M3wP Yahtzee!

for the

Commodore 64

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Introduction

Welcome to the M3wP Yahtzee user manual! By reading this manual, you will learn how to navigate the "client" and play the game.

The game requires a internet connection in order to play. You will need a "RR-Net" (or compatible device such as the 64NIC+) or ETH64 device connected to your Commodore 64. Please refer to the manuals for your devices to understand how they are to be used.

You will also need to know where a "server" is located on the internet. Presently, there is permanent hosting at "play-classics.net". You can connect to this server (the default host) or run one of your own. Please refer to the appropriate document for further information about hosting your own server.

If you're using an emulator to play, you will need to configure it to use an Ethernet device. You will need to refer to your emulator's documentation on how to do this. The section "I Don't Have A Real Machine" may be of assistance.

Getting Started

Once you have connected your internet device and your computer is turned on, you will need to load the game.

To load the game, insert the disk and type:

```
LOAD "*", 8
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Once the loading is finished type:

```
RUN
```

Once it has loaded and run, you will be presented with the Splash Screen "Page". While the Splash Screen is displayed, the internet device will be initialised. A message to tell you that this is happening will appear on the bottom of the screen.

Once the initialisation is finished, a "Continue" button will appear. You will need to "click" the button to continue to the rest of the game. See the next section on how you can do this.

Once presented and initialised, the Splash Screen "Page" looks like this:

Splash Screen Page

The User Interface

The Commodore 64 M3wP Yahtzee client is designed with a modern user interface. You can use the keyboard or the mouse to navigate its systems and controls. This is done in a very similar way to all modern graphical user interfaces. If you are familiar with these, then using the M3wP Yahtzee client will come easily to you. There are some idiosyncrasies to the M3wP Yahtzee interface design (in order to support joystick input in the future) which you may be interested in reading here, even if you are familiar with these interfaces.

For those new to graphical user interfaces, lets explain how they work. The screen is divided into areas which when interacted with, perform different tasks. These areas are called "elements" in this design. Some "elements" are place-holders for other elements.

The highest level element is called a "page". The page is displayed on the whole of the screen. Each screen display is an individual page.

Pages are divided into areas called "panels". There are several different types of panels and these will be discussed in the following paragraphs. Generally, panels are just place

holders for elements called "controls".

"Control" elements are the elements with which you will interact to perform the tasks you want to perform. There are many different types of controls and these will also be described.

Page Navigation

At the very top of each and every page is the Tab Panel. On the Splash Screen Page, the Tab Panel contains no controls but on subsequent pages (for the rest of the game), it contains buttons which will allow you to navigate the primary pages for different game functions.

You navigate the pages by "clicking" the tab buttons or in the case of the Splash Screen Page, by clicking the "Continue" button. How to do this is described in the next section.

Here is a picture of the Connect Page. It shows the Tab Panel at the top of the screen. The Tab Panel will be displayed with these buttons for the rest of the time.

Connect Page

Here, the buttons "Begin", "Chat" and "Play" are the shown on the Tab Panel. The rest of the detail of the Connect Page will be discussed in another section.

Also of interest, is the Page Header Label. Here it says, "Connect". This "label" control tells you the name of the page you are viewing (except on the Splash Screen Page where it shows the name of the client). It is always shown in the Focus colour (see the Control Colours section).

