

Yahtzee® INSTRUCTIONS



NUMBER OF PLAYERS: YAHTZEE may be played by two, three or four persons. It can also be played solitaire trying for the highest possible score.

YAHTZEE RULES

OBJECT OF THE GAME: The object of YAHTZEE is to obtain the highest score for one or more games. The player with the highest total score for all games (up to 6 games) wins. An optional method of scoring can be that the player who wins earns the difference between his score and that of his opponents.

EQUIPMENT: Your YAHTZEE game consists of the following equipment:

- 1 DICE CUP
- 1 SET OF 5 DICE
- 1 YAHTZEE SCORE PAD
- YAHTZEE BONUS CHIPS

Game Summary: In each turn a player may roll the dice up to 3 times in order to obtain a scoring combination. After rolling the dice, he **MUST** place a score or a zero in one of the boxes in the vertical column under the game he is playing. The game ends after 13 rounds, when all scoring boxes have been filled. The scores are totaled and combined with bonus points on the reverse side of the score pad to give a player his final score.

Before playing the game each player is given a score card and either a pencil or pen (not supplied) to keep his own score.

TO PLAY:

1. To determine who goes first, each player places all five dice in the dice cup and rolls out all the dice. The player rolling the highest total starts the game. Play then continues clockwise.
2. In each turn a player is allowed a **maximum** of 3 rolls of the dice, although he may stop after the first or second roll.
 - A. For the first roll he must roll all 5 dice. The five dice are placed in the cup, the cup is shaken and the dice rolled out.
 - B. For the second and third rolls the player may pick up ANY or ALL the dice and roll again. He need not declare what he is trying to make (what box he is trying to score in) and may change his mind at any time.
 - C. The dice are final after the third roll and **MUST BE SCORED**.

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SCORING:

Each player has his own score card. He must make his own decision of what and where to score based on his individual strategy. In each game there are 13 scoring rounds. A player **MUST** place a score or a zero after each turn in one of the 13 scoring boxes in the vertical column under the game being played.

There are 13 scoring boxes on the score card. They are: "Aces," "Twos," "Threes," "Fours," "Fives," and "Sixes" in the Upper Section, and "3 of a Kind," "4 of a Kind," "Full House," "Small Straight," "Large Straight," "YAHTZEE" (five of a kind), and "Chance" in the Lower Section.

At the end of each turn the player must place a score or a zero in one of the scoring boxes. A scoring box can be used only once in each game. A player can place a zero at the end of a round rather than a score, if he believes it to be to his advantage. The boxes may be filled in any order, according to the player's best judgment.

On the score card there is an "Upper Section" and a "Lower Section" which, when added together, will give you a grand total which is recorded on reverse side with bonus chips (if any) for your final score. There are possibilities to earn bonus points which count toward the final score. If a player attains a score of 63 in the Upper Section, he should enter the 35-point bonus in the "Bonus" box and add this to his Upper Section total. If a player is entitled to a YAHTZEE bonus chip (as explained later), this is totaled with the score on the reverse side of the score card.

SCORING COMBINATIONS:

1. UPPER SECTION:

- a) In the Upper Section, there are "Aces" (ones), "Twos," "Threes," "Fours," "Fives," and "Sixes." If a player chooses to score in the Upper Section, he counts and adds only the dice with the same number and enters the total of the dice in the appropriate box. If a player at the end of a turn has these dice on the table and elects to take his score in the Upper Section, he would enter 9 in the "Threes" box.

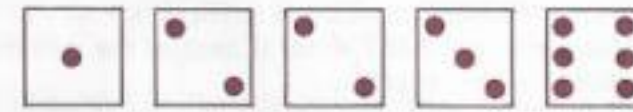


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or 40 points in the "Large Straight" box. If all the boxes in the Lower Section are filled, he must enter a zero in a box of his choice in the Upper Section. HE MAY ALSO COLLECT A BONUS CHIP IF HE IS ENTITLED TO IT.

If the YAHTZEE is scored in the Upper Section it scores the total of the dice. (Five fours scores 20 in the "Fours" box.) The player, in addition, would collect a bonus chip if he is entitled to it.

EXAMPLE OF PLAY: If on the first roll of the dice, a player has



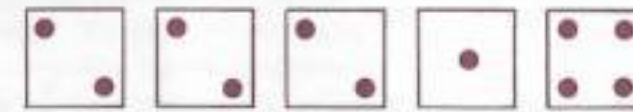
he might choose to go for "Twos" in the Upper Section of the score card or "3 of a Kind" (in this case, 2's) in the Lower Section of the score card. The player would then leave the dice marked "2" on the table, pick up the 1, 3 and 6 dice and attempt to toss more 2's on his second roll.

