YAHTZEE bonus!

If you roll multiple YAHTZEES, you can rack up a seriously high score.

One **extra** YAHTZEE = 100 bonus points!

Put an (X) in the YAHTZEE bonus **AND** fill in one of your empty boxes on the score card as follows:

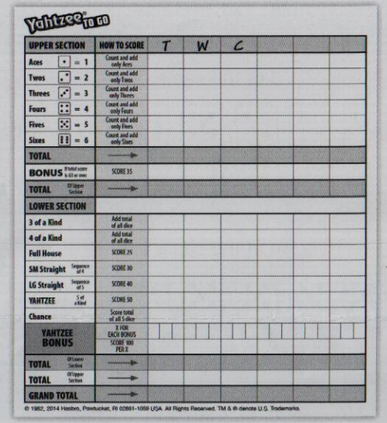
1. Score the total of the 5 dice in the matching upper section box.
2. If that box is full, fill the 3 of a Kind or 4 of a Kind boxes in the lower section with your 5 dice total.
3. If they too are full, use your Chance, or 'steal' any one of the combos with your 5 of a Kind dice. Score as normal, e.g. Full House is 25 points.
4. If you've already scored ZERO in your YAHTZEE box, you can't get a YAHTZEE bonus of 100 points. (Sorry! Try not to score ZERO into your YAHTZEE box!) But you must still score as detailed above in steps 1–3.

WIN

The player with the highest GRAND total at the end of all 13 rounds is the winner.

Don't forget to add your 35-point bonus if you score over 63 points in the upper section.

Your score card


Yahtzee TO GO

UPPER SECTION	HOW TO SCORE	T	W	C			
Aces = 1	Count and add only Aces						
Twos = 2	Count and add only Twos						
Threes = 3	Count and add only Threes						
Fours = 4	Count and add only Fours						
Fives = 5	Count and add only Fives						
Sixes = 6	Count and add only Sixes						
TOTAL	——→						
BONUS (Total if score is 63 or more)	SCORE 35						
TOTAL (Of Upper Section)	——→						
LOWER SECTION							
3 of a Kind	Add total of all dice						
4 of a Kind	Add total of all dice						
Full House	SCORE 25						
SM Straight (Sequence of 4)	SCORE 30						
LG Straight (Sequence of 5)	SCORE 40						
YAHTZEE (5 of a Kind)	SCORE 50						
Chance	Score total of all 5 dice						
YAHTZEE BONUS	1 FOR EACH BONUS SCORE 100 PTS.						
TOTAL (Of Lower Section)	——→						
TOTAL (Of Upper Section)	——→						
GRAND TOTAL	——→						

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This is T's first roll. He's going for a Full House. He thinks he can get a ⚄ or a ⚃ in 2 rolls.

But, with these dice, T could also go for **Fours** or **Sixes** in the upper section – or **3 of a Kind** or **4 of a Kind** in the lower section. He could also go for a **Small** or **Large Straight**. See?

Who knows, he could even get a **YAHTZEE!**

Top tips & tactics

Winning is all about being strategic to get the highest score. Here's how:

- At the start of each game, you'll find your roll can be entered into a number of boxes. You must decide which box to fill in on that turn.
- Bear in mind that some combos are easier to roll than others and you will (unless you're a real dice shark) probably have to enter a ZERO at some point.
- Balance scoring between the upper and lower sections to maximize your score.
- Leave your CHANCE roll until later in the game when your options are becoming more and more limited.
- The real mastery of the game is not just being a high roller, but knowing which box to fill in and when.
- If you've already scored a Large Straight, and then roll another, you can use it as your Small Straight!

If you use up all your score cards, buy refill packs from your YAHTZEE retailer or order them online from **www.hasbro.com**

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2+ PLAYERS

AGES 8+

Yahtzee® TO GO

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5 Dice, 1 Dice Cup with Lid, and 100 Score Cards.

44279

PLAY

How to win

1. Roll your dice to rack up the best possible score.
2. Decide which dice combo you're going for and write your score in that box on the score card.
3. Highest score after all 13 rounds wins!

How to play

1. Roll a die each. Highest roll starts. Play continues clockwise.
2. Write each player's name on the score card, in the order of play.
3. Roll **up to** 3 times each turn.
4. Fill in **1** empty box in the column under your name **each turn.**

Your 1st roll

- Roll all 5 dice.
- If you get the exact combo you want, mark your score card right away.
- Otherwise, continue with your 2nd roll.

Your 2nd roll

- Set aside any 'keepers' and re-roll the rest.
- Hate them all? Re-roll them all!
- If you get the exact combo you need, mark your score card.
- Otherwise, continue with your 3rd roll.

Your 3rd and final roll

If you still haven't nailed a combo, or just want to maximize your score:

- Roll some or all of your dice (as above), even **any** 'keepers' you might have set aside.
- You **must** enter a score at the end of this roll, whether or not you like your dice!
- If your roll doesn't suit any of your empty boxes, you have to enter a ZERO somewhere.
- BUT scoring even a single die value is better than a ZERO!

Scoring your 13 rolls

Remember! You can complete **any** box in **any** section in **any** order but you MUST fill in **one box** each turn.

Now, look at a score card. You'll see it's split into two sections: the upper for dice face values and lower for the set combos.

Upper section

The upper section scores only the same dice, from ⚀ to ⚅
Add up the dice of the same number to get your score.
You can just count a single die – it's better than a ZERO.



= 9 points in the Threes box

e.g., 3 Threes



= 2 points in the Aces box

e.g., 2 Aces

BONUS: If you score over 63 points in the upper section, you get a bonus **35 points!**
To get to the bonus, you just need to roll 3 of each dice.

Lower section

The lower section scores the various dice combos:

3 of a Kind — **TOTAL dice score**

3 of the same dice



= 17 points

e.g., 3 Twos plus Five and Six

4 of a Kind — **TOTAL dice score**

4 of the same dice



= 22 points

e.g., 4 Fives plus Two

Full House — **SET score 25 points**

Any 3 of a Kind and any Pair

e.g.  **= 25 points**

Worth 25 points regardless of the face value of the dice

Small Straight — **SET score 30 points**

Any 4 consecutive dice

e.g.  **= 30 points**

Worth 30 points regardless of the face value of the dice

Large Straight — **SET score 40 points**

Any 5 consecutive dice

e.g.  **= 40 points**

Worth 40 points, regardless of the face value of the dice

Chance — **TOTAL dice score**

Add up the face value of any roll.
No combos necessary. CHANCE is a one-off, use anytime, catch-all safety net when you can't score anywhere else and don't want to enter a ZERO.

e.g.  **= 23 points**

YAHTZEE — **SET score 50 points**

Any 5 of the same dice

e.g.  **= 50 points**

TOP score. 50 points, regardless of the face value of the dice.

- If you don't have a score to enter at the end of your turn, you must enter **ZERO** in one of your empty boxes.
- Once a box has been filled in, it **cannot** be used again.
- A summary on **HOW TO SCORE** is on every score card.