Special "Back" and "Forward" buttons can be shown on the Page Header. These allow you to navigate to "sub" pages from the "main" pages that are accessed with the Tab Header buttons. These will be discussed in the relevant page sections.

Control Interaction

To complete tasks in the game, you need to interact with the controls. There are a number of different controls but they are all interacted with in the same ways.

"Accelerators" or "Hot Keys" are special keys that when used, "activate" (and make go "down") the controls they are associated with. They are shown in a highlighted colour on the controls. "Accelerator" key presses are generated by holding the System Key (the Commodore or C= key) and pressing the appropriate letter or symbol key (which might also require the Shift Key). This is true except for the Function Key accelerators which don't require the System Key combination.

What is meant by "activate" and "down"? Controls have a notion of "state" and during their life cycle, this state changes to maintain information about the types of interaction that have occurred and the types of things that a control requires.

Here are the states a user needs to know and can directly manipulate:

- Enabled: A control can be either "enabled" (can be interacted with) or "disabled" (cannot be interacted with). This is changed by the client when the user performs certain tasks to limit the user to performing only valid operations.

- Picked: Set by hovering the mouse over a control. Generally, the control is flashed the highlight colour to show it has been picked. Pressing the mouse left button will interact with the currently picked control (unless the mouse has been "grabbed" which will be explained where relevant). There can be only one Picked Control at any one time.

- Active: Set by either clicking with the mouse on a control or by moving to the control with the Cursor Up/Down keys. The active control is shown in the highlight colour. There can be only one Active Control at any one time.

- Down: Set by pressing the Return Key on the Active Control or when clicking a control with the mouse. This is used in combination with the Active state. The currently Down Control receives all keyboard input until it is no longer in the down state. Generally, this is toggled by pressing the Return Key. There can be only one Down Control at any one time and this control will also be the Active Control.

There are other states too. Here is a brief description:

- Changed: Used by the system when the control is changing in some way and requires an update.

- Dirty: Used by the system when the control has been changed and needs to be "presented" again.

- Prepared: Used by the system to indicate that the control is ready for use. Only the controls that are the be presented (on the current page) can be in the prepared state.

- Visible: Used to manage the visibility of the control. Only visible controls will be "presented" to the user.

Control Colours

Colours are used to indicate state as well as type of control. There are several different colours and they are given specific names since the actual representation colour can be changed with the colour scheme. Here is a list of the logical colours and their default physical ones:

- Background: Always black

- Empty: The border colour on the C64. Light blue in the default scheme.

- Cursor: The colour of the mouse pointer. Blue in the default scheme.

- Text: The colour of "spooled" text data. White text on black background in the default scheme.

- Focus: The highlight colour for focused (active) elements. White in the default scheme.

- Inset: The colour of "blank" space on the page. Light blue in the default scheme.

- Face: The standard colour for controls. Purple in the default scheme.

- Shadow: Used for certain effects and disabled controls. Dark grey in the default scheme.

- Paper: The colour of inactive but enabled edit controls as well as some "static" labels. Used to indicate there is something useful to read that is not standard text. Light grey in the default scheme.

- Money: Used for numeric information. Usually alternated with the Paper colour in lists of values. Cyan in the default scheme.

- Die: The colour of the dice. White in the default scheme.

Except for when using the "Text" colour, all control text strings are black.

Control Types

