Instructions 1 or ^{More} Playe AGE 8+ 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 combina-tion 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

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

Second roll: Reroll 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: Reroll 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, vour turn is over.

Section, add only the dice with the same number and enter the total in the appropriate box. For example, with the dice shown below you could score 9 in the *Threes* box, 2 in the *Twos* box or 4 in the *Fours* 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

a 35-point bonus.

To score in theUpper

scoring three of each num-ber (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 is explained in detail in the next column.

4 of a Kind: Score in this

box only if the dice include

4 or more of the same num-

ber. For example, with the dice shown below you could score 14 points in the 4 of

a Kind box. 0 0 0 0 0 0 0 Other Scoring Options: You could instead score 14 in the 3 of a Kind box or in the Chance box—or you could score in the Upper Section: 8 in the Twos box, or 6 in

the Sixes box.

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. For example, with the dice shown below you could score 25 points in the Full House box.

Large Straight: Score in this box only if the dice show any sequence of five numbers. Any Large Straight is worth 40 points. You could score 40 points in the Large Straight box with either of the two dice combinations shown below.

Other Scoring Options: You could instead score in the

Small Straight box, the

Chance box, or the appropriate Upper Section box. YAHTZEE: Score in this box only if the dice show five of the same number (5 of a kind). A YAHTZEE example is shown below.

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 accord-ing 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

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

check marks if necessary!

the total of all 5 dice in the appropriate Upper Section box. If this box has already been filled in, score as 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

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. First Roll 0 0 0

or second roll. To roll the dice, place them in the dice

cup, shake them up, and roll them out.

column of 13 boxes. You

SCORING

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. Upper Section What to

players have filled in their 13 boxes. Scores

are totaled, including any bonus points. The player

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

How to Play

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

When you are finished rolling, decide which box to

fill in on your score card.

For each game, there is a

with the highest total wins.

Aces (Ones) Total of Aces only Twos Total of Twos only Total of Threes only Total of Fours only Fours Total of Fives only Fives Sixes Total of Sixes only

What to Section Score 3 of a Kind Total of all 5 dice Total of all 5 dice 4 of a Kind Full House 25 points Small Straight 30 points

Large Straight 40 points YAHTZEE (5 of a Kind) 50 points Chance Total of all 5 dice 3 of a Kind: Score in this box only if the dice include 3 or more of the same number. For example, with

could instead score 18 in the Chance box, or you could score in the Upper Section: 15 in the Fives box, 2 in the Twos box or 1 in the Aces box. Othe Scoring Options: You could instead score 19 in the 3 of a Kind box or in the

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Small Straight: Score in this box only if the dice show any sequence of four numbers. Any Small Straight is worth 30 points.
You could score 30 points in
the Small Straight box with any of the three dice combi-

Other Scoring Options: You could instead score in the Chance box, or in the appropriate Upper Section box.

another category, and don't want to enter a zero.

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

entered zero in the YAHTZEE box, and have also scored in the Fours box in the Upper Section. The in the Upper Section.

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.

SOLO PLAY No competition around? A TURN EXAMPLE and scoring strategy are illustrated below.

to Win

How

18

30

Third and Final Roll You roll 1 Two and 2 Threes. You could score 6 points for Twos, 12 points for 3 of a Kind, or 25 points for Full House. You decide on the Full House because this combination can be tough to roll later in the game; also, you're ahead in the Upper Section, so you may not need 3 Twos for your 35point bonus; and also, you're hoping that later you'll roll a higher-scoring 3 of a Kind!

the dice shown below you could score 18 points in the 3 of a Kind box. Other Scoring Options:

Chance box—or you could score in the Upper Section: 9 in the Threes box or 10 in the Fives box.

nations shown below. • • • • • ANY

The first YAHTZEE you enter in the YAHTZEE box is worth 50 points. For each additional YAHTZEE you For each 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

For example, you could score 22 points in the Chance box with the dice shown below. YAHTZEE BONUS: If

you roll a YAHTZEE and have already filled in the YAHTZEE box with a 50,

ou get a 100-point bonus! Take one bonus chip, then

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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 You've already Fours.

After the scores are tallied, the player with the highest Grand Total wins the game! Challenge yourself in solitaire play, and try to beat your pre-vious scores! You're well into a 4-player game. Your dice rolls

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You could roll again for Fours, 3 of a Kind or Large Straight. You've already

Second Roll

scored your Small Straight, so it's risky; but the 2/3/4/5 gives you a good chance of rolling either an Ace or a Six in the next two rolls. You decide to set aside the Small Straight and reroll one die.

You roll a Two. You could reroll the die again for your Large Straight, or set aside the 2 Twos and roll for your Twos or for 3 of a Kind. You decide to set aside the twos and reroll the remaining 3 dice. We will be happy to hear your questions or comments about this game. US consumers please write to: Hashro Games, Consumer Affairs Dept., PC. 80x 200 Particles, RI 02862, FEI 888-836-7205 (foll free), Canadiac consumers please write to: Hashro Canada Corporation, 2530 de la Pro-ince, Longueuf DC Canada HG TC2. European consumers please write to Hashro LK td., Hashro Consumer Affairs, PC. Box 43 Claswell Way, New-port, Walles, NPI 49 Td), or telephone our Helpine on 09 800 2242 2726.

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