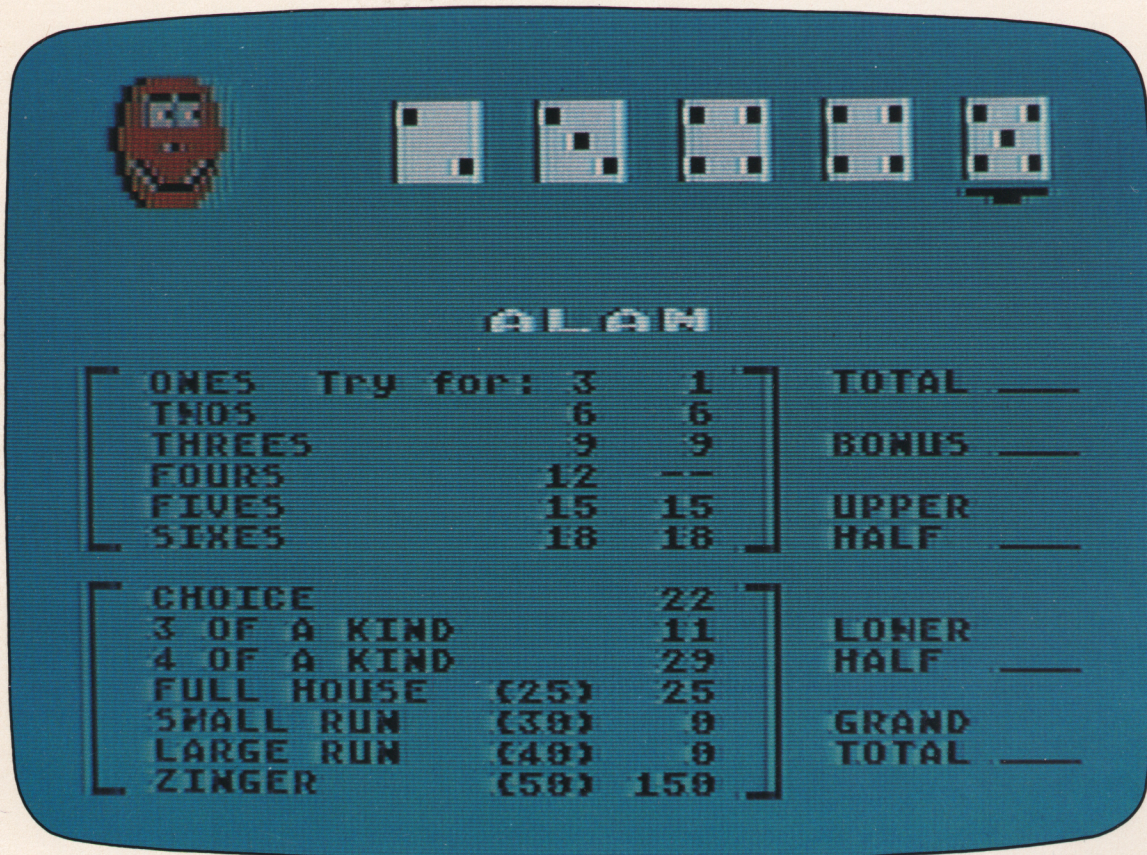# Entertainment

YAHTMAN

Play dice poker with Yahtman

Requires:
Cassette (APX-10175): ATARI 410™ Program Recorder
16K RAM
Diskette (APX-20175): ATARI 810™ Disk Drive
24K RAM

ATARI BASIC Language Cartridge
One ATARI Joystick Controller

YAHTMAN, a dice game

by
Dan Reinhart

Program and manual contents © 1982 Dan Reinhart

Trademarks of Atari

The following are trademarks of Atari, Inc.

