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A stylized graphic of a wave or a bird in flight, rendered in shades of blue and white, positioned to the right of the Cascata logo text.

Yacht

For the Nokia Series 60 platform

Manual & User Guide



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Introduction

Welcome to Yacht

Yacht is an addictive dice solitaire played with a set of five standard dice. It combines the best in luck and skill to entertain for many hours.

At the start of the game your score card is blank. For the first roll of a turn all five dice are rolled. For the second and subsequent rolls you can choose as few or many of the five dice to roll. The objective of the game is to complete your score card and so score points. The ultimate aim of the game is to achieve the highest number of points possible and take your place in the “High score Hall of Fame”.

About this Document

This User Guide is intended for use with devices based on the Series 60 platform, including the Nokia 7650 and Nokia 3650. It explains how to use the **Yacht** application and, in so doing, it assumes that the reader is familiar with the standard features of their device.

Installation

Installation of **Yacht** requires the user to be familiar with their Series 60 device, software and the Windows PC environment. Please consult the User Guide that was supplied with your device for more information.

To transfer **Yacht** onto your Series 60 device, send the Yacht.sis file from your PC to the device via Bluetooth or Infrared.

To install **Yacht** on your Series 60 device, follow the onscreen instructions. Once installed, launch the application by navigating to the resulting icon within the main Menu section, and opening it.

Yacht can be removed from your Series 60 device in the same way as standard applications.

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Using Yacht

This chapter describes the main features of the **Yacht** application and how they are used to play and display the game.

Rules of the Game

The game consists of 13 turns or 'hands' for each player. Each hand consists of up to three dice rolls. At the end of each hand a score must be entered on the score card, even if the number of points awarded for the score is not optimal.

Ones		Low run		
Twos		High run		
Threes		Yacht !		
Fours		Chance		
Fives		Total A	0	0
Sixes		Bonus A	0	0
Any 3		Total B	0	0
Any 4		Bonus B	0	0
House		Score	0	0



Roll 1 ▶ Player 0

The initial score card

Making 'Hands'

The action button displayed in the bottom left corner shows the current state of the game. At the start of each hand it shows "Roll 1". Depress the Joystick to roll all five dice. If the roll results in a hand you wish to score, use the "Score now" menu option to move the highlight onto the score card.


Ones		Low run		
Twos		High run		
Threes		Yacht !		
...				
New game				
Score now				
High scores				
Players				
Preferences				
About				
Select		Cancel		

Score the dice

Using Yacht

If you wish to roll all or some of the dice for a 2nd or 3rd time, move the Joystick left or right to move the highlight to the dice you wish to roll. Move the Joystick up or down to select the dice to roll. The dice you have chosen to roll will be dimmed.

Ones		Low run		
Twos		High run		
Threes		Yacht !		
Fours		Chance		
Fives		Total A	0	0
Sixes		Bonus A	0	0
Any 3		Total B	0	0
Any 4		Bonus B	0	0
House		Score	0	0



The screenshot shows five red dice with white pips. The third die from the left is highlighted with a white border. Below the dice is a blue button labeled 'Roll 2' and a yellow box labeled 'Player' with the number '0'.

Choosing dice to roll


The three dice in the middle of the above screen shot will be rolled when you depress the Joystick.

After the 3rd roll, you must score the hand. An available box in the score card is automatically selected. The action button shows "Score it". To move the highlight around the score card use the up, down, left and right Joystick movements. When you have decided which score to make, depress the Joystick. Once a 'hand' has been scored, play continues with making the next - the action button shows "Roll 1" ready to roll all five dice for the next hand. If the game is between two players, their turns alternate.

Once all 13 hands have been scored, the game ends and any high score or personal best score will be notified. The action button shows "Start" and when activated by depressing the Joystick will clear the score card in order to begin a new game.

Tip: You should watch the dice carefully as quite often there is a scoring opportunity without using all the dice rolls. Scoring without using all the dice rolls results in higher bonus scores being achieved.

