



CASINO Yahtzee®

GAME RULES
FOR 2 TO 4 PLAYERS

OBJECT

Score the most points by rolling the right number and color combinations.

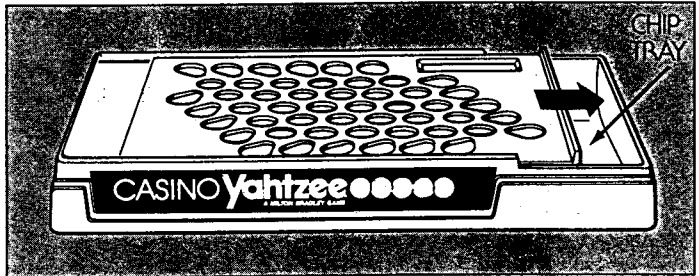
CONTENTS

- 1 dice tray
- 1 dice cup
- 4 gameboards
- 5 special dice
- White chips
- Black chips
- 1 score pad
- 1 label sheet
- 4 cardboard panels

GAMESET-UP

1. PREPARING THE GAMEBOARDS FOR PLAY: Remove the black plastic tops from the gameboards by sliding them out. Peel the name-of-game labels and apply them to gameboard as shown in Figure 1.

FIGURE 1



Carefully punch out the four rectangular panels from the cardboard sheets. Slide the panels into the gameboards with the colored side up and the numbers facing toward the labeled side of the gameboard. See Figure 2. Slide the black tops back into place.

FIGURE 2

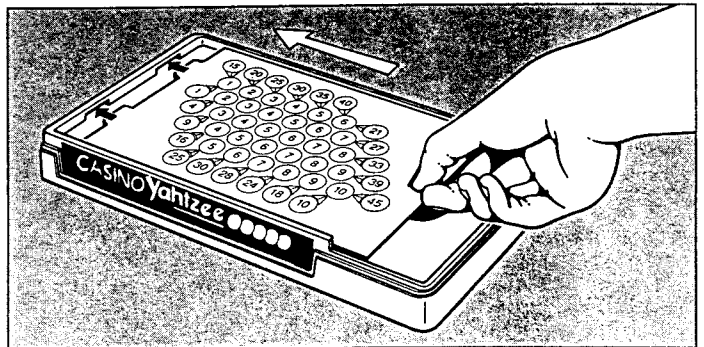
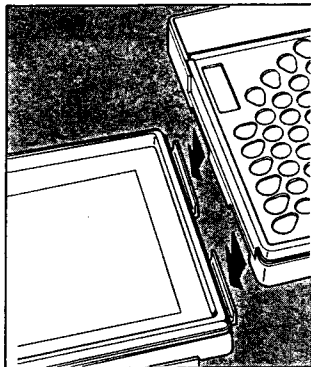


FIGURE 3



2. Place the dice tray in the center of the playing area. Each player takes a gameboard. If you wish, snap the gameboards onto the dice tray (see Figure 3) or play with them separated.

3. Separate the black and white chips from the runners. Each player takes an assortment of black and white chips and puts them in the chip tray built into the gameboard.

HOW TO PLAY THE GAME

1. Choose one player to be scorekeeper. The scorekeeper starts the game and play continues clockwise.

2. A LOOK AT THE GAMEBOARD: See Figure 4A. The gameboards consist of two different types of spaces.

- The colored ones have numbers 1-10. These are the numbers you will try to roll.
- The white spaces are score spaces. They show how many points you'll score when you win that row. These numbers are listed on the scorepad. The scorekeeper is responsible for recording them as they are won.
- The yellow arrows show the direction (across, down or diagonal) of the row. See Figure 4B.