First, lets start with "label" controls. These controls show some text to tell you what to expect or to give information about some aspect of the game. The can be linked to other controls so using their "accelerator" (or "hot key") will cause an interaction with the linked control, instead. This is especially useful for "edit" controls which can't have these "accelerators", themselves. Labels are generally in the Face colour but can be "static" (have no interaction) and be the Paper or Money colours.

On the Connect Page, labels can be seen that show "Host Name", "User Name" and "Host Info".

Now "button" controls. These controls are "clicked" to perform a task. When clicked they go "down" and automatically come back up. They are clicked by pressing the Return Key when they are active or by using the mouse and left-clicking on them. They are always the Face colour unless disabled, in which case they will be the Shadow colour.

On the Connect Page, buttons can be seen for "Update" (disabled) and "Connect".

Edit controls allow you to enter text data. They are generally the Paper colour but can be Shadow when disabled or Focus when active. They change to the Text colour when down and accepting data entry. Pressing the Return Key or left-clicking with the mouse will make them go down. Press the Return Key again to accept the data and make the control go back up. You can enter data into them as you would usually type data.

On the Connect Page, edit controls can be seen for "Host Name" and "User Name" (connected to the labels).

TODO: All other controls...

Begin - Making the Connection

As already mentioned, you need a server running on a host. You need to make a connection to the host's server to play the game since the game is actually controlled by the server. All decisions about what happens in the game is done by the server and the client is simply notified about these actions. In order to do things in the game, the client makes requests to the server and is then told the outcome.

Details about the connection are set on the Connect Page. See the previous section for an image of the Connect Page. The Connect Page is a "main" page and is accessed from the Tab Panel's Begin button or by pressing the F1 Key.

Information about the Ethernet device and your local machine address is shown in the Connection Log Panel when you first start the client. If an Ethernet device is not found, an error message will be shown instead. This information may be of interest to your server's operator.

To make the server connection, you need to know the address of the host. The host

address or name is entered into the Host Name edit control. This can be a name such as the default "Play-Classics.net" or a specific internet address in the form of a "dotted quad" (for example 10.1.1.245). Further discussion of internet addresses is beyond the scope of this document but the operator of the server you want to connect to should be able to give you this address or name.

Also, you need to identify yourself to the server and other players. You do this with the "User Name" edit control. A User Name can only be eight (8) characters long and may not contain spaces. It must be unique on the server, too. The server will reject your connection attempt with an "Invalid Ident" message if the User Name is not unique or invalid. If you get this message, change your User Name and click the "Update" button to try again.

Now that you have these two pieces of information, you can click the "Connect" button to attempt to connect to the server. You will see messages about this attempt in the Connection Log Panel. If the connection is successful, you will see the string "Okay" and will be greeted with the server's Message of the Day.

Now that you have made a connection, you can disconnect at any time using the "Disconnect" button (shown instead of the "Connect" button). Now on to the rest of the game!

Chat - Player Discourse

To facilitate discussions about what, when, how, why and where to play the game with other players, there are chat "Rooms".

To participate in chat, you use the Chat's Room Page. This is a "main" page. You access the Room Page by clicking the "Chat" button on the Tab Panel or by pressing the F3 Key.

