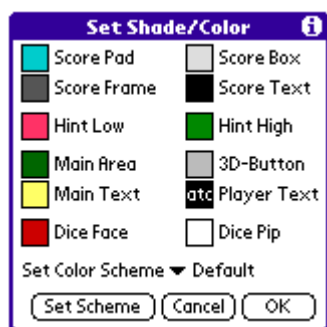
DICE MARK STYLE: Select how to show selected dice. INVERT is the style used in older version.

Mark Style	Appearance On Screen (4's selected)
Line	
Invert	
Shift	

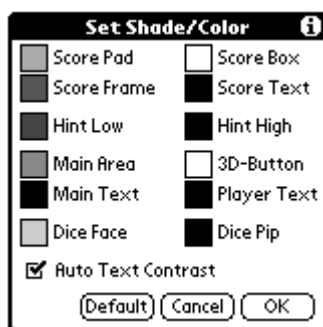
DICE STYLE: Dice style. 3-D and Real are only available for device with Gray-16 Scale or Color display.

CONFIGURING THE SHADE/COLOR

You can customize the board, text and hinting shade/color through the SHADE/COLOR menu.



Color display



Gray-16 display

For Gray scale display, press DEFAULT for default setting and AUTO TEXT CONTRAST for automatic text color selection.

For color device you can select the Color Scheme to use. To set, select the color-scheme and press SET SCHEME. You can then change the initial setup color according to your preference. Auto Text Contrast is selectable for individual text item. Select the index color 255 to enable the auto text contrast for the selected text item. When auto text contrast is enabled, it will be marked with the text 'ATC'.

GAME STATISTICS / HALL OF FAME

Game statistics gives you the current in-progress game statistics.

Challenge Game

Best Challenge Stats. ⓘ		
Tan KM	Won: 0	
Game: 221	Challenge: 0	
PalmPilot	Won: 0	
Game: 182	Challenge: 0	
Player 3~Not playing	Won: 0	
Game: 0	Challenge: 0	
Player 4~Not playing	Won: 0	
Game: 0	Challenge: 0	
Clear Current Score OK		

Current Challenge Stats. ⓘ		
Game 1 of 3		
Tan KM		
Average: 221	Total: 221	
PalmPilot		
Average: 182	Total: 182	
Player 3~Not playing		
Average: 0	Total: 0	
Player 4~Not playing		
Average: 0	Total: 0	
Best Score OK		

Shows the current progress game total score and the average score.

Press "BEST SCORE" to get the best individual game score, the highest challenge score and number of challenges won.

Race Game

Current Race Stats. ⓘ		
Race to ... 500		
Tan KM		
Average: 199	Total: 398	
PalmPilot		
Average: 252	Total: 505	
Player 3~Not playing		
Average: 0	Total: 0	
Player 4~Not playing		
Average: 0	Total: 0	
Best Score OK		

Best Race Stats. ⓘ		
Tan KM	Won: 0	
Race: 199		
PalmPilot	Won: 1	
Race: 252		
Player 3~Not playing	Won: 0	
Race: 0		
Player 4~Not playing	Won: 0	
Race: 0		
Clear Current Score OK		

Shows the current progress game total score and the average normalized score.

Press "BEST SCORE" to get the best-normalized score and the number of races won.

Hall of Fame

yahtC Hall of Fame		
NAME	SCORE	
1. Tan Kok Mun	428	
2. TKM PalmPilot	380	
3. Pearl Lim LL	361	
4. Kevin Tan	328	
5. Tan KM	221	
6. PalmPilot*Thnkr	182	
Clear OK		

There are two halls of fame, one for each of the game type.

For Challenge game, the score is the highest score for individual game.

For Race game, the score is the highest normalized score at end of each race.

HOT-SPOTS

Hot-spots provides an easy way to trigger actions you may need to use often.

There are four hot-spots you can select in yahtC.

Total-Required Points Hot-spot

Ones	2	3 of a kind	13
Twos	0	4 of a kind	25
Threes	3	Full House	25
Fours		Short run	30
Fives	20	Long run	40
Sixes	24	yahtC	0
Total:	49	Chance	18
Bonus:	0	Total:	151
GRAND TOTAL Tan KM 398			
PalmPilot Wins PalmPilot 505			
New			

Tap anywhere on the Left section TOTAL/REMAINDER Text to activate the hot-spot.

When pressed, the left column summary score toggles between total left column score and the required points to gain bonus. This action can be done through the TOGGLE-TOTAL/REQUIRED menu as well.

