

Standard Edition

POWER Yahtzee

For 1 to 6 Players
AGES 8 and up

Power Yahtzee® is the high-scoring version of the classic “shake and roll” game Yahtzee®.

If you know how to play Yahtzee you’ll be playing Power Yahtzee in minutes. Just read the following new rules. Yahtzee rules appear at the bottom of these rules, for your reference.

EQUIPMENT

Five standard dice, one Power die, dice rolling tray, snap together dice cups, score sheets

SET UP

Separate the snap-together dice cups, so there are two individual cups available. Each player gets a pencil and score sheet. Write your name or initials on your sheet.

OBJECT OF THE GAME

To have the highest point total score when one player completes scoring in all of his “slots” (rows on his score sheet). While the other players may not have as many scores, one of them may win—this creates anticipation and an exciting ending.

HOW TO PLAY

Each player rolls one die to see who goes first. Highest number rolls first. Play passes to the player on the left throughout the game.

ON YOUR TURN

Place the five numbered dice and the Power die in the dice cup. Shake and toss them into the center of the table. When they stop rolling, you decide what to do next—keep your roll, or pick up some (or all) of the dice and roll these a second and/or third time, just as in standard Yahtzee. Note: Any dice you “keep” should be placed aside. This will preserve them while you re-roll the others. Your goal is to fill your score sheet with high scoring rolls in every slot, so saving certain dice is usually wise. The Power Die usually helps you to score more, and often in interesting ways! There are times you will want to preserve it, as well.

ABOUT THE SCORE SHEET

Your turn will always end with you writing down your score on your sheet. There is more to the Power Yahtzee score sheet than a Yahtzee score sheet. Take a look at it.

You’ll notice several opportunities to score “Yahtzees,” two scoring slots each for some throws—like “Three of a kind” and “Large Straight”—and new categories: “Choice” and “2 Pairs.”

Most importantly, check out the new “Power” column. On each turn, whatever number you roll on the Power die goes here. It will multiply your score.

THE POWER DIE

You can re-roll the Power die two or three times just like the other five dice. But there is one important exception: if you roll “Freeze,” you must stop rolling and score your throw immediately (we’ll explain shortly).

Let’s look at the three numbered sides of the Power die. If you roll a 1, 2 or 3, that number determines the “Power” for your roll—how many times you may multiply

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your throw. “1” means you just earn the value of the other five dice; “2” doubles your points earned; “3” triples the value of your roll. (Naturally, you want “3” as often as possible.) For example, at the end of your three rolls you end up with three 5’s, one 4 and one 1. You’ve rolled a 2 on the Power die. You decide to score the roll in the upper section slot marked “Fives”. You write a score of “15” (three 5’s = 15) in the Fives column. Next, you write “2” in the Power column (for the 2 you rolled on the Power die). Finally, you enter “30” in the total column (15 x 2 = 30). You’ve scored 30 points for this roll!

Now let’s see what happens according to the three special sides of the Power die.



When you roll the “Double” side on the Power die you must score your roll in any two slots and multiply each score by a Power of “2.” For example, after three rolls you end up with four 4’s, one 6, and Double on the Power die. You must score this roll twice. In this case, you could score four 4’s under “Fours” (worth 16 points) and also a “Four-of-a-Kind” (worth 22 points). Each is multiplied by a Power of “2.” So the Fours will score you 32 points while the Four of a Kind earns you 44 points. Not bad! Later in the game, your roll may not qualify to score in two empty slots (or, you may choose not to). If so, you must eliminate an unscored slot by placing an “X” in the Base Score column and a “0” in its Total Score column. (For instance, you could decide to “X” out one of your Yahtzee slots or one of your unscored Straights).

Remember, in Power Yahtzee, the first player who fills in his score sheet causes the game to end. Every “Double” on the Power die advances you in this race.



“Freeze” stops you in your tracks! Whenever Freeze appears, your turn immediately ends, even if you’ve only rolled once. Let’s say you roll the Freeze symbol along with two 1’s, one 3, one 5 and one 6. Since you must score this roll, you elect to do so in the Ones slot and enter a “2” here.

The Power for “Freeze” is always “1.” So you write “1” in its Power column and earn a total score of only “2” (2 x 1 = 2 points). *Hopefully, Freeze won’t put too much of a chill in your game!*



“Power” is a great roll, if you keep it. Not only does it assure a Power of “3” but it permits you to make a fourth roll with your other dice if you wish. Say, after three rolls, you’ve got a 3, four 6’s and have kept “Power.” You can reroll the “3” one more time. If you roll another six you’ve earned a YAHTZEE! (and will triple your score). It is usually wise to hold onto “Power” to earn a fourth roll. You lose that opportunity if you re-roll the Power die, unless you roll “Power” again on your third roll.