All chat is done in "rooms". You can only be in one room at a time. All players in a room are informed about the things you say in there and you are conversely informed about what they say.

You need to know a room's identifier. You can use the "List" button to show a list of all the public rooms currently available on the server. You can create your own room, too by using an identifier not on the list. A room identifier is like your User Name, it can be no more than eight (8) characters and may not contain spaces.

You enter a room by putting the identifier into the Room Edit control and clicking the "Join" button. Some rooms are "private" and also require a password in the Password Edit control. Passwords are also identifiers and can only be eight (8) characters long and must not contain spaces. To make the room you create private, also use a password when you join.

Here is a picture of the Room Page:

Room Page

To leave a room, use the "Part" (depart) button which will replace the "Join" button when you join a room.

Messages about who leaves and joins as well as what players say will be shown in the Room Log Panel. You can make the Room Log Panel larger (to display more information) and hide the other controls by using the "Less" button. The other controls will the be hidden, replaced with the "More" button. Use the "More" button to show the controls, again.

When you want to say something, use the Room Message Edit control at the bottom of the page. Simply enter your text as you would any other edit control and press Return. If the control is not empty, your text will be sent and you will see your message in the Room Log Panel.

Room Page (showing fewer controls)

Play - Play the Game!

Now its time to play a game! There can be many games being played at any one time on the same server. You join a game in the same way you do a chat room - by entering the identifier and password, if its a private game. Just like other identifiers, the game identifier and password can only be eight (8) characters with no spaces. You can list public games in progress using the "List" button. You join a game using the "Join" button and depart using the "Part" button (which will replace the "Join" button when you're in a game).

Games also have a chat facility, the same as rooms. You can less controls and more text using the "Less" button and show the controls again using the "More" button, the same as on the Room Page.

There are two major differences between a room and game here, though. There can be any number of players in a room but there can be only six (6) players in a game. Also, once the game has started, no more players can join.

Game Page

You get to the Game Page by using the "Play" button on the Tab Panel. The Game Page is a "main" page but there are two "sub" pages to the play pages. See in the picture how there is the "Next" button (with the text "Nxt->") on the Page Header? This allows you to navigate to the Overview Page.

The Overview Page is where the fun starts!

Each player is allocated a "slot" and there are six (6) slots in each game. You can see which player is in each slot on the Overview Page. These slots are marked with buttons, "1P", "2P", "3P", "4P", "5P" and "6P". Once the game is started, you'll use these buttons to navigate to the Detail Page but more about this will be discussed, shortly.

Each player has a state in the game as well as the game having a state. These states will be described in full in a moment but for now it is enough to say that the state is shown in each player's slot, below their identifier.

When players first enter the game, they are in a "Not Ready" state. To move the game into a started state, each player must signal that they are happy to start playing by clicking the "Ready" button. When you do this, before all other players have done so, you can elect to be "Not Ready" by clicking the "Not Ready" button which will replace the "Ready" button.
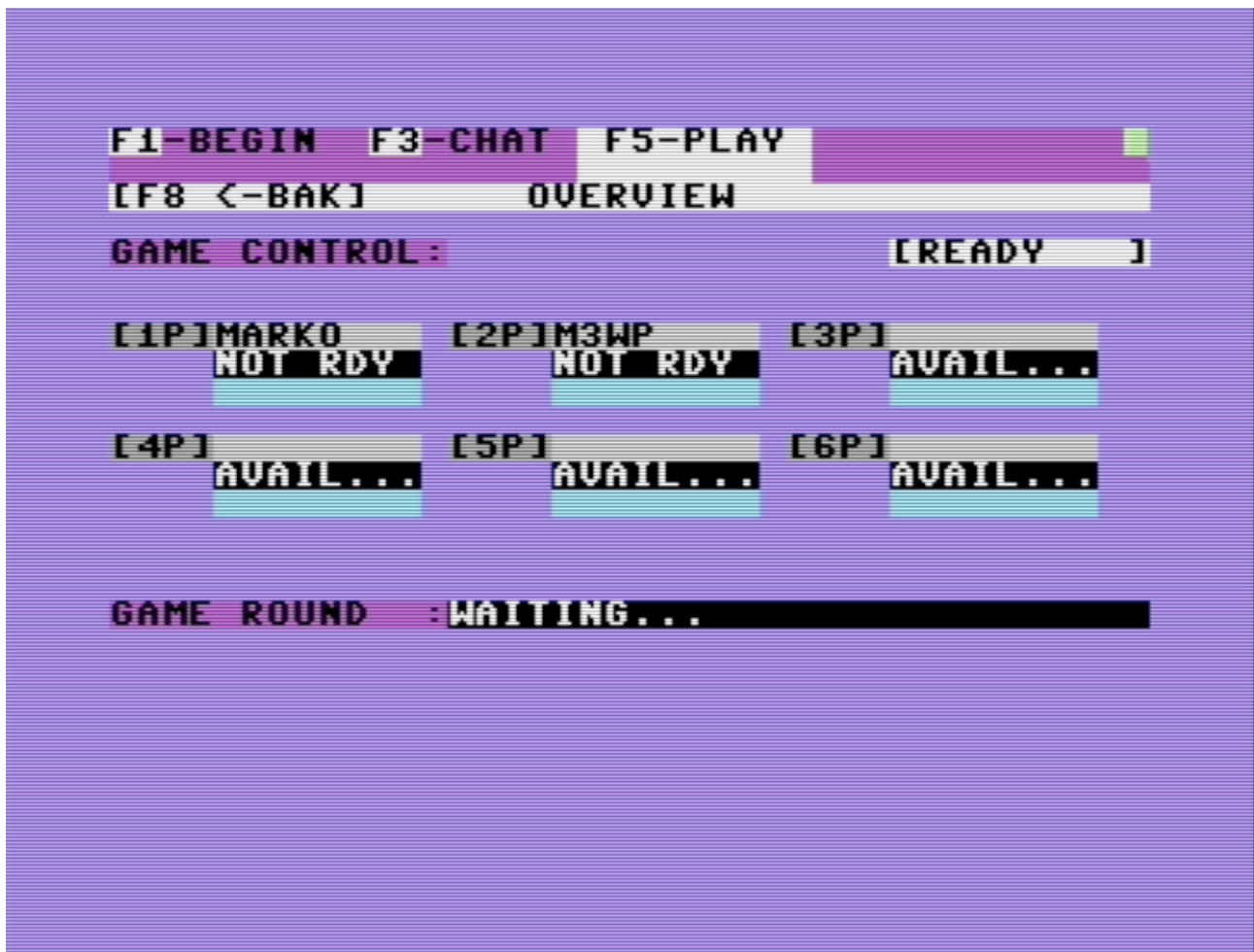
Overview Page

Once all players are "Ready", the game starts and no one else can join the game. All available slots will become empty.

The first thing you have to do is roll the dice to determine who goes first. You click the "Roll For First" button which has replaced the "Ready" and "Not Ready" buttons, to do this. As each player rolls, you will see "First Roll" and a total of the dice rolled in the state label in their slot.

