

# JACKPOT YAHTZEE®

## For 2 to 4 players

You could win big with a little luck and a lot of strategy. Roll the special dice. Certain combinations of cherries, oranges, bells and dollar signs signal you to insert a specific tile or tiles in your rack. Points are awarded for building horizontal and diagonal (not vertical) rows of 3, 4 or 5 of a kind of cherries, oranges, bells or dollar signs. Bonus points can also be won! Whoever has the most points after 3 rounds of play wins the game.

### OBJECT:

To get the highest accumulative score at the end of 3 rounds of play by strategically dropping your tiles into your rack so they stack up into rows that score horizontally and diagonally but not vertically.

### CONTENTS:

- 4 plastic racks • 1 set of 4 special dice
- 1 score pad • 112 plastic tiles • 1 dice cup

### HOW TO SET UP THE GAME:

1. Place your rack in front of you and in view of all other players. Other players should do the same.
2. Place all of the tiles, the 4 dice and the dice cup in the center of the playing area, so they're accessible to everyone.
3. One player is chosen to be scorekeeper.

### HOW TO PLAY THE GAME:

1. Decide who plays first. Play continues to the left. Each player is assigned a column on the score pad under Game 1.
2. Put the 4 dice in the cup, shake them and roll them in the center of the playing area. **ONE** roll of the dice only is allowed in each player's turn. Every player will do the same in his or her turn.
3. The 4 faces of the dice rolled determine which tile is to be placed in the roller's rack. Take a look:
  - A. **ROLL OF 4 DIFFERENT SYMBOLS.** . . . this is a Wild Roll and any one tile may be played. For example, on a roll of a cherry, orange, bell and dollar sign, drop either a cherry, orange, bell or dollar sign tile into an open window of your rack. Or drop it into the Chance Space, explained in Rule 4.
  - B. **ROLL OF 1 PAIR AND 2 UNLIKE SYMBOLS.** . . . the "matching pair" tile must be played. For example, on a roll of 2 bells, 1 cherry, 1 orange, drop one bell tile into an open window of your rack. Or drop it into the Chance Space, explained in Rule 4.
  - C. **ROLL OF 2 PAIRS.** . . . play one tile matching either pair. For example, on a roll of 2 cherries and 2 oranges, drop EITHER 1 cherry tile or 1 orange tile into an open window of your rack. Or drop it into the Chance Space, explained in Rule 4.
  - D. **ROLL OF 3 MATCHING SYMBOLS.** . . . this is a special roll because it allows you to use the Chance Option:
    - (1) First, you MAY use the Chance Option, explained in Rule 5.
    - (2) Then, you MUST play one "matching" tile. For example, if you roll 3 dollar signs and 1 bell, drop one dollar sign tile into any open window in your rack or into the Chance Space explained in Rule 4.
  - E. **ROLL OF 4 MATCHING SYMBOLS.** . . . this is a "Jackpot" roll and a Super Wild Roll and it allows you to use the Chance Option:
    - (1) First, you MAY use the Chance Option, explained in Rule 5.
    - (2) Then, you MUST play ANY TWO tiles. For example, if you roll 4 cherries, you might choose to drop one bell tile and one orange tile or any combinations of two tiles into any two open windows of your rack. Or you may

drop one of these tiles into the Chance Space, explained in Rule 4, and the other into your rack. Remember, the two tiles do not have to match the symbols rolled on the dice, nor do they have to match each other.

4. **CHANCE SPACE:** If you do not want a specific tile that the dice roll has determined for placement in your rack, then place this unwanted tile in the Chance Space. . . it is the single space located at the base extension (see location of the Chance Space in the scoring examples on the cardboard platform). When a tile resides in the Chance Space, it is not considered in the scoring of the tile combinations in the rack.





Here's how and when to use the Chance Space:

- A. If you are forced to place an unwanted tile into your rack that would hurt your scoring chances at that time, place the unwanted tile into the Chance Space instead of directly into your rack (you might be able to use this tile at a later date).
  - B. The Chance Space can be used for ONE TILE AT A TIME ONLY. It must be EMPTY for you to use it! You empty the Chance Space by using the Chance Option, explained in Rule 5.
5. **THE CHANCE OPTION:** when you roll 3 matching symbols or 4 matching symbols and you have a tile in your Chance Space, then you may use the Chance Option, if you wish. Do this by removing the tile from the Chance Space and either return it to the center pile of tiles or drop it into any open window of your rack if it is now beneficial to your scoring. Once you have exercised your Chance Option, you MUST follow the standard procedure of placing one tile in your rack or in the now empty Chance Space for a roll of 3 matching symbols (as explained in Rule 3, Section D, above) or of placing two tiles in your rack or one of these tiles in the Chance Space and the other in the rack for a roll of 4 matching symbols (as explained in Rule 3, Section E, above). **IMPORTANT,** when you roll 3 matching symbols or 4 matching symbols and you have a tile in your Chance Space, you may decide NOT to exercise your Chance Option and merely keep that same tile in your Chance Space. Then be sure to follow the standard procedure of placing one tile in your rack for a roll of 3 matching symbols and of placing two tiles in your rack for a roll of 4 matching symbols.
  6. Remember, when dropping tiles into your rack, strategic placement is very important. Take a look at the charts on the score pad to determine the value of certain symbols and the value of positioning them in a certain way!
  7. Play continues as above with each player shaking the dice and dropping tiles in his or her rack. The round is over when every player's rack is filled with 15 tiles. It is possible that all players will not complete their racks at the same time. . . If this occurs, the players with uncompleted racks continue to play until their racks are filled with 15 tiles (not including the Chance Space). This ends the round. At the end of each round, scores are recorded and racks are emptied by dumping the tiles back in the center of the table, so a new round can begin.
  8. During the course of play, if all the tiles of a certain symbol have been used up during a game and you are supposed to play one of these tiles, then you are forced into choosing any other tile to play instead.

### HOW TO SCORE A ROUND:

1. At the end of each round, the scorekeeper starts with the player to his or her left and continues around to all players recording the scoring combinations in the column on the score sheet assigned to each player. Here's how you compute the scores.
  - A. Discard any tiles left in Chance Spaces in the racks.
  - B. Record the diagonal combinations first and then the horizontal combinations. Remember,

scoring is recorded for 3, 4 or 5 MATCHING TILES SIDE BY SIDE in a straight line on the diagonal or the horizontal (not the vertical). Notice 5 matching tiles in a row in a diagonal or horizontal is called a "Yahtzee!" Scoring for each combination is the same whether diagonal or horizontal but the values vary according to the type of symbol and the length of the row. See the chart below. . . the same chart appears on each score sheet. **NOTE:** It is possible that the same tile can be part of a horizontal and diagonal combination.

SCORES FOR DIAGONAL AND HORIZONTAL RUNS				
				
3 IN A ROW	30	40	50	100
4 IN A ROW	60	80	100	200
5 IN A ROW YAHTZEE!	120	160	200	400

Enter each player's scores for diagonal and horizontal runs in the proper spaces on the score sheet.

- C. **RACK BONUSES:** after the diagonal and horizontal combinations have been recorded, add up the Rack Bonus! If you have 7 or more of the same kind of symbol in any location in your rack, then you qualify for a Rack Bonus. Look at the chart below, which also appears on the score sheet. 7 of a kind of any symbol gives you 50 points; 8 of a kind of any symbol gives you 70 points; 9 or more of a kind of any symbol gives you 100 points. . . notice having more than 9 of any symbol does not increase your Rack Bonus. It is possible to score a rack bonus of 7 for one set of matching tiles and also one for 7 or 8 of another set of matching tiles. . . for example, a player may have 7 cherries in his or her rack for a score of 50 points; he or she may also have 8 bells in that same rack for a score of 70 points. . . this player's Rack Bonus is 120 points, the total of both! Enter each player's Rack Bonus in the proper space on the score sheet.

RACK BONUS	
7	50
8	70
9+	100

- D. Now add up each player's diagonal and horizontal combinations to each player's Rack Bonuses and enter the Sub Total in the appropriate space on the score sheet. The player with the highest combined number of points is the winner of the round and is awarded the HIGH ROUND BONUS. This Bonus is for winning each round only and increases from Round One to Round Three. For example:
  - the winner of Round One gets a High Round Bonus of 30 points
  - the winner of Round Two gets a High Round Bonus of 60 points
  - the winner of Round Three gets a High Round Bonus of 120 points

**IMPORTANT,** if after scoring the diagonal and horizontal combinations and the Rack Bonuses, there is a tie for the highest score (the Sub Total), then the players who tied are each awarded the full High Round Bonus!

Record the High Round Bonus in the appropriate space on the score sheet. . . then total everyone's score for the round. For a graphic example of scoring a round, please see illustrations on cardboard box platform.

### HOW TO WIN THE GAME:

Three complete rounds are played and scored as above. Add the total for all three rounds. . . the player with the highest grand total wins the game!