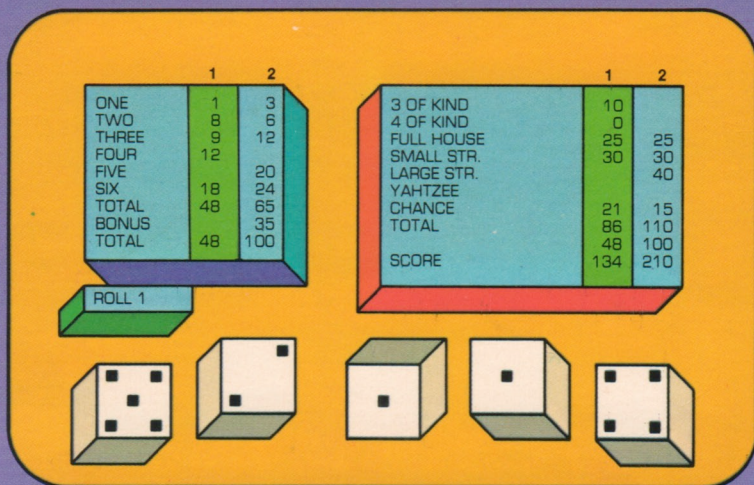




Yahtzee*

Lets you play this popular game of chance while the computer rolls the dice and keeps score for you. You concentrate on strategy!



*trademark of Milton Bradley Company

Quick Reference Guide

Note that the key sequences required to access special functions depend on the type of computer console you have. Important keystroke sequences are summarized here for your "quick reference."

TI-99/4

ENTER

↑ (E), ← (S),
→ (D), ↓ (X)

1-6

SHIFT T
(ERASE)

SHIFT A
(AID)

SHIFT Z
(BACK)

SHIFT W
(BEGIN)

SHIFT R
(REDO)

SHIFT Q
(QUIT)

TI-99/4A

ENTER

↑ (E), ← (S),
→ (D), ↓ (X)

1-6

FCTN 3
(ERASE)

FCTN 7
(AID)

FCTN 9
(BACK)

FCTN 5
(BEGIN)

FCTN 8
(REDO)

FCTN =
(QUIT)

■ Rolls the dice.

■ Enters points on the scoreboard after the cursor is positioned.

Moves the cursor on the scoreboard.

Underlines the dice you want to keep.

Erases the underlines for reselecting the dice you want to keep.

Displays information on the keys used to play the game.

Returns, at the end of play, to the first options display for starting a game with different options.

Returns, during play, to the first options display.

Starts, at the end of play, a new game with the same options as in the previous game.

Returns the computer to the master title screen.



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Yahtzee*

	1	2
ONE	1	3
TWO	8	6
THREE	9	12
FOUR	12	
FIVE		20
SIX	18	24
TOTAL	48	65
BONUS		35
TOTAL	48	100

ROLL 1

	1	2
3 OF KIND	10	
4 OF KIND	0	
FULL HOUSE	25	25
SMALL STR.	30	30
LARGE STR.		40
YAHTZEE		
CHANCE	21	15
TOTAL	86	110
	48	100
SCORE	134	210

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This *Solid State Software*™ Command Module is designed to be used with the Texas Instruments Home Computer. Its preprogrammed solid-state memory expands the power, versatility, and capability of your Home Computer.

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INTRODUCTION

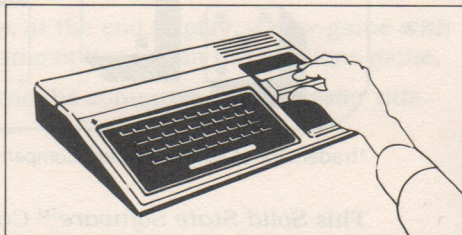
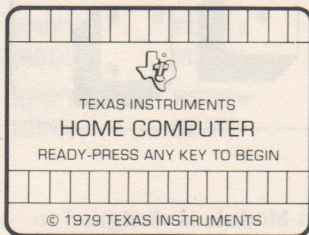
You roll a two, a three, a four, and two fives. Do you try for your fives or go for a large straight? With the Yahtzee* *Solid State Software*™ Command Module developed for Texas Instruments by the Milton Bradley Company, you determine your game strategy, while the computer rolls the dice and keeps score for you.