If on the second roll of the dice, he has



he might stop there and enter 6 in the "Twos" box in the Upper Section of the score card or 17 (total of all five dice) in the "3 of a Kind" box in the Lower Section. Or he might choose to roll again in the hope of getting one or even two more 2's.

If the player chooses to roll again, he picks up the 5 and 6 dice only and tosses for his third and last roll. If, on his third roll, he has



he could enter his score as 6 in the "Twos" box, 1 in the "Aces" box or 4 in the "Fours" box in the Upper Section or 11 (total of all five dice) in the "3 of a Kind" box or "Chance" box in the Lower Section.

STRATEGY:

If you are not as lucky as your opponent, try to beat him with strategy. Here are a few examples:

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- b) The player may enter the total of ANY NUMBER of the same value dice in the appropriate box in the Upper Section. For example, a player's final dice are:



he may choose to score 2 in the "Aces" box, or 6 in the "Sixes".

- c) If a player is unable to place a score in either the Upper or Lower Sections, he **MUST** enter a zero in the scoring box of his choice in either section.
- d) If a player scores 63 points or more in the Upper Section, he earns a BONUS of 35 points and enters this in the "Bonus" box in the Upper Section. (For quick calculation, 63 can be obtained by scoring 3 of each number "Aces through sixes.")

2. LOWER SECTION:

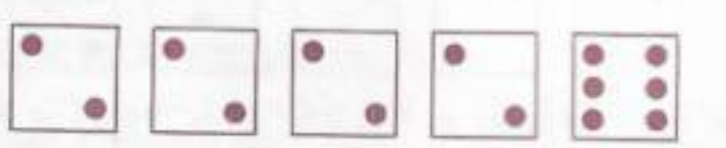
The Lower Section of the score card is played exactly as indicated.

- a) "3 of a Kind" box may be filled in only if the dice show at least three of the same number. For example:



would be scored 18 (total of all dice) in the "3 of a Kind" box.

- b) "4 of a Kind" box scores the total of all dice provided they include four of the same number. For example:

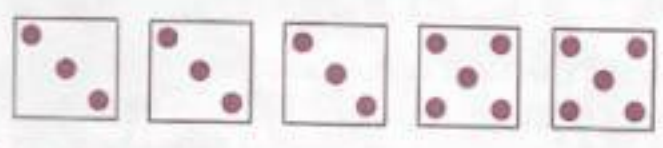


would be scored 14 (total of all dice) in the "4 of a Kind" box.

NOTE: This could also be scored in the "3 of a Kind" box as 14 as it also meets the requirements for "3 of a Kind." The player must decide which box to score in as only one box can be scored in at the completion of a turn.

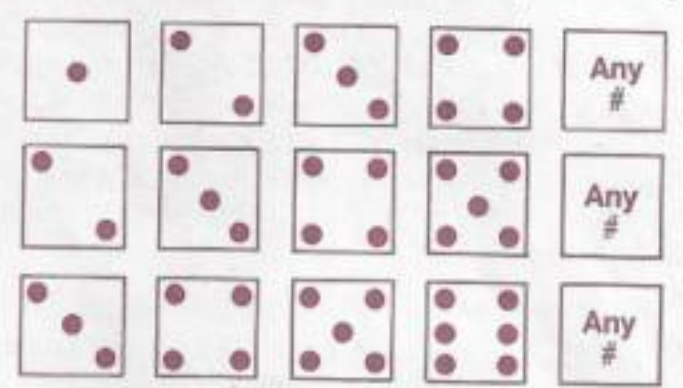
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- c) "Full House" box may be scored in when the dice show any combination of three of one number and two of another. Any "Full House" is scored as 25 points. For example, 25 points can be scored in the "Full House" box if the markers show

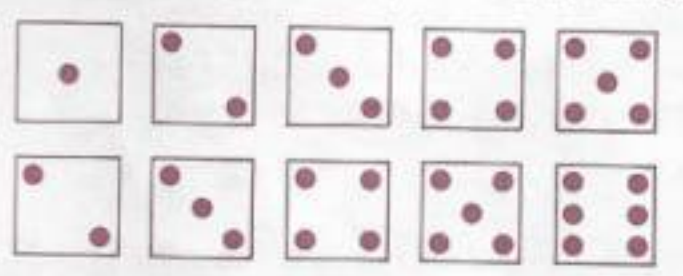


(NOTE: This scoring combination could also be scored in either (1) the "3 of a Kind" box in the Lower Section as 19, (2) in the "Threes" box in the Upper Section as 9, (3) in the "Fives" box in the Upper Section as 10, or (4) in the "Chance" box as 19. (Again, the player must decide which box to score in.)