Base-Multiplied Score Hot-spot

When playing Double/Triple yahtC game, you can toggle to show either the base score or the multiplied score. To toggle this option, tap anywhere on the LEFT section TOTAL/REMAINDER column score. This action can be done through the TOGGLE-BASE/MULTIPLIED menu as well.

1's	1	1	1	3oK			
2's				4oK			
3's	3	3	3	FH			
4's	4	4	4	SR	30	30	30
5's	5	5	5	LR			40
6's	6	6	6	yC			
R:	63	63	63	?	19	19	19
Bonus	0						
Total:							40

1's	1	2	3	3oK			
2's				4oK			
3's	3	6	9	FH			
4's	4	8	12	SR	30	60	90
5's	5	10	15	LR			120
6's	6	12	18	yC			
R:	63	126	189	?	19	38	57
Bonus	0						
Total:							120

Statistics Display Hot-spot

1's	1	1	1	3oK			
2's				4oK			
3's	3	3	3	FH			
4's	4	4	4	SR	30	30	30
5's	5	5	5	LR			40
6's	6	6	6	yC			
T:	0	0	0	?	19	19	19
Bonus	0						
GRAND TOTAL							
Game 1 of 3							
New				Roll			

Tap anywhere on the GRAND TOTAL and game summary area to display the game statistics. This action can be done through the GAME-STATISTICS menu as well.

This hot-spot is not available when more than two players are playing.

User Detail Hot-spot

You can see the other player scoring detail by pressing the player name. This will be indicated by a box or sunken box around the selected player name. Once the pen is lifted the current player is highlighted again.

HANDERA 330 SUPPORT

On the HandEra 330, yahtC will exploit features unique to this device.

HIGHER SCREEN RESOLUTION: The game utilized the higher screen resolution available on the HandEra 330 device.

SILKSCREEN: On running, the silkscreen will be minimized to gain extra displayable area.

SONY CLIE SUPPORT

On the Sony Clie, yahtC will exploit features unique to this device.

HIGHER SCREEN RESOLUTION: On Sony Clie that has a higher screen resolution (320x320), the game will use the hi-res mode of the device.

PALMOS 5.X SUPPORT

YahtC is fully compatible with PalmOS 5.0. It has only been tested on PalmOS 5.0 simulator. No formal testing on the actual device has been done.

For PalmOS 5.0 device with 320x320 display, yahtC will utilized the higher resolution of the device.

FREQUENTLY ASK QUESTIONS

1. *Why when I score the second yahtC, I do not have another turn?*

Answer: Check your rule setting when you start a new game. You will only get another turn if the Standard rule is used. Please refer to GAME RULES and SCORING section for detail.

2. *The DICE value is not random, why is it so?*

Answer: The dice value is generated using the PalmOS random number combine with an internal random number generator. I have run a test on the random number generator for 100, 1000, 100000, and 1000000 iterations and the number distribution is less than 5% variance for each case, which is acceptable.

3. *The DICE rolling is more random when I select SLOW dice rolling speed compare to FAST rolling speed. Why is it so?*

Answer: Both setting SLOW and FAST uses the same routine to generate the value for each dice. The only difference is, in FAST setting, there is minimal delay/wait between the generations of each dice value.

4. *Where is the MENU to access the program Preferences?*

Answer: To get to the MENU, you need to press the MENU SCREEN BUTTON. This button is on the left of the Graffiti area and below the PROGRAM LAUNCHER SCREEN BUTTON.

In version 2.0 of yahtC with SMART MENU feature, you can write the letter "P" or "p" to access the PREFERENCE as well.

5. *Does the computer player cheat?*

Answer: The computer does not cheat. When rolling dice it uses the same Routine that generates your dice value. There is no manipulation of the dice value at all by the computer and all value is generated using the PalmOS and internal random number generator.

6. *Is there a back door?*

Answer: Yes, there is. It is used to debug and test out various Scoring combinations. The computer never uses this routine at all, ie. It doesn't cheat.

As for how to activate it, I leave it as a challenge for all of you. If you find the way to activate it and used it, please send me e-mail, detailing the exact steps taken to activate it and steps to use it. Be specific.

The first person to find the back-door, will be rewarded to ONE FREE registration on ANY of my shareware program.

Don't send me e-mail asking for hints, I will not reply.

7. *Why is gray-scale not supported on my PalmPilot or compatible, where I have other software that does gray-scale support?*

Answer: Gray-scale support is officially supported under PalmOS 3.5. For gray-scale mode you need a minimum of PalmOS 3.5.

Other developers implemented gray-scale support for PalmOS 3.0 and PalmOS 3.3 by programming directly the display hardware. The program will fail when new hardware is used. The program may conflict with future version of PalmOS and will not run properly.