ATARI®
ATARI 400™ Home Computer
ATARI 800™ Home Computer
ATARI 410™ Program Recorder
ATARI 810™ Disk Drive
ATARI 820™ 40-Column Printer
ATARI 822™ Thermal Printer
ATARI 825™ 80-Column Printer
ATARI 830™ Acoustic Modem
ATARI 850™ Interface Module

Introduction

Overview

YAHTMAN plays a form of the dice game "Yacht." You make combinations of five dice by throwing them one, two, or three times during thirteen rounds of play. You score points for different combinations of the dice (such as a full house or three of a kind). The player with the highest score at the end of the game wins. One to six people, school age and up, can play. YAHTMAN, of course, gets to play every game. Not only does he send messages and make helpful suggestions, but he also shows what he thinks by his facial expressions—good and bad!

Required accessories

ATARI BASIC Language Cartridge

One ATARI Joystick Controller

- Cassette version
  - 16K RAM
  - ATARI 410 Program Recorder

- Diskette version
  - 24K RAM
  - ATARI 810 Disk Drive

Contacting the author

Users wishing to contact the author about YAHTMAN may write to him at:

1307 N. Hampton Road
Washington, IL 61571

Loading YAHTMAN into computer memory

1. Insert the ATARI BASIC Language Cartridge into the cartridge slot of your computer.

2. Plug your Joystick Controller into the first controller jack at the front of your computer console.

3. *If you have the cassette version of YAHTMAN:*

   a. Have your computer and TV set turned OFF.

   b. Insert the YAHTMAN cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.

   c. Turn on the computer while holding down the START key.

   d. When you hear a beep, release the START key and press the RETURN key. Then turn on your TV set. The program will load into computer memory and start automatically.

   If you have the diskette version of YAHTMAN:

   a. Have your computer turned OFF.

   b. Turn on your disk drive.

   c. When the BUSY light goes out, open the disk drive door and insert the YAHTMAN diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)

   d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

Starting the game

After YAHTMAN introduces himself, he asks how many people will play. Enter a number between 1 and 6, and then press the RETURN key. If you make a mistake, use the DELETE/BACK S key to erase it before pressing the RETURN key.

YAHTMAN then asks for the names of the players. Type in the names one at a time as he asks for them. Enter each name using the RETURN key. If you make a mistake, erase it using the DELETE BACK S key before pressing the RETURN key. (If you name each player "YAHTMAN", he will play all by himself!)

Taking a turn

Each player (you, YAHTMAN, and one to five others) gets thirteen turns during a game. YAHTMAN helps by rolling the dice for you. After each roll of the dice, YAHTMAN puts a small, black pointer under the die in the center. Moving the joystick left or right moves this pointer left or right by one die, as shown in Figure 1 below:

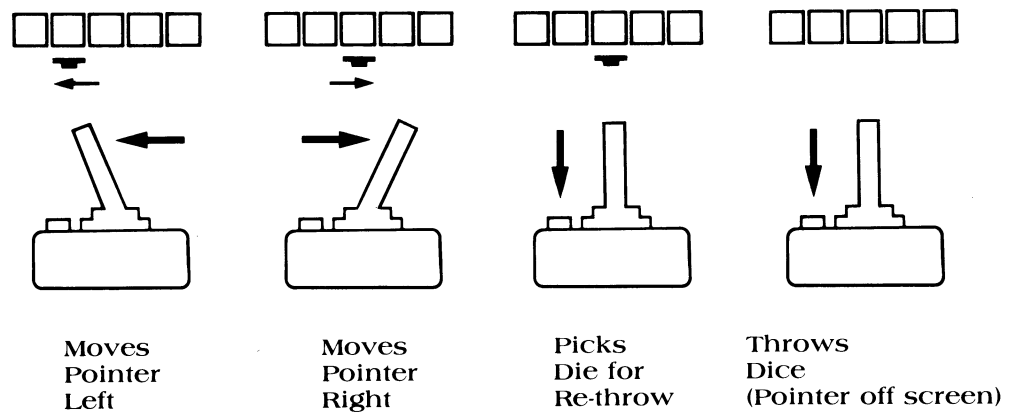| Moves Pointer Left | Moves Pointer Right | Picks Die for Re-throw | Throws Dice (Pointer off screen) |

