

YAHTZEE

OBJECT OF THE GAME - The object of YAHTZEE is to obtain the highest score. The player with the greatest grand total wins and earns the difference between his score and that of his opponents.

NUMBER OF PLAYERS - YAHTZEE may be played by any number of people. It can be played solitaire or competitively in a group.

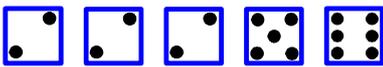
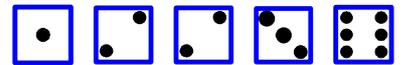
EQUIPMENT OF THE GAME - The YAHTZEE game requires the following equipment:- 1 Dice shaker, Set of five dice, YAHTZEE score pad, and some YAHTZEE bonus chips

NOW LETS PLAY THE GAME - Each player keeps his own score on a YAHTZEE score card to be marked with player's names.

To determine who goes first, each player places all five dice in the dice shaker and rolls out the dice; the player with the highest total starts the game. The play then continues clockwise. Each player on his turn places all five dice in the dice shaker and rolls out the dice. Each turn consists of a maximum of three rolls - the first roll to be made with all five dice. If the player elects to roll a second and third time, he may pick up and use any number of dice, providing a score is taken on the last roll.

It is the skilful use of these two optional rolls of the dice that can turn an unlucky first or second roll into a high-scoring turn.

YAHTZEE SCORE CARD - You'll note that there are 13 scoring boxes - "Aces", "Twos", "Threes", etc., through to "High (Large) straight", "YAHTZEE" and "Chance". On each turn, the player **must** score in one of the 13 boxes. If on the first roll of 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 roll another "2" 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 elect 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 rolls for his third and last roll. If, on his third roll, he has he could enter his score as 6 in the "Twos" box in the Upper Section of the score card or 11 (total of all five dice) in the "3 of a kind" box in the Lower Section. The choice of when to take a score - after the first, second or third roll on turn - and where to score (in the Upper or Lower Section of the score card) will be determined by the goal the player has set for himself. The choice of where to score can be made at any time after the first, second or third roll.



On completion of each turn, the player marks the score in the appropriate box on his score card. If there is not an appropriate box open to mark his score, the player must enter a nought in any box of his choice. For example, if after the third roll a player has after the "Fours" box in the Upper Section and "3 of a kind" and "Chance" boxes in the Lower Section have been previously filled, the player must enter a nought in any open box. Only one blank box may be filled at the end of each players turn. The boxes may be filled in any order, according to the player's



best judgement.

The game is completed after each player has had 13 turns and has filled every box in the column with a score or an optional nought. The scores are then totalled and entered on the reverse side of the score card.

HOW TO SCORE - It's simple! The YAHTZEE score card is divided into 2 sections: the Upper and Lower.

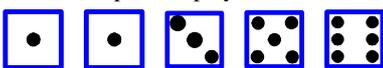
UPPER SECTION - In the Upper Section there are boxes to score "Aces", "Twos", "Threes", "Fours", "Fives" and "Sixes". If a player elects to score in the Upper Section, he counts and adds only the dice with the same number and enters the total of these dice in the appropriate box. If a player, on his turn, rolls



and elects to take his score in the Upper Section, he would enter 9, in the "Threes" box.

NOTE: A player may only enter the total on **any number** of the same value dice in the appropriate box in the Upper Section.

For example, if a player, on his turn, rolls



he may elect to score 2 in the "Aces" box.

On the other hand, if a player, on his turn, rolls

he may, if he wishes, score 12 in the "Threes" box.



BONUS - To earn a bonus of 35 points, a player must score 63 points or more, **in any manner**, in the Upper Section.

(For quick calculation, 63 may be reached by scoring 3 "Aces", "Twos", and so on through to "Sixes" as shown on the score cards.)

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

“3 of a kind” - scores the total of all dice provided they include 3 of the same number. For example:

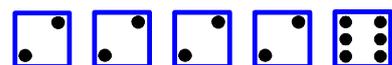
Would total 18 (total of all dice) in the “3 of a kind” box.



“4 of a kind” - scores the total of all dice provided they include 4 dice of the same number.

This turn, would be scored 14 (total of all dice) in the “4 of a kind” box.

(May also be scored in “3 of a kind” if “4 of a kind” box has already been filled.)

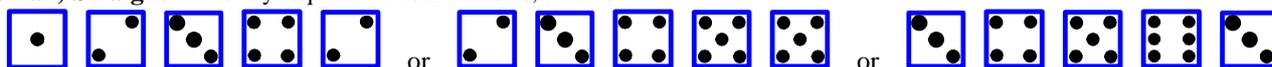


“Full House” - may be chosen when the dice show any combination of three of one kind and two of another. For example, this may be scored as 25 points in the “Full House” box.

