



*An exciting game  
of skill and chance,  
fun for all the family.  
Just for the fun of it, get up a  
Yahtzee party tonight.*



## 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.

**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:** Your YAHTZEE game consists of the following equipment:

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

## NOW LET'S PLAY

Each player keeps his own score on a YAHTZEE score card to be marked with the player's name. To determine who goes first, each player places all five dice in the dice cup and rolls out all the dice; the player with the highest total starts the game. The play then continues clockwise.

Each player in turn places all five dice in the cup, shakes the cup and rolls out the dice. Each turn consists of a maximum of three rolls. The first roll must be made with all five dice. If the player chooses to roll a second and, if desired, a third time, he may pick up **any** or **all** the dice and roll again. It is the skillful use of these two optional rolls of the dice that can turn an unlucky first or second roll into a high-scoring turn. A score must be entered after the last roll in the appropriate box or a zero entered in a box of the player's choice.

### SCORE CARD

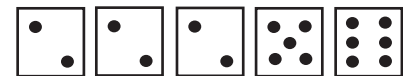
Now let's look at the YAHTZEE score card. You'll note that there are 13 scoring boxes—aces, twos, threes, etc., through Large Straight, YAHTZEE and Chance. On each completed turn, the player **must** score in one of the 13 boxes.

If on the first roll of the dice, a player has



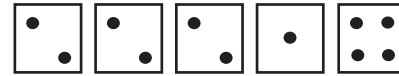
he might choose to go for "Twos" in the Upper Section of the score card or "3 of a kind" (in this case 2's) in the Lower Section of the score card. The player would then leave the dice marked "2" on the table, pick up the 1, 3 and 6 dice and attempt to toss more 2's on his second roll.

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.

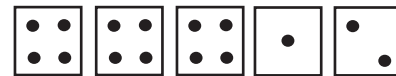
If the player chooses to roll again, he picks up the 5 and 6 dice only and tosses for his third and last roll. If, on this third roll, he has



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 either after the first, second, or third roll of the dice and where to score (in the Upper Section of 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, or may enter a zero in a box of his choice.

For example, if after the third roll a player has

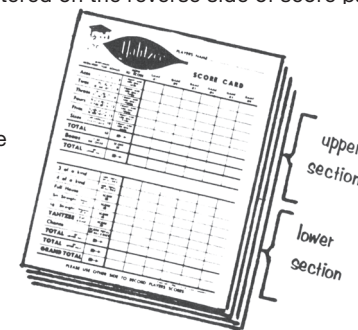


and if the "Ones," "Twos" and "Fours" boxes in the Upper Section and the "3 of a kind" and "Chance" boxes in the Lower Section have been previously filled, the player must enter a zero in any open box. Only one blank box may be filled at the end of each turn. **The boxes may be filled in any order, according to the player's best judgment.**

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 zero. The scores are then totalled and entered on the reverse side of score pad.

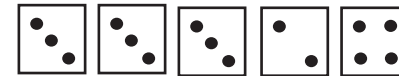
## HOW TO SCORE

It's simple! The YAHTZEE score card is divided into 2 sections; the Upper and Lower.



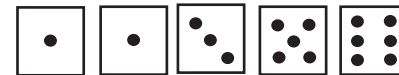
## UPPER SECTION

In the Upper Section there are boxes to score "Aces," "Twos," "Threes," "Fours," "Fives" and "Sixes." If a player chooses 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

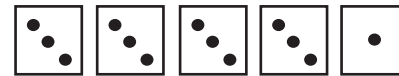


and elects to take his score in the Upper Section, he would enter 9 in the "Threes" box.

**NOTE:** a player may enter the total of **ANY NUMBER** of same value dice in the appropriate box in the Upper Section. For example, if a player, on his turn, rolls



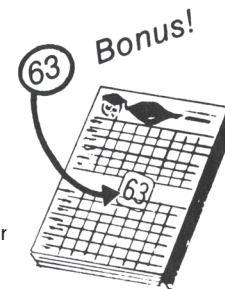
he may choose to score 2 in the "Aces" box. On the other hand, if a player, on his turn, rolls



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 the Upper Section. (For quick calculation, 63 **may** be reached by scoring 3 "Aces," "Twos," and so on through "Sixes.") A bonus can be obtained by having a total of 63 points or more scored **in any manner** in the Upper Section



## LOWER SECTION

The Lower Section of the score card is played exactly as indicated. The "3 of a kind" box may be filled in only if the dice show at least 3 of the same number. For example:



would be scored 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,

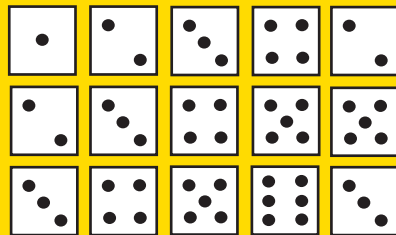


would be scored 14 (total of all dice) in the “4 of a kind” box. (May also be scored in “3 of a kind” if “4 of a kind” box has already been filled.)

**“Full House”** may be scored as a “Full House” for 25 points in the Lower Section and may also be scored in “3 of a kind box” or “3 box” in Upper Section (if “Full House” box has already been filled.)

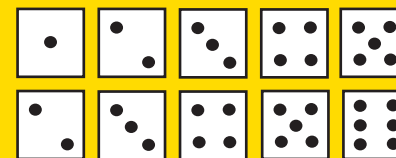


**“Small Straight”** is any sequence of four numbers, such as



**NOTE:** the fifth die can be any number. Any “Small Straight” is valued at 30 points.

**“Large Straight”** is a sequence of five numbers, either



These turns are valued at 40 points in the “Large Straight” box. (May also be scored in “Small Straight” box if “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

where he does not choose to score in any of the other open boxes. Mark score by totalling number of points on all dice.

**YAHTZEE USED AS A JOKER:** A YAHTZEE may be used as a Joker only 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 been previously filled.

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



he may score the total of all 5 dice, 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 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.**

**HOW TO USE YAHTZEE BONUS CHIPS:** A player receives one YAHTZEE Bonus Chip when he tosses a second YAHTZEE during the same game **if, and only if, the first YAHTZEE was scored in the YAHTZEE box.** The second and subsequent YAHTZEES must be scored in the appropriate box in the Upper Section. If the appropriate box has been filled previously then the second or subsequent YAHTZEES may be used as a Joker provided that both conditions exist as described in the preceding paragraph. If a zero must be taken when the YAHTZEE is used as a Joker, the player still receives a Bonus Chip. **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 in the space provided on the back of the score card. After scoring, return the bonus chips to the “kitty.” When two tables are playing, divide the Bonus Chips by color.

### 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).



## 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 19 points (total all dice) in “3 of a kind” or “Chance” box in the Lower Section.
	20 points in “Fives” box in the Upper Section; or 22 points (total all dice) in “3 of a kind” or “4 of a kind” box, or “Chance” box in the Lower Section.
	19 points (total of all dice) in “Chance” in the Lower Section, or 4 points in “Twos” box in the Upper Section. This last choice, however, puts you 2 points below (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 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 scoring a 63 to earn the 35 point bonus. If this cannot be done, a player would have to use his judgement in placing the zero so as to lose the minimum number of points.

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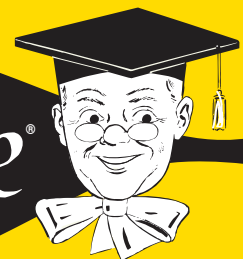


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# HOW TO PLAY

*Classic*

# Yahtzee®



the  
**FUN** game  
that makes  
**THINKING**  
*...fun!*