Once each player has rolled for first turn, control of the dice is passed to the player who got the highest roll. Play will continue "down" the list and back around for each round. The current game round - there are thirteen (13) game rounds - is displayed in the Game Round text control.

To actually play your turn, you will need to navigate to the Detail Page by clicking the button for your slot. You can also watch as someone plays or view their score sheet by clicking the button for that player's slot.

Generally, you will want to stay on the Detail Page. There is a mechanism for doing this. If you are viewing the currently playing player, you can elect to "Follow the Active" player by checking the "Follow Active" checkbox control.

Detail Page

To roll the dice, click the "Roll" button (which also shows the roll number of the next roll).

In the picture above, you can see that the player "Marko" has rolled the dice once (the next roll is the second). They are another player than the one playing in this client so most of the controls on the Detail Page are disabled. The "Follow Active" checkbox has been checked.

In the game of Yahtzee, you have five (5) dice and up to three (3) rolls per round. You can elect to not roll some of your dice each roll (except for the first roll). The ones you decide to not roll are called "keepers". You toggle the keeper state of each die by clicking the button above that die. You don't have to use all of your rolls each round.

When you are happy with the roll, or when you have run out of rolls, you must place a score on the Score Sheet Panel. To do this, first click the "Select" button and then navigate to the Score Slot on the Score Sheet Panel. The Score Sheet Panel has captured the mouse so using it to move over the Score Sheet Slot will navigate to that slot. You can also use the Cursor Up/Down Keys to do this. An indicator is shown on the slot you have navigated to. Now click the mouse button or press the Return Key to select that Score Sheet Slot.

The score you will be given is previewed at this point in the slot you selected. If you are happy with the score (or if you have to take that score), click the "Confirm" button. The score will be placed in the slot and the dice will pass to the next player.

There will be times that you can't get a score for your dice at all. In this case, you have to put a zero (0) value somewhere on your score sheet. Better luck, next time!

Player States

Here is a description of each of the possible player states:

- Available: The slot is available for a player to join the game. "Avail..." will be shown.

- "Empty": The slot is no longer available for a player. No information will be displayed. This is a pseudo state, determined by the game state and player state.

- Not Ready: The player isn't yet ready to play. "Not Rdy" will be displayed. Perhaps they are waiting for friends?

- Ready: The player is ready to start playing! "Ready" will be displayed.

- First Roll: The player has rolled for first but not all of the others have. "Fst Roll" and the total of the dice will be displayed.

- Playing: The player has the dice and it is their turn this round. "Playing" is displayed.

- Waiting: The game has started but it isn't that player's turn. "Wait..." will be displayed.

- Winner!: The game is finished and that player won! "Winner!" will be displayed.

- Done: The game is finished and that player didn't win. "Done" will be displayed.

The Score Sheet - Upper Section

Now, lets discuss the score sheet. Each score sheet slot is used to score the dice in a particular way. The score sheet is divided into the "upper" and "lower" sections. Lets start with the upper section which is on the left of the Score Sheet Panel in this client.

This section is easy to understand. Each of the dice with the value stated for that slot are are used to score that slot. The values on the appropriate dice are added together to give the score. So, for the "1's" slot, each die rolled as an ace is tallied to give the score. For three (3) aces, you would get the score of three (3) and so on.

There is a "upper bonus" score given, too. Once you have a score in each slot in the upper part of the score sheet, the total of that section will determine if you are entitled to a