Figure 1. Moving the Pointer

To try for a better combination, move the pointer under the die you'd like to change and press the red joystick button. That die will turn black. If you change your mind and don't want to reroll a die, position the pointer under the die and press the trigger button again. The die will return to its normal white color. After you've indicated all the dice you'd like to reroll in this way, move the pointer off the screen (either to the right or left). Then push the trigger button and watch YAHTMAN reroll your selected dice. The ones he *won't* reroll turn red, and you have a new combination. YAHTMAN puts the new combination in ascending order from left to right. You can reroll the dice twice in this way to try for a better combination.

Score sheet

Your goal is to try to get any of the thirteen combinations of dice shown on the score sheet in Figure 2.

Upper Half	⌈ ONES	Try for: 3 — — ⌉	TOTAL ___
	TWOS	6 — —	
	THREES	9 — —	BONUS ___
	FOURS	12 — —	
	FIVES	15 — —	UPPER
	⌊ SIXES	18 — — ⌋	HALF ___
	⌈ CHOICE	— — ⌉	
	3 OF A KIND	— —	LOWER
	4 OF A KIND	— —	HALF ___
Lower Half	FULL HOUSE	(25) — —	
	SMALL RUN	(30) — —	GRAND
	LARGE RUN	(40) — —	TOTAL ___
	⌊ ZINGER	(50) — — ⌋	

Figure 2. Score sheet

YAHTMAN makes a suggestion of a category in which your hand scores some points. By shading that category, he tells you how many points you'll get if you take that choice, but you can choose any unused category. To change, just move your joystick up or down until the shading covers the category you want, and then push the trigger button.

The first six categories (ONES through SIXES) form the upper half of the score sheet. You use the upper half to get points for dice of the same number. For example, if your dice are 1-2-2-2-6, you could score one point for your ONES, six points for your TWOS, or six points for your SIXES. You could also take zero for your FOURS or FIVES since you don't have any fours or fives. You may use each entry on the the upper half only once during a game. If you score at least sixty-three points in the upper half, you receive a bonus of thirty-seven points at the end of the game.

Taking zero for your score in any category is called "marking off" that category. If you mark off any category on the score sheet, you may not use that category again during the current game. For example, suppose your final hand is 6-4-4-3-1, and you have already recorded a score in the CHOICE, SIXES, FOURS, THREES, and ONES categories (see Figure 2). If you have no more chances to reroll the dice, and no blanks on the score sheet to earn any points for that score, you have to take a zero for that hand. Sometimes YAHTMAN suggests marking off the ZINGER category, because your chances for a zinger are small. But then, if you get a zinger in a later hand, you can't earn any points for it!

In the lower half (CHOICE through ZINGER) you earn points for special combinations of dice.

The first entry is CHOICE. You can put a score in CHOICE at any time, but only once. For CHOICE, you receive points equal to the total of the dice in your hand. For example, if you have a 1-2-2-4-6, you can score fifteen points for CHOICE. Most people use CHOICE when they can't make a score in any other category.

If your hand contains three or four dice alike, you may score the total of all five dice under the 3-OF-A-KIND or 4-OF-A-KIND categories in the lower half. For example, if you have 1-3-5-5-5, you'll score nineteen under 3-OF-A-KIND, or if you have 1-5-5-5-5, you'll score twenty-one under 4-OF-A-KIND. (If you chose to record a hand of 1-3-5-5-5 under FIVES in the upper half of the score sheet, your score would be fifteen. The extra dice wouldn't be counted).

A FULL HOUSE consists of a pair and a three of a kind in the same hand. For example, 3-3-6-6-6 is a FULL HOUSE; it always scores twenty-five points on the FULL HOUSE score line.

