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

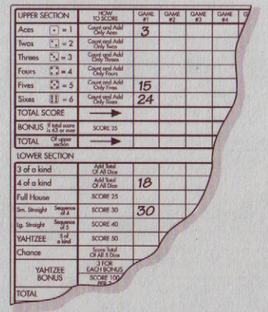
After the scores are tallied, the player with the highest Grand Total wins the game!

SOLO PLAY

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

A TURN EXAMPLE

You're well into a 4-player game. Your dice rolls and scoring strategy are illustrated below.



First Roll



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

Second Roll



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.

Third and Final Roll



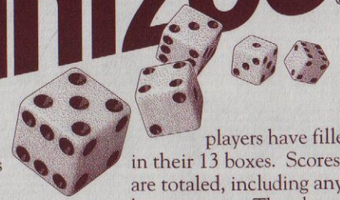
You roll 1 Two and 2 Threes. You could score 6 points for *Twos*, 12 points for *3 of a Kind*, or 25 points for *Full House*. You decide on the *Full House* because this combination can be tough to roll later in the game; also, you're ahead in the Upper Section, so you may not need 3 Twos for your 35-point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

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Instructions
1 or More Players

Yahtzee®



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: 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, 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.

Upper Section	What to Score
Aces (Ones)	Total of Aces only
Twos	Total of Twos only
Threes	Total of Threes only
Fours	Total of Fours only
Fives	Total of Fives only
Sixes	Total of Sixes only

To score in the Upper 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 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 is explained in detail in the next column.

Lower Section	What to Score
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
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 the dice shown below you could score 18 points in the *3 of a Kind* box.



Other Scoring Options: You 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.

4 of a Kind: Score in this box only if the dice include 4 or more of the same number. For example, with the dice shown below you could score 14 points in the *4 of a Kind* box.



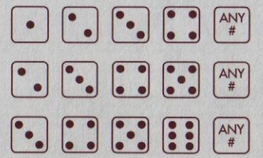
Other Scoring Options: You could instead score 14 in the *3 of a Kind* box or in the *Chance* box—*or* you could score in the Upper Section: 8 in the *Twos* box, or 6 in the *Sixes* box.

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.



Other Scoring Options: You could instead score 19 in the *3 of a Kind* box or in the *Chance* box—or you could score in the Upper Section: 9 in the *Threes* box or 10 in the *Fives* box.

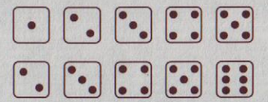
Small Straight: Score in this box only if the dice show any sequence of four numbers. Any Small Straight is worth 30 points. You could score 30 points in the Small Straight box with any of the three dice combinations shown below.



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



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.

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