The Yahtzee module, based on the popular game of chance, gives you options for one or two players and regular or Challenge Yahtzee. The computer randomizes each roll of the dice, and you indicate which dice, if any, you want to keep. After a maximum of three rolls, you enter your points on the scoreboard. The computer automatically figures your total score for you. After both players' scores are complete, the player with the highest score wins.

USING THE *SOLID STATE SOFTWARE*™ COMMAND MODULE

An automatic reset feature is built into the computer. When a module is inserted into the console, the computer returns to the master title screen. All data or program material you have entered will be erased.

Note: Be sure the module is free of static electricity before inserting it into the computer (see page 7).



1. Turn the computer ON, and wait for the master title screen to appear. Then slide the module into the slot on the console.
2. Press any key to make the master selection list appear. To select the module, press the key corresponding to the number beside YAHTZEE.

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Note: To remove the module, *first* return the computer to the master title screen by pressing **QUIT**. Then remove the module from the slot. If you have any problem inserting the module, or if it is accidentally removed from the slot while in use, please see "In Case of Difficulty" on page 7.

GETTING STARTED

After you select the module, the player selection display appears. Press **1** to play Yahtzee against the computer. If you are competing against a friend, press **2** for two players. Or, for information on the keys used to play the game, press **AID** before you select the number of players.

When you have reviewed the keys used to play the game, press any key to continue. The computer then returns to the player selection display. At this point, if you wait a few moments, a demonstration automatically appears, showing a game in progress. The computer rolls the dice, decides which ones to roll again, and after three rolls, enters the points on the scoreboard. To return to the player selection display, press any key and hold it down until the player selection display returns.

Now you are ready to select the number of players. Type **1** or **2**.

Next, the computer asks whether you want to play regular Yahtzee or Challenge Yahtzee. In a regular game, the computer randomizes the first roll of the dice for both players. In Challenge Yahtzee, both players start with the same first roll. Press **1** for regular Yahtzee or **2** for Challenge Yahtzee.

PLAYING YAHTZEE

After you select the options, the scoreboard appears.

	□1	2		1	2
ONE			3 OF KIND		
TWO			4 OF KIND		
THREE			FULL HOUSE		
FOUR			SMALL STR.		
FIVE			LARGE STR.		
SIX			YAHTZEE		
TOTAL			CHANCE		
BONUS			TOTAL		
TOTAL					
			SCORE		

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The cursor (a flashing square) appears beside the 1 above the first yellow column, indicating that Player 1 goes first. The scores for Player 1 are entered in either of the yellow columns, and the points for Player 2 are entered in either of the blue columns. The scoring categories are shown to the left of the scoring columns.

To start the game, press **ENTER**. (In a one-player game, you are Player 1 and the computer is Player 2.) The computer then rolls the five dice. Next, press the numbers shown on the dice you want to keep. For example, if you roll 2, 2, 4, 5, 1 and decide to keep the twos, press **2** twice. A red line appears under each die you choose. If you make a mistake or change your mind, press **ERASE** and the underlines are erased. You can then reselect the dice you want to keep. After you have underlined the dice correctly, press **ENTER** to roll the other dice again. Each time you roll, you must reselect the dice you want to keep, or the computer rolls all five dice again.

The roll number is displayed on the left side of the screen under the scoreboard, and you may roll the dice up to three times. After the third roll, you must enter your points. However, you can enter points after your first or second roll, if you prefer. *Note:* After each turn, you must enter a score. If you cannot enter points in any of the categories, enter a zero in any category you choose.

