

YAHTZEE

If you've ever played Yahtzee late at night while the rest of the family was trying to sleep, you may appreciate the 67's ability to imitate the behaviour of the five dice - without the annoying clatter. Key in the program:

- Step 1) (optional) Store a seed between 0 & 1 in reg E.
 Step 2) Press A to shake and roll the five dice.
 Step 3) If you are satisfied with your score, stop.
 Step 4) If not, key in those dice you wish to keep (see example below)
 Step 5) Press E for your second or third roll.
 Step 6) If the display shows zeros to the right of your number, you have had your third roll, and you must take what you have rolled.
 Step 7) Otherwise, go back to step 3).

Example: Key in .123, STO E, A and see the dice come out of the shaker one at a time: 2 - 5 - 4 - 2 - 4. Let's say you decide to go for your fours; Simply press: 4,4,E This tells the machine to save your fours and roll only the three remaining dice. See 4 - 4 - 4 - 1 - 3. To save your three

4's, press 4,4,4,E, and see 4 - 4 - 4 - 2 - 6 and the zeros tell you that you've had your last roll. On the score sheet (which comes with the game or may be purchased separately) you can either fill in your fives, or go for three of a kind (20 pts). Enjoy!

YAHTZEE

001	35	25	11	LBL A	::	020	35	53	R ↓
002		23	00	DSP 0	::	021		84	R/S
003			00	0	::	022	31	25	02 LBL 2
004		35	33	ST I	::	023		35	72 PAUSE
005		22	00	GTO 0	::	024		01	1
006	31	25	01	LBL 1	::	025		00	0
007			61	+	::	026		71	X
008	31	25	15	LBL E	::	027	31	25	00 LBL 0
009			43	EEX	::	028		34	15 RCL E
010			04	4	::	029		35	73 PI
011		35	52	X ↔ Y	::	030		61	+
012		32	71	X ≤ Y	::	031		32	83 FRAC
013		22	02	GTO 2	::	032		06	6
014		31	34	ISZ	::	033		71	X
015		35	34	RC I	::	034		01	1
016			03	3	::	035		61	+
017		32	51	X = Y	::	036		33	15 STO E
018		23	09	DSP 9	::	037		31	83 INT
019		35	53	R ↓	::	038		22	01 GTO 1

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R/S