- d) "Small Straight" box can be scored in if the dice show any sequence of four numbers. Any "Small Straight" scores 30 points. The following are examples of "Small Straights":



- e) "Large Straight" box can be scored in if the dice show any sequence of five numbers. Any "Large Straight" scores 40 points. The following are examples of "Large Straights":



(NOTE: "Large Straights" may also be scored as 30 in the "Small Straight" box.)

- f) "YAHTZEE" box can be scored if the dice show five of the same number ("5 of a Kind"). A "YAHTZEE" scores 50 points.

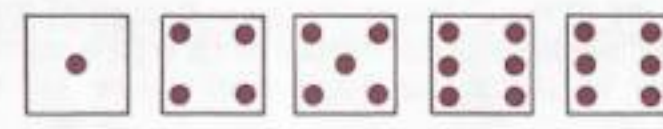
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One example of a "YAHTZEE" is:



Refer to "YAHTZEE Bonus" and "YAHTZEE used as a Joker" to score more than one "YAHTZEE" in a game.

- g) "Chance" box scores the total of all markers and is the one chance to score any combination. For example:

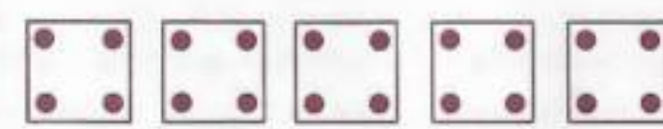


could be scored as 22 (the total of all markers) in the "Chance" box if the player chooses to score in "Chance".

- h) YAHTZEE Bonus Chips: A player receives a Bonus chip (valued at 100 points) for his second and subsequent YAHTZEE if, and only if, the first YAHTZEE was scored as 50 in the "YAHTZEE" box. (If he had previously scored a zero in the "YAHTZEE" box, he is NOT entitled to any bonus chips in that game. At the end of the game, the chips are totaled as 100 points each and are added to the score on the reverse side of the score card.

- i) "YAHTZEE used as a Joker":
A YAHTZEE may be used as a joker in the Lower Section when both of the following conditions exist:
1) The YAHTZEE box has been previously filled with 50 or zero.
2) The appropriate box in the Upper Section has been filled.
For example, if the YAHTZEE consists of five 4's and the "Fours" box has previously been filled.

The player marks his score in any of the boxes in the Lower Section as follows: If the markers were



he may score the total of all five markers, which in this case equals 20 points, in any one of the following boxes: "3 of a Kind," "4 of a Kind," or "Chance." Or, he may score 25 points in the "Full House" box, 30 points in the "Small Straight" box

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If at the completion of each turn, your dice show:



You have the choice of scoring the following boxes, if open:

9 points in "Threes" box in Upper Section; or 19 points (total of all dice) in "3 of a Kind" or "Chance" box in Lower Section.



20 points in "Fives" box in Upper Section; or 22 points (total of all dice) in "3 of a Kind" or "4 of a Kind" box, or "Chance" box in Lower Section.



19 points (total of all dice) in "Chance" in Lower Section, or 4 points in "Twos" box in Upper Section. This last choice, however, puts you 2 points below (63) for Upper Section

bonus of 35 points. To overcome this deficit, you would have to score either 4 "Threes," "Fours," "Fives" or "Sixes" during the game to earn the bonus.

If, in any of the above examples, all appropriate boxes were already filled, you would have to score a zero in a blank box. It would be best if you could take a zero in an open box of the Upper Section without ruining your chances for making 63 to earn the 35 point bonus. If this cannot be done, a player would have to use his judgment in placing the zero so as to lose the minimum number of points.

YAHTZEE PLAYED WITH PARTNERS:

YAHTZEE may be played by two or more teams of partners. Partners write their score in the same column. All other rules remain the same.

YAHTZEE PLAYED SOLITAIRE:

YAHTZEE may also be played solitaire. The highest score that can be obtained in any one game is 375 points (not including YAHTZEE bonus chip points).

Additional Yahtzee® Score Pads are available at your local store wherever games are sold.

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