

# Five Die Console Yahtzee

developed by Stephen R. Owens

<http://www.studio-owens.com>

March 26, 2007

## This is a Yahtzee Clone

The Five Die Console Yahtzee game was created to demonstrate a possible use for a C++ die manager class I wrote. Yahtzee is a familiar game to many people so it only made sense. This game is only to be used as one of my personal portfolio pieces. The entire game is 140k.

YAHTZEE SCORE CARD			Player Name: Studio-Owens.com		
<1>,0	Aces:	0	<7>,1	3 of a kind:	12
<2>,1	Twos:	8	<8>,1	4 of a kind:	16
<3>,0	Threes:	0	<9>,1	Full House:	25
<4>,1	Fours:	8	<10>,1	Sm. Straight:	30
<5>,1	Fives:	15	<11>,0	Lg. Straight:	0
<6>,1	Sixes:	12	<12>,1	Yahtzee:	50
			<13>,0	Chance:	0
ROLL: 3		ROUND: 10	TOTAL: 0		
+-----+   o     o +-----+ 1-H	+-----+   o     +-----+ 2-H	+-----+   o o     o o +-----+ 3-H	+-----+   o o   o   o o +-----+ 4-H	+-----+   o o   o   o o +-----+ 5	
Enter the number that you would like to apply the score to: _					

## About Yahtzee

Yahtzee is the trademarked name of a popular dice game made by Milton Bradley, which is now owned by Hasbro.

## Number of players

There can be any number of players. However, I have only tested it up to twenty (20) players in a game.

## Object of Five Die Console Yahtzee

The object of the game is to score the most points possible by rolling five dice. The dice can be rolled up to three times in a turn. There are thirteen possible scoring combinations. A complete game consists of thirteen rounds. During each round the player decides which scoring combination is best suited for that round. Once a player uses a scoring combination during a game it cannot be used again by that player.

## Scoring Combinations

### Left Hand Side of Score Card

Each score category is the sum of the total number of dice matching the number. For example four one's would equal four points.



### Right Hand Side of Score Card

Three-of-a-Kind = sum all dice

Four-of-a-Kind = sum all dice

Full House = 25pts

Small straight = 30pts

Large straight = 40pts

Five-of-a-Kind (Yahtzee) = 50pts

Chance = sum all dice

## Total Score Calculation

Each player's total score is calculated at the end of the game by summing all thirteen score boxes, plus a 35 point bonus, for scoring more than 63 points on the left hand side of the score card, after the thirteen rounds are over.

## Game Play

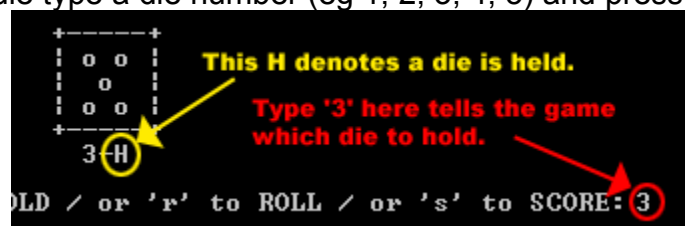
### Rolling the Die

On each turn, a player gets up to three rolls of the dice. To roll type 'r' or 'R' and press the enter key.



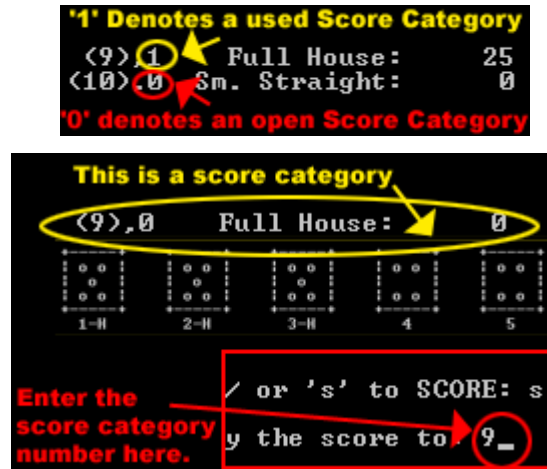
### Holding the Die

The player can save any die that are wanted to complete a combination and then re-roll the other dice. To hold a die type a die number (eg 1, 2, 3, 4, 5) and press the enter key.



## Scoring the Die

At the end of the the third roll, the player must find a place to put the score, even if the resulting combination of dice will not fit in any unused scoring category. A category must be chosen and if the current combination of die do not meet the score category criteria then the player will receive a score of zero.



## Contact Information

Stephen R. Owens

<http://www.studio-owens.com/contact>

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