A SMALL RUN is a run of four dice, such as 2-3-4-5. It always counts thirty points. A run of five dice is a LARGE RUN, and scores forty points. A 1-2-3-4-5 or a 2-3-4-5-6 would be a LARGE RUN.

A five-of-a-kind hand is a zinger! It doesn't happen very often. You can score all five-of-a-kind combinations in the ZINGER category unless you've marked off your ZINGER box. You get fifty points for your first zinger during a game, and one hundred points for each additional zinger. For each extra zinger, you also get an extra turn! ZINGER is the only category you can use more than once.

When you've picked the category you want, press the joystick trigger button to record your score.

End of the game

After scoring your thirteenth turn, YAHTMAN figures your score and displays your totals. If you get a bonus from the upper half of the score sheet, this is also added after your last turn. When you're done looking at your final score, press the joystick button. This tells YAHTMAN that he can go on to the next player.

After all players are finished, YAHTMAN displays everyone's totals. Then, he asks if you want to keep the same players for the next game. If you type in "YES" or "Y", followed by pressing RETURN, YAHTMAN will begin the next game. If you answer "NO" (or anything else), and then press RETURN, he will start over asking how many people will play.

Restarting YAHTMAN

To restart the game at any time, press the SYSTEM RESET key. YAHTMAN will then ask for the number of players and their names.

Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

_____

_____

2. If you have problems using the program, please describe them here.

_____

_____

_____

3. What do you especially like about this program?

_____

_____

_____

4. What do you think the program's weaknesses are?

_____

_____

_____

5. How can the catalog description be more accurate or comprehensive?

_____

_____

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructive
_____ Useful (non-game programs)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

_____

_____

_____

8. What did you especially like about the user instructions?

_____

_____

_____

9. What revisions or additions would improve these instructions?

_____

_____

_____

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

_____

_____

11. Other comments about the program or user instructions:

_____

_____

_____

From

_____

_____

_____

STAMP

ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

[seal here]

YAHTMAN
by Dan Reinhart

Recommended for ages 6 and up/Written in BASIC and machine language

Most of us have played some version of the popular dice poker games available in both paper/dice and computerized form, but YAHTMAN is a cut above the rest. For one thing, YAHTMAN joins in every game himself, along with one to six other players. For another, this fellow is very friendly; he sends messages and performs helpful chores throughout the game. And most unusual of all, he shows by his facial expressions what he thinks at all times — for good or bad!

A game of YAHTMAN consists of thirteen rounds of play for each player. In each round, you use a Joystick Controller to roll any or all of five dice up to three times to obtain one of thirteen scoring combinations, such as aces, three of a kind, and full house. But you must select some combination each turn, even if you score zero points. You earn bonus points for rolling five of a kind or for high scores. At the end of each round, YAHTMAN suggests which combination will earn you the most points, but you can ignore him and pick any unused combination. As you study each choice, YAHTMAN helpfully displays the score you would earn by picking that choice. At the end of the game, YAHTMAN totals each player's score.

The author invites written questions and comments.

DAN REINHART

About the author

Dan Reinhart created *Yahtman* because he wanted a game the whole family could play together. One feature of the game all ages enjoy is *Yahtman's* personality, characterized by his many facial expressions. Dan used his family as testers, modifying *Yahtman's* expressions based on their reactions. Moreover, players who know Dan and come to know *Yahtman* point out that *Yahtman* has the unmistakable stamp of his creator. Dan's interest in graphics carries over from his work. As a project development engineer with a heavy equipment manufacturer in East Peoria, Illinois, Dan works on robots, graphics, and system software. His professional experience, which includes producing displays demonstrating how robots work, and his personal experience with his ATARI Home Computer have led Dan to conclude that ATARI Computers have as much graphics capabilities as much larger systems.

REVIEW COMMENTS

YAHTMAN's "human" traits make him a more companionable computer opponent than normal. His helpful nature gives kids a better chance against adults.

The user manual is VERY GOOD.

For the complete list of current APX programs, ask your ATARI retailer for the APX Product Catalog