To enter your score, press the arrow keys, $\uparrow$, $\leftarrow$, $\rightarrow$, and $\downarrow$. For a score in column one, press $\downarrow$ until you reach the category you want. To enter points in the second column, press $\downarrow$ until you reach the correct category, or press $\rightarrow$ to move the cursor to the second column and then press $\downarrow$ to move down.

As you move the cursor on the scoreboard, the computer shows you how many points you would receive in each available category (see "Scoring"). You can then decide where to enter your roll. If you reach the end of the second column and want to enter your score elsewhere, simply press $\uparrow$ or the other arrow keys as necessary to move the cursor. When the cursor is positioned correctly, press **ENTER** to enter your score. The computer then automatically totals your points for you. Remember, once you enter your score in a certain category, you cannot change it.



After Player 1's score is entered, it's Player 2's turn. In a one-player game, the computer automatically rolls next. With two players, Player 2 presses **ENTER** and then proceeds as Player 1 did. Continue taking turns until the entire scoreboard is completed (13 turns each).

As you play a game, you may want to start over. Press **BEGIN** to return to the player selection display.

Scoring

Points are scored in Yahtzee based on the roll of the dice. In the first column of the scoreboard, you receive the sum of all dice with the same value. For example, if you roll 1, 2, 3, 2, 2, you can score 1 point for ones, 6 points for twos, or 3 points for threes. As you move the cursor, each possible score appears in the appropriate category. To enter your points where you want them, position the cursor correctly, and then press **ENTER**.

If your points in the first column total 63 or more, you automatically receive a bonus of 35 points. To score 63 points, you need to roll at least three of each die value. However, if you score more than three dice of one value, you could score fewer than three of a lower value and still get the bonus.

The second column of the scoreboard is scored as follows.

<i>Category</i>	<i>Score</i>	<i>Sample Roll</i>
Three of a Kind	Sum of all five dice	3,3,3,1,5 (15 points)
Four of a Kind	Sum of all five dice	6,6,6,6,2 (26 points)
Full House (three of a kind and a pair)	25	5,5,5,2,2
Small Straight (four dice in sequence)	30	2,3,4,5,3
Large Straight (five dice in sequence)	40	1,2,3,4,5
Yahtzee (five of a kind)	50	4,4,4,4,4
Chance (any roll of the dice)	Sum of all five dice	6,3,5,3,1 (18 points)

Your first column total is added to your points in the second column to calculate your grand total for each game.

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Occasionally, you may roll more than one Yahtzee in a game. If so, and if you already have 50 points in the Yahtzee category, the computer automatically adds 100 points to your "Yahtzee" total. Then, if you have not already done so, you must also enter the total of the five die in the category corresponding to the die value in the first column. If you have already entered points in that category, you can enter points as Three of a Kind, Four of a Kind, Full House, Small Straight, Large Straight, or Chance in the second column.

Scoring Strategy

As you play Yahtzee, you'll realize that you don't always roll what you need, even with three tries. When this happens, you must still enter a score. However, some scoring strategy may help you win the game.

On the scoreboard one category is labeled "Chance." If, after the third roll, you don't have a combination you want to enter in a specific category, simply move the cursor to "Chance" and press **ENTER**. As an alternative, if you roll one or two ones, you could count that as your score for ones, saving the larger values to try to score enough points for the 35-point bonus.

Even with "Chance" and "Ones," you might still receive another roll which you cannot use. If so, you must enter a zero in one of the scoring categories. Some common places for entering a zero are "Yahtzee" and "Four of a Kind." Once a zero is entered, however, it cannot be changed.

Many rolls of the dice can be entered in more than one category. Both a "Four of a Kind" and a "Full House" roll can be scored as "Three of a Kind" or as the die value in the first column. Also a "Large Straight" can be counted as a "Small Straight" instead. The more you play Yahtzee, the more your scoring strategy should improve.

END OF THE GAME

When the scoreboard is completed (after 13 rounds), the game is over. The computer flashes a red box around the winning score and plays a victory tune.