bonus. Getting a total of sixty-three (63) or more will entitle you to a bonus of thirty-five (35) points. This means that you generally need at least three (3) of a kind for each of the slots to get a bonus in this section.

Score Sheet - Lower Section

The lower section of the score sheet is a little more complex. Each slot has a different meaning and way of being scored. Here is a break-down:

- 3 of a Kind: If you have rolled at least three (3) dice of the same value, you can score in this slot. The total of all the dice values is used to form the score.

- 4 of a Kind: If you have rolled at least four (4) dice of the same value, you can score in this slot. The total of all the dice values is used to form the score.

- Full House: If you have rolled three (3) of one number and two (2) of another, it is a "full house" and you can score in this slot. A score value of twenty-five (25) is applied for scoring in this slot, regardless of the actual dice values.

- Small Straight. If you have rolled at least four (4) dice in sequence (1, 2, 3, 4 or 3, 4, 5, 6 for example), you can score in this slot. A score value of thirty (30) is applied for scoring in this slot.

- Large Straight: If you have rolled all five (5) dice in sequence (1, 2, 3, 4, 5 or 2, 3, 4, 5, 6), then you can score in this slot. A score value of forty (40) is applied for scoring in this slot.

- Yahtzee: If you manage to roll all five (5) dice with the same value, you can score in this slot. A value of fifty (50) is applied for scoring in this slot.

- Chance: This is a "wild" slot. Any combination of dice can be scored here. The total value of all dice is added together to give the score value.

There are also bonuses in the lower section. If you can score more than one (1) Yahtzee and you haven't already "zeroed" (put a zero value) in the Yahtzee slot, then you can get a bonus of one hundred (100) points. You can get this bonus up to three (3) times.

When you score your second and subsequent Yahtzees, you must first put a score somewhere else on the score sheet. If you have slots spare on the upper section, a score must be placed here (starting with the slot for the number on the dice). If you can't score in the upper section, a score slot on the lower section is taken, instead. You may get a zero (0) in a score slot but you will get a one hundred (100) value in the bonus slot.

Finishing the Game

As the game progresses, the player scores are shown on the Overview Page and on the Detail Page (your score and the active player score).

After all thirteen (13) rounds have been played, the player with the highest score is pronounced the winner.

You will need to "part" the game to play again.

Network Health

If you look closely on the Detail Page and Overview Page images, you will see a green "box" at the top right of the page. This is the Network Health Meter. The server connection performance is measured and displayed here as a "bar". As the performance decreases, so too does the size of the bar. Colours are also used to give feed-back about this performance.

Typically, you will want the bar to be at least mostly full and green. Half empty and yellow shows that the performance is not very good at all. If the bar goes low and into the pink or red colours, your connection is failing (communications are being lost) and you may lose your connection altogether.

Handling Drop-Outs

If your connection is lost, you disconnect or you choose to depart a game while it is in play, your slot will be forced into the "done" state and you have lost the game. If there are no more players, the game will be over and the remaining player will be declared the winner.

I Don't Have A Real Machine

Not to worry! If you have a modern PC with Linux or Windows, you can run an emulator. Get yourself a copy of VICE for your platform.

You will need to configure it for emulating an RR-Net peripheral over your Ethernet connection. On Linux you need "libpcap" for this to work. On Windows, you need the "NPCAP" drivers.

There is documentation about doing this on the web. Have a search and you should find it.

The Final Word

Yahtzee is a simple but fun game to play and M3wP Yahtzee allows you to play with your friends, no matter where they are in the world. We at Ecclestial Solutions hope you will enjoy your games, wherever you are! Maybe we will see you online!