END OF GAME (WINNING)

When one player has recorded a score (or a “0”) in every row of his score sheet, the game ends immediately. Even though the other players will not have completely filled in their score sheets, one might still win. Each player tallies up his scores, including any bonus earned for the upper section, and then each announces his total. The player with the highest score is the “most powerful” and wins the game.

MORE ABOUT SCORING

As in standard Yahtzee, sometimes you won’t be able to score your throw any where on your score sheet. If you’ve already used up all the slots where the roll can be scored, you’re out of luck and must take a “0” in one other slot on your sheet. Normally, it is wise to score a “0” where the odds are against you scoring (like a third Yahtzee) or where you wouldn’t normally earn many points (like in the Ones column).

Note the new “Choice” category in the Upper Section. You can use it to score any one number a second time. So let’s say you’ve already scored three Fours. You then roll four Fours on a subsequent turn. You enter “4” in the Choice row and score your Fours here! “Choice” also

Power Yahtzee		Game #1			Game #2		
NAME: _____		Base Score	X Power	Total Score	Base Score	X Power	Total Score
UPPER SECTION							
Count & add only Aces	<input type="checkbox"/>						
Count & add only Twos	<input type="checkbox"/>						
Count & add only Threes	<input type="checkbox"/>						
Count & add only Fours	<input type="checkbox"/>						
Count & add only Fives	<input type="checkbox"/>						
Count & add only Sixes	<input type="checkbox"/>						
Your choice: Count & add only _____s							
UPPER SECTION SCORE							
BONUS: 150+ = 50 bonus 200+ = 100 bonus 300+ = 200 bonus							
UPPER SECTION TOTAL (score + bonus)							
LOWER SECTION							
2 Pairs	total all dice						
1st 3 of a kind	total all dice						
2nd 3 of a kind	total all dice						
1st 4 of a kind	total all dice						
2nd 4 of a kind	total all dice						
Full House	25 points						
1st Small Straight	30 points						
2nd Small Straight	30 points						
1st Large Straight	40 points						
2nd Large Straight	40 points						
Chance	total all dice						
1st Yahtzee	50 points						
2nd Yahtzee	100 points						
3rd Yahtzee	150 points						
LOWER SECTION TOTAL							
UPPER SECTION TOTAL							
FINAL POWER SCORE (grand total)							

Power Yahtzee		Game #1			Game #2		
NAME: _____		Base Score	X Power	Total Score	Base Score	X Power	Total Score
UPPER SECTION							
Count & add only Aces	<input type="checkbox"/>	4	2	8			
Count & add only Twos	<input type="checkbox"/>	8	3	24			
Count & add only Threes	<input type="checkbox"/>	9	3	27			
Count & add only Fours	<input type="checkbox"/>	12	2	24			
Count & add only Fives	<input type="checkbox"/>	25	3	75			
Count & add only Sixes	<input type="checkbox"/>	18	3	54			
Your choice: Count & add only _____s		12	1	12			
UPPER SECTION SCORE				224			
BONUS: 150+ = 50 bonus 200+ = 100 bonus 300+ = 200 bonus				100			
UPPER SECTION TOTAL (score + bonus)				324			
LOWER SECTION							
2 Pairs	total all dice	17	3	51			
1st 3 of a kind	total all dice	15	2	30			
2nd 3 of a kind	total all dice	22	3	66			
1st 4 of a kind	total all dice	19	2	38			
2nd 4 of a kind	total all dice	X		0			
Full House	25 points	25	1	25			
1st Small Straight	30 points	30	1	30			
2nd Small Straight	30 points	X		0			
1st Large Straight	40 points	40	2	80			
2nd Large Straight	40 points	40	2	80			
Chance	total all dice	20	3	60			
1st Yahtzee	50 points	50	2	100			
2nd Yahtzee	100 points	100	2	200			
3rd Yahtzee	150 points	X		0			
LOWER SECTION TOTAL				760			
UPPER SECTION TOTAL				324			
FINAL POWER SCORE (grand total)				1084			

helps you to win a bigger bonus in the upper section (see the score sheet). Keep this in mind when you choose where to place a score that could go in either the upper or lower section.

- When scoring combinations that appear more than once on your Scoresheet always score the "1st" slot first, then the "2nd" slot, etc. This is especially important when scoring Yahtzees which get progressively more valuable. (Note: if you decided to "X" out a Yahtzee slot, you must first "X" out the 3rd Yahtzee, then the 2nd, then the 1st.)

Visit www.winning-moves.com to download more Power Yahtzee score sheets.

YAHTZEE RULES

Here are the rules of Yahtzee. Please note mention of "bonus chips," below. Since Power Yahtzee does not contain bonus chips, we recommend you use coins or poker chips to represent them. Also, Yahtzee® is scored on a different type of score sheet than Power Yahtzee. Standard Yahtzee Score Pads are available in many game stores.

Contents: 5 dice, dice cup, 10 bonus chips, score pad

Object: Roll dice for scoring combinations, and get the highest total score.