(may also be scored in “3 of a kind” box or “Threes” box in the Upper Section if “Full House” has already been filled.)



“Low (Small) Straight” - is any sequence of four numbers, such as



NOTE: The fifth dice can be any number. Any “Low (Small) Straight” is valued at 30 points.

“High (Large) Straight” - is a sequence of five numbers, such as

These turns are valued at 40 points in the “High (Large) Straight” box. (May also be scored in “Low (Small) Straight” box if “High (Large) Straight” box has already been filled.)



“YAHTZEE” - is any five of a kind. Score 50 points in the “YAHTZEE” box.

“The Chance box” - offers a player the opportunity to score on any turn that doesn't fill any other requirement.

Score in the “Chance” box by totalling the number of points on all the dice.

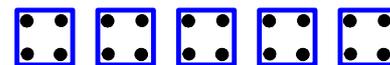
YAHTZEE used as a JOKER - If a player should roll a YAHTZEE, and the “YAHTZEE” box has been previously filled (and the appropriate box in the Upper Section has been used) then and only then may a player use this turn as a JOKER.

He marks his score in any of the boxes in the Lower Section, as follows. If the dice were :

he may score 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 “Low (Small)

Straight” box or 40 points in the “High (Large) Straight” box. **If all the boxes in the Lower Section are filled, he must enter a nought in a box of his choice in the Upper Section.**



How to use YAHTZEE BONUS CHIPS - A player receives one YAHTZEE Bonus Chip when he rolls a second YAHTZEE during a game **if, and only if, the first YAHTZEE was scored in the “YAHTZEE” box.**

The second YAHTZEE is scored in the appropriate box in the Upper Section or as a JOKER, as explained above.

The YAHTZEE Bonus Chips are each worth 100 points. At the end of each game, players score the number of points each has in YAHTZEE Bonus Chips and then returns the chips to the “kitty”. When two tables are playing, divide the Bonus Chips by colour.

YAHTZEE PLAYED WITH PARTNERS - may be two or more teams of partners. Partners write their score in the same column.

All other rules remain the same.

YAHTZEE PLAYED SOLITAIRE - the highest score that can be obtained in any one game is 375 points.

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

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 the Upper Section; or “3 of a kind” or “Chance” box in the Lower Section.



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

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

20 points in “Fives” box in the Upper Section; or 22 points (total of all dice) in “3 of a kind” or “4 of a kind” box, or “Chance” box in the Lower Section.

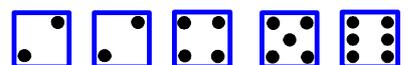


If at the completion of each turn, your dice show:

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

19 points (total of all dice) in “Chance” in Lower Section, or 4 points in “Twos” box in the

Upper Section. This last choice, however, puts you 2 points below the required total of 63 for the 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 all ready filled, you would have to score a nought in a blank box. It would be best if you could take a nought in an open box of the Upper Section without ruining your chances for making par of 63 to earn 35 points bonus. If this cannot be done, a player would have to use his judgement in placing the nought so as to lose the minimum number of points.

Yahtzee Scorecard

Ones	Add all ones rolled.							
Twos	Add all twos rolled.							
Threes	Add all threes rolled.							
Fours	Add all fours rolled.							
Fives	Add all fives rolled.							
Sixes	Add all sixes rolled.							
Bonus	35 points if above add to 63 or more							
3 of a kind	Add all dice.							
4 of a kind	Add all dice.							
Full House	25 points							
Sm. Straight	30 points							
Lg. Straight	40 points							
Yahtzee	1st = 50 points 2nd = 100 points							
Chance	Add all dice							
TOTAL								

Item	Score	Comment
Ones		Sum only the ones
Twos		Sum only the twos
Threes		Sum only the threes
Fours		Sum only the fours
Fives		Sum only the fives
Sixes		Sum only the sixes
SubTotal		Add all entries above
Bonus		If subtotal is at least 63, bonus is 35, else 0
Total of Upper Section		Add subtotal and bonus
3 of a Kind		Add total of all die if there is three of a kind
4 of a Kind		Add total of all die if there is four of a kind
Full House		25 pts if two of a kind AND three of a kind
Small Straight		30 pts if 4 die have consecutive values
Large Straight		40 pts if 5 die have consecutive values
YAHTZEE		50 pts if all die have same value
Chance		Sum values of all die
Total of Lower Section		Add all entries above
Total of Upper Section		From above
Grand Total		Add totals of upper and lower sections