FIGURE 4A

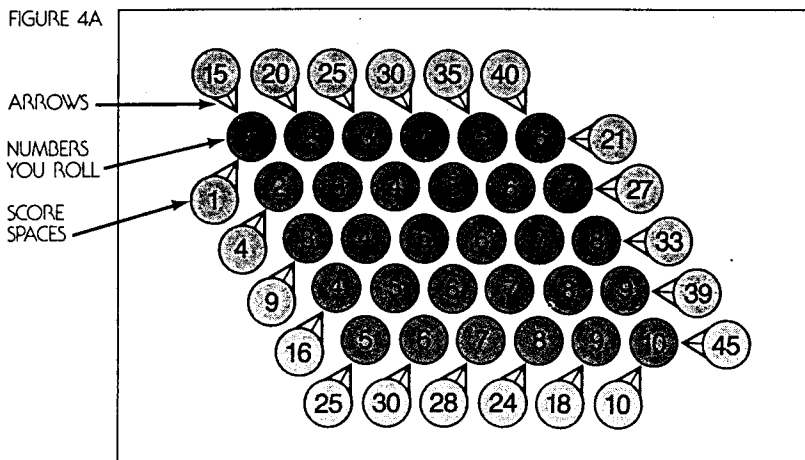


FIGURE 4B

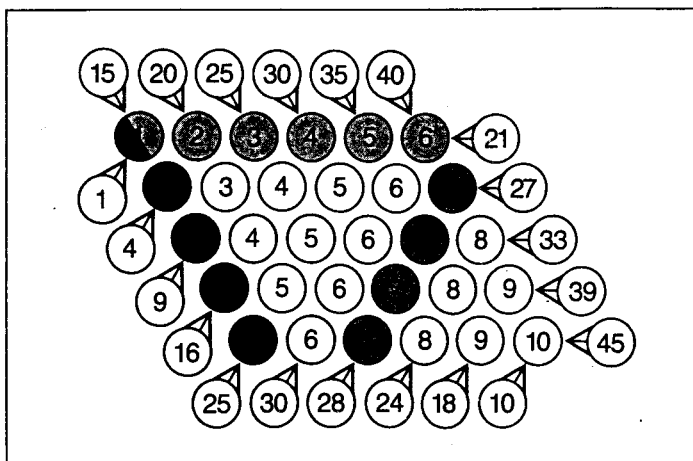
ACROSS



DOWN



DIAGONAL



NOTE: The across and down rows have numbers in consecutive order (such as 1, 2, 3, 4, 5, etc.); and the diagonal rows have repeat numbers (such as 7, 7, 7, 7).

3. WHAT TO DO ON A TURN: On a turn you roll the dice and try to win rows of numbers and score points. Your turn is over after you've rolled five numbers and tried to score. (See HOW TO SCORE POINTS). When your turn is over, put all five dice in the dice cup and pass it to the opponent on your left.

A. HOW TO ROLL

1. On a turn you roll five NUMBERS. There are several ways to do this:

- all five dice can be rolled at once.
 - a single die can be rolled five times.
 - a combination of dice can be rolled for five numbers.
- For example: You could roll the red die twice, the blue die twice and the orange die once for a total of five numbers.

2. After each roll, use a black chip to cover the spaces on your gameboard that match the colors and numbers of the tossed dice. If you roll a number and it is already covered, it still counts as one of your five numbers.

B. HOW TO SCORE POINTS

1. When you cover up the last uncovered number space in a row across, down or diagonally, you have "closed" that row.

2. In order to score points, you must announce to the scorekeeper during your turn what row you have closed and what score space you have "won."

3. The scorekeeper records your points on the score sheet, then instructs all players to cover that score space on their gameboards with a white chip.

4. That score space is now out of play and no other player can

- win those points. You have "won" a row only after you have announced it to the scorekeeper and have been awarded the points.
5. If during a turn a player closes a row but doesn't see it or announce it, another player may try to close it on his or her turn and score the points by announcing it to the scorekeeper.
 6. You can announce a closed row at any time during your turn. You can score as many rows as possible on your turn.