To provide greater compatibility and reduce potential problems, I have decided not to use any features that are not officially supported by PalmOS.

8. *Under Standard rule, when I score yahtC the second time, the yahtC score changes from 100 back to 50. Is this a bug?*

Answer: Under Standard rule, when you score yahtC for the second time, you will get to roll the dice again for another turn of scoring.

When you select yahtC the second time, you will get a message "yahtC BONUS! - The same player has another go."

You will need to press the NEXT button to roll the dice for your bonus turn. If at this point instead of pressing the NEXT button, you select another score category, this is basically changing your scoring decision for the current dice value.

The message "The same player has another go." may have been misinterpreted as scoring again with the same dice value.

If you have follow the instructions correctly and still have the problem, made sure you are using version 2.0.1 or newer. There is a bug in version 2.0 under certain condition.

9. *How do I undo my scoring selection?*

Answer: As long as you have not press the NEXT button, you can change your current scoring by selecting the new category or selecting the same category to undo it. If you have HINT enabled, the undo will redisplay the hint.

10. *How do I change the display mode?*

Answer: You can change the display mode under the item DISPLAY MODE in the PREFERENCES menu.

The default setting of AUTO will choose the highest display mode possible for your current hardware/software. You can change it to B&W, GRAY-4, GRAY-16 or COLOR.

If you select a higher display mode than what your hardware/software can support, it will not cause any problem. An error message will be displayed and the highest display mode for your hardware/software will be selected.

11. *There are lines/streak on my display, what can I do about it?*

Answer: This problem is common when the GRAY scale display mode is enabled. This is a hardware limitation and not a software problem (typical of software guy to blame it on the hardware... :-) ... but in this case it is a true fact).

You can try reducing the problem by:

- a. Lower the contrast OR
- b. Change to GRAY-4 or B&W instead of GRAY-16 OR
- c. Change the background display to WHITE or very light gray.

Game Version History

Version 4.0 – 10th July, 2003

Version 3.0.3 – 8th. May, 2003

- Fixed display corruption problem on PalmOS 5.0 and Sony Clie.

Version 3.0/3.0.1 – 30th. October, 2001

v3.0.1

- Fixed a sound problem when running on PalmOS 2.0 and PalmOS 3.0 base device.

v3.0

- Support Double and Triple yahtChallenge !
- Support from one to four players. Each player can be customized separately as human player or computer player. For computer player you can specify the skill of the computer player.
- The left column TOTAL can now be toggle to show remainder points required to obtain the BONUS.
- When playing DOUBLE/TRIPLE YAHTC game, you can toggle to show either the BASE score or the MULTIPLIED score.
- Confirmation to clear Hall of Fame and Game Statistics data.
- Sort dice. Configurable in the PREFERENCES MENU. Default is NO sorting.
- HandEra 330 Support (High resolution display, and Game summary on silk area (show how far ahead/how close to target))

Changes

- You can now mark scorable without showing the points. Set in PREFERENCES MENU.
- Auto roll after fixed time delay for computer player. Set in PREFERENCE MENU.
- Enhance the computer player algorithm.
- Addition of *maxPoints skill set for the computer player.

Removed

- Removed old support for dice selection. You can now select mark dice to hold or roll only.

- Removed pop-up indicator for dice selection mode. I believe this feature is hardly used and most of you probably are not aware of it.
- Removed score comparison. With double/triple yahtChallenge and support for up to four players, it is no longer possible to display all players' score at the same time.

To find out the other player score, tap at the player name and hold continue pressing the player name with the stylus). When you release, the current player score will be displayed. I'm working on a way to bring this feature back if possible. Any suggestions will be most welcome.

Version 2.0/2.0.1/2.0.2 – 31st. October, 2000

v2.0.2

- Fix undo problem at end of your last score.
- Rearrange "OK" and "Clear" button in statistic to reduce pressing the "Clear" button accidentally.
- Added "Medium" to rolling speed.

v2.0.1

- Fix scoring problem when you managed to get multiple yahtC, with Standard rule.
- The yahtC score will reduce when you next roll and score. This only happens when HINTING is not enabled and you are playing alone or against another human player.