Ones		Low run		
Twos		High run		
Threes	9	Yacht !		
Fours	12	Chance	18	
Fives	15	Total A	36	0
Sixes		Bonus A	0	0
Any 3		Total B	18	0
Any 4		Bonus B	0	0
House		Score	54	0



The screenshot shows five red dice with white pips. The third die from the left is highlighted with a white border. Below the dice is a blue button labeled 'Roll 3' and a yellow box labeled 'Player' with the number '54'.

Score a full house early

The above hand can be scored early, i.e. without using "Roll 3" since the 'full house' score has yet to be used.

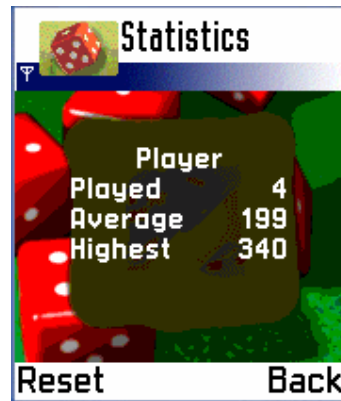
Game Players

Yacht records details for up to six players. Yacht can either be played as a solitaire or between any two of the six players. The first game is a solitaire with 'Player' being the named player. To a game play between two players choose the 'New game' menu option and choose the 2 players. To play a one player game, set player 2 to be "Not active" (n/a).

To change the name assigned to any of the six players, select the **Players** menu option. The list of players is presented. Choose the player whose name you wish to change and enter the new name. Yacht also records statistics against each player. To view the player statistics highlight the player of interest then choose the 'Player statistics' menu option.



Change player name



Player statistics

Scoring

In each game you may only score each type of hand once. For example if you score a 'full house' you will not be able to score any further hands of the same game in the 'full house' box. This will influence your dice rolling since every hand rolled must be scored. If the hand rolled does not exactly match the type of any of the unused boxes, you must still use one of the boxes to score the hand. In such cases, neither the full value of the hand nor the full potential of the box may be realised.

Yacht allows you a single 'Chance' hand. If you cannot score a hand in box to obtain the full points for that hand you may choose to play the hand in the 'Chance' box, scoring the sum of the dice in your hand.

The types of hands and the associated scores are as follows:

Hand	Objective	Points scored
Ones	Dice with the value one	Total of any ones
Twos	Dice with the value two	Total of any twos
Threes	Dice with the value three	Total of any threes
Fours	Dice with the value four	Total of any fours
Fives	Dice with the value five	Total of any fives
Sixes	Dice with the value six	Total of any sixes
Any 3	three dice of the same value	Total of all the dice
Any 4	four dice of the same value	Total of all the dice
Full house	three dice of one value and two of another	25 points
Low run	four dice with sequential values	30 points
High run	five dice with sequential values	40 points
Yacht	five dice of the same value	50 points
Chance	Any combination of dice	Total of all the dice

Bonus Points

Bonus points are scored as follows:

- If the total score for the Ones, Twos, Threes, Fours, Fives and Sixes is greater or equal to 63 you score a bonus of 35 points. To stay on target for this bonus you need at least three dice of each particular value when you score the hand.
- If you play a hand after a single roll you score a bonus of 10 points, after two rolls a bonus of 5 points.
- Rolls of 'five of a kind' will score a bonus of 100 points provided that a "Yacht" has previously been scored.

Total scores

The total score for Ones to Sixes is shown on the score card as Total A. Until hands have been scored against all these items, the Bonus A box on the score card shows by how much the player is over or under the target of at least 3 of each score to reach 63 points for Total A and gain the bonus.

For example, scoring only 2 Threes would result in a par of -3 which could be recovered by scoring 4 Fours which would then give a par of +1. Once hands have been scored for all the Total A items, Bonus A shows the value of the bonus: 35 points or zero.

The total of the other 7 boxes is shown in Total B and the value of any bonuses for early scoring of hands and additional Rolls of 'five of a kind' are shown in Bonus B.

High scores

If you achieve a score that places you in the high score table that table will be automatically displayed at the end of a game. You can display the high score table at any time by selecting the 'High scores' menu option. It also allows you to reset the default values.

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