C. TRY FOR BONUS POINTS: After each player has had one turn, players can try for bonus points on a turn instead of the conventional roll outlined above. Here's how..

1. Announce that you are trying to win a bonus.
2. Put all five dice in the dice cup and roll them into the dice tray.
3. If a different number appears on each die, you have rolled a bonus!
4. The scorekeeper adds the numbers on the dice together for your bonus points and records them in your bonus column on the scorepad.

RAINBOW BONUS: If all the numbers you rolled are in sequential order, you have rolled a special kind of bonus called a RAINBOW BONUS! The numbers on the dice are added together and doubled for your bonus points! See box bottom for an example of a rainbow bonus.

If you're trying for a bonus and do not roll it, cover the number spaces that the dice show with black chips just as you would in a regular turn. Score points if you can.

STRATEGY HINTS

1. Be sure to watch for easy-to-close rows. Some rows are closed with only one dice roll. Note #1 blue and #10 red.
2. Try for a bonus whenever you need numbers of several different colors. If you don't win a bonus you could roll a number you need to close a row.
3. Watch your gameboard and make sure you are not trying for a row that has already been closed.
4. Check your opponents' gameboards and try to close rows they are trying to close.

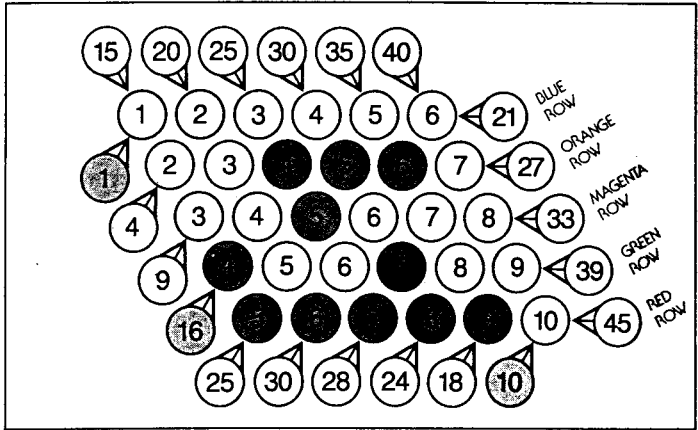
HOW TO WIN THE GAME

The game is over when all rows have been closed and scored. The scorekeeper totals all points and bonuses. The player with the highest score is the winner!

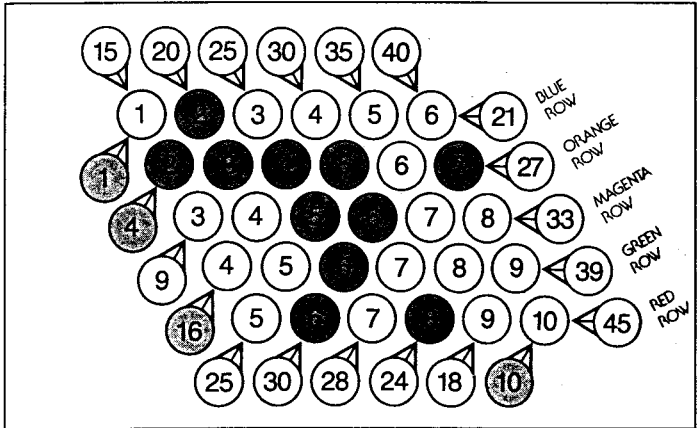
TO START A NEW GAME: Slide out black plastic tops to clear your gameboards. The chips will fall into your chip trays. See your box bottom for an example.

EXAMPLES OF GAMEPLAY

Try for the red 10. Roll the red die five times and try to roll number 10 to win 45 points across.



Try for the orange 6 and the blue 6. Roll orange and blue dice only for five numbers. If you roll the 6's you can win 30 diagonally and 27 across.



Can you find the one number needed to close a row? The red 8! Roll only the red die and you have five tries to get the 8 and score 24 diagonally.