You are then asked if you want to replay the game. Press **REDO** to play again with the same options. To choose new options, press **BACK** and the player selection display appears.

When you have finished playing Yahtzee, press **QUIT** to return to the master title screen.



CARING FOR THE MODULE

These modules are durable devices, but they should be handled with the same care you would give any other piece of electronic equipment. Keep the module clean and dry, and don't touch the recessed contacts.

CAUTION:

The contents of a Command Module can be damaged by static electricity.

Static electricity build-ups are more likely to occur when the natural humidity of the air is low (during winter or in areas with dry climates). To avoid damaging the module, just touch any metal object (a doorknob, a desk lamp, etc.) before handling the module.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static build-up. These commercial preparations are usually available from local hardware and office supply stores.

IN CASE OF DIFFICULTY

If the module activities do not appear to be operating properly, return to the master title screen by pressing **QUIT**. Withdraw the module, align it with the module opening, and reinsert it carefully. Then press any key to make the master selection list appear. The title of the module should show up on this list. Repeat the selection process. (*Note:* In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the module is accidentally removed from the slot while the module contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer console off, and wait a few seconds. Then, reinsert the module and turn the computer on again.

If you have any difficulty with your computer or the YAHTZEE module, please contact the dealer from whom you purchased the unit and/or module for service directions.

Additional information concerning use and service can be found in your *User's Reference Guide*.

THREE-MONTH LIMITED WARRANTY HOME COMPUTER SOFTWARE MODULE

Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchaser.

WARRANTY COVERAGE

This warranty covers the electronic and case components of the software module. These components include all semiconductor chips and devices, plastics, boards, wiring, and all other hardware contained in this module ("the Hardware"). This limited warranty does not extend to the programs contained in the software module and the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. **THIS WARRANTY IS VOID IF THE HARDWARE HAS BEEN DAMAGED BY ACCIDENT, UNREASONABLE USE, NEGLIGENCE, IMPROPER SERVICE OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIALS OR WORKMANSHIP.**

WARRANTY DURATION

The Hardware is warranted for a period of three months from the date of the original purchase by the consumer.

WARRANTY DISCLAIMERS

ANY IMPLIED WARRANTIES ARISING OUT OF THIS SALE, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE ABOVE THREE-MONTH PERIOD. TEXAS INSTRUMENTS SHALL NOT BE LIABLE FOR LOSS OF USE OF THE HARDWARE OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES, OR DAMAGES INCURRED BY THE CONSUMER OR ANY OTHER USER.

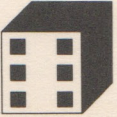
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LEGAL REMEDIES

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

PERFORMANCE BY TI UNDER WARRANTY

During the above three-month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for three months from date of replacement. Other than the postage requirement, no charge will be made for replacement.



TI strongly recommends that you insure the Hardware for value prior to mailing.

TEXAS INSTRUMENTS CONSUMER SERVICE FACILITIES

Texas Instruments Service Facility
P.O. Box 2500
Lubbock, Texas 79408

Geophysical Services Incorporated
41 Shelley Road
Richmond Hill, Ontario, Canada L4C5G4

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Consumer Service
831 South Douglas Street
El Segundo, California 90245
(213)973-1803

Texas Instruments Consumer Service
6700 Southwest 105th
Kristin Square, Suite 110
Beaverton, Oregon 97005
(503)643-6758

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You roll a two, a three, a four, and two fives. Do you try for your fives or go for a large straight? With the Yahtzee Command Module, the computer randomizes each roll of the dice, and you indicate which dice, if any, you want to keep. After a maximum of three rolls, you enter your points on the scoreboard.

Yahtzee module features let you

- Play against a friend or the computer.
- Choose either regular or Challenge Yahtzee.
- Determine game strategy, while the computer rolls the dice and keeps score for you.

Adds 6K bytes of active memory with stored program to your TI Home Computer.

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