To bypass this problem in version 2.0, you need to enable HINTING.

v2.0

- The minimum required PalmOS version is 2.0. PalmOS 1.0 is dropped from this release because some of the features required are not available in PalmOS 1.0.
- Color, Gray-scale and Black & White supported.
- Fix crashes for PalmOS 3.0 and 3.3 in some machine
- Fix high score statistics display problem in PalmOS 3.5
- Revised score comparison, you can tap anywhere on screen to continue.
- Revised random number generator.
- Support players name.
- You can now see the player score by selecting the user name.
- Support hint threshold. Score higher than the specified percentage will be shown differently from others. In B&W display mode, the score will be in bold. In gray/color mode the score will be in bold and the hinting will be in different shade/color. User can defined the shade/color for both high and low hint value.

- Smart menu. You can just write the menu shortcut character without specifying the menu shortcut. eg. Just write "N" or "n" for New Challenge.
- User selectable shade/color for score area, status area, dice area and dice
- Revise dice selection action. You can now specify the selected dice to hold or to roll. Default is select to hold. While in the game, press any dice for more than 1 second to see the current select dice action. Dice selection action can be changed in the Preference.
- Two game type. The standard Challenge and a Race game. Please refer to section 2 (THE GAME) for the rules and description of Race Game.

Version 1.9.1 – 16th March, 1999

- Bug fix on sound setting.
- Bug fix on fast dice setting.
- Bug fix on Statistics display.
- Dice Bank. Allow you to bring forward unused roll to next turn.
- Hall of Fame. Keep track of the last 10 top scores.
- Manual dice roll. When enabled, you will need to tap the screen or press any key to stop the rolling of dice.
- Updated play engine, Pilot is now slightly smarter.

Version 1.9 – 6th March, 1999

- Fix display problem when using menu shortcut.
- The PRC is now smaller than before. 20K compare to previous version which is 32K.
- Support Palm III list icons.
- Resolve compatibility issues with Palm EZ processor.
- The auto hints is effective immediately when changed in the Preferences.

Version 1.8 – 27th July, 1997

- You can now play the "Classic" rules of yahtC. Please refer to "THE GAME" section for more information. This is user selectable.
- Adjusted the Random Generator. Hopefully it is more random. Let me know if this help ?
- You can now use the hardware up/down key to replace key pressing of "Next", "Roll" or "New" button. This is handy when you are holding the PalmPilot with your thumbs on the up/down key. You can press the key with your thumb after doing all the required selection.

- You can now challenge the pilot to a set of games. The winner is decided after the user selectable numbers of games have been played.
- Updated statistics information.
- The pilot can roll the dice for you after it has moved. This is useful if you do not care about what pilot selection is. To still see the pilot selection and auto roll, the "See Pilot's Action" needs to be enabled.
- If both "Fast Dice" and "See Pilot's Action" are not enabled, you will only see your dice rolling animation. Pilot dice rolling animation will be disabled when "See Pilot's Action" is disabled.

Version 1.7.1 – 21st June, 1997

- Fix, Pilot score was not updated correctly when second yahtc was scored.
- Fix, force to start a new game when pilot scored multiple yahtc. No wonder the PILOT has been losing. . . 8-)

Version 1.7 – 11th June, 1997

- Reshow scoring hints after a score has been selected.
- Resume rolling of unused roll after a score has been selected.

To use the new features, just tap on the same score that you have selected. This will reshow the score hints if SHOW HINTS has been selected. If you have remainder roll turns, you are allowed to resume rolling.

- Code optimisation. Smaller with more features.
- Fix menu string truncation on PalmPilot OS 2.x.
- Dice selection state is now saved/restored.

Version 1.6 – 30th May, 1997

- Added ALL DICE SELECTED. This feature allows those who prefer to select dice to keep rather than dice to roll.

Version 1.5.1 – 17th May, 1997

- Fix for the unpredictable Fatal Exception when the hardware button is used to switch out of yahtC.

Version 1.5 – 12th May, 1997

I will like to thanks Randy Phillips for correcting some of the errors in my documentation.

New Features

- Ability to see how you will score for different scores selection. Just tap the score you want and the new score will be calculated. This can be done until you press "Next". You can use this to correct your mistakes when selecting the score.
- Auto dice selection. User selectable under PREFERENCES. When enabled the dice that you have selected for rolling will be selected after the roll.
- Show hints. User selectable under PREFERENCES. When enabled unselected score will be shown after each rolling of dice.
- Fast Dice. User selectable under PREFERENCES. When enabled the dice animation will be disabled.
- See Pilot's Action. User selectable under PREFERENCES. When enabled, the pilot will slow down to let you see which dice it is selecting.
- Sound Effect. User selectable under PREFERENCES.
- "Roll" request will be ignored when no dice is selected.
- Changes to dice graphics. More consistent to actual dice looks.

Bug Fixes

- Fix some logic bug related to yahtC bonus.

Version 1.0 – 8th May, 1997