Game Summary: On each turn, roll the dice up to 3 times to get the highest scoring combination for one of 13 categories. After you finish rolling, you must place a score or a zero in one of the 13 category boxes on your score card. The game ends when all players have filled in their 13 boxes. Scores are totaled, including any bonus points. The player with the highest total wins.

How to Play: Each player takes a score card. To decide who goes first, each player in turn rolls all 5 dice. The player with the highest total goes first. Play then passes to the left.

TAKING A TURN: On your turn, you may roll the dice up to 3 times, although you may stop and score after your first or second roll. To roll the dice, place them in the dice cup, shake them up, and roll them out.

First roll: Roll all 5 dice. Set any "keepers" aside. You may stop and score now, or roll again.

Second roll: Re-roll ANY or ALL dice you want – even "keepers" from the previous roll. You don't need to declare which combination you're rolling for; you may change your mind after any roll. You may stop and score after your second roll, or set aside any "keepers" and roll a third time.

Third and final roll: Re-roll ANY or ALL dice you want. After your third roll, you must fill in a box on your score card with a score or a zero. After you fill in a box, your turn is over.

SCORING

When you are finished rolling, decide which box to fill in on your score card. For each game, there is a column of 13 boxes. You must fill in a box on each turn; if you can't (or don't want to) enter a score, you must enter a zero. Fill in each box only once, in any order, depending on your best scoring option. The score card is divided into an Upper Section and a Lower Section. Scoring combinations for each section are explained below.

To score in the Upper Section, add only the dice with the same number and enter the total in the appropriate box. Your goal in the Upper Section is to score a total of at least 63 points, to earn a 35-point bonus. The bonus points are based on scoring three of each number (Aces through Sixes); however, you may earn the bonus with any combination of scores totaling 63 points or more.

Each of the Lower Section scoring combinations are explained below:

3 of a Kind: Score in this box only if the dice include 3 or more of the same number.

4 of a Kind: Score in this box only if the dice include 4 or more of the same number.

Full House: Score in this box only if the dice show three of one number and two of another. Any Full House is worth 25 points.

Small Straight: Score in this box only if the dice show any sequence of four numbers. Any Small Straight is worth 30 points.

Large Straight: Score in this box only if the dice show any sequence of five numbers. Any Large Straight is worth 40 points.

YAHTZEE: Score in this box only if the dice show five of the same number (5 of a kind). The first YAHTZEE you enter in the YAHTZEE box is worth 50 points. For each additional YAHTZEE you roll, you earn a bonus (see YAHTZEE BONUS, below)!

Chance: Score the total of any 5 dice in this box. This catch-all category comes in handy when you can't (or don't want to) score in another category, and don't want to enter a zero.

YAHTZEE BONUS: If you roll a YAHTZEE and have already filled in the YAHTZEE box with a 50, you get a 100-point bonus! Take one bonus chip, then place a check mark in the YAHTZEE BONUS box on your score card. Then fill in one of the 13 boxes on your score card according to the JOKER RULES, described below. As long as you've scored 50 in the YAHTZEE box, you get a YAHTZEE bonus for each additional YAHTZEE you roll – just squeeze in the check marks if necessary! If you roll a YAHTZEE and have already entered zero in the YAHTZEE box, you do not earn a YAHTZEE bonus; however, you must fill in one of the 13 boxes on your score card according to the JOKER RULES below.

JOKER RULES: Score the total of all 5 dice in the appropriate Upper Section box. If this box has already been filled in, score as follows in any open Lower Section box:

3 of a Kind: Total of all 5 dice

4 of a Kind: Total of all 5 dice

Full House: 25 points

Small Straight: 30 points

Large Straight: 40 points

Chance: Total of all 5 dice

If the appropriate Upper Section box and all Lower Section boxes are filled in, you must enter a zero in any open Upper Section box. For example, you roll 5 Fours. You've already entered zero in the YAHTZEE box, and have also scored in the Fours box in the Upper Section. The Joker rules allow you to score in any open box in the Lower Section. You decide to score 40 points in the Large Straight box.

ENDING A GAME

Once each player has filled in all 13 category boxes, the game ends. Each player now adds up his or her score as follows:

Upper Section: Add up the Upper Section scores and enter the total in the TOTAL SCORE box. Enter the 35-point bonus in the BONUS box if you scored 63 points or more. Then enter the total in the TOTAL box.

Lower Section: Add up the Lower Section scores, and enter the total in the TOTAL of Lower Section box. Add 100 points for each check mark in the YAHTZEE BONUS boxes (that is, one check mark for each bonus chip).

Grand Total: Add the Upper Section and Lower Section scores, and enter the total in this box. This is your score for the game.

How to Win:

After the scores are tallied, the player with the highest Grand Total wins the game!

SOLO PLAY

No competition around? Challenge yourself in solitaire play, and try to beat your previous scores!

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