

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 box **AND** fill in one of your empty boxes on the score card as follows:

- Score the total of the five dice in the matching upper section box.
- If that box is full, fill the Three of a Kind or Four of a Kind boxes in the lower section with your five dice total.
- If those are full too, use your Chance or “steal” any one of the combos with your Five of a Kind dice. Score as normal (e.g. Full House is 25 points).
- If you’ve already scored ZERO in your YAHTZEE box, you can’t get a YAHTZEE bonus of 100 points, but you can still score as detailed above.

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 at least 63 points in the upper section.

YOUR SCORE CARD

Yahtzee

UPPER SECTION	HOW TO SCORE	Tom	Sam	Amy					
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	☐ If total score is 63 or over SCORE 35								
TOTAL	→								
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 5 SCORE 30								
LG Straight	☐ Sequence of 6 SCORE 40								
YAHTZEE	☐ 5 of a Kind SCORE 50								
Chance	☐ Add total of all dice								
YAHTZEE BONUS	☐ X FOR EACH BONUS SCORE 100 PER X								
TOTAL	→								
TOTAL	→								
GRAND TOTAL	→								

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This is Tom’s first roll. He’s going for a **Full House**. He thinks he can get a or a in two rolls. With these dice, Tom could also go for **Fours** or **Sixes** in the upper section. In the lower section, he could go for **Three of a Kind**, **Four of a Kind**, **Small Straight**, **Large Straight**, or even **YAHTZEE**!

TOP TIPS

The real mastery of the game is not just being a high roller, but knowing when to fill in each box.

- Remember that some combos are easier to roll than others, and you will 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 limited.
- Avoid entering a ZERO in your YAHTZEE box. Otherwise, you can’t get the 100-point YAHTZEE BONUS.

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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OBJECT

Roll dice and fill in combos to get the highest score after all 13 rounds.

PLAY

Each player rolls a die. The highest roller starts, and play continues clockwise. Write each player’s name on the score card, in the order of play (pen not included). Each player will have 13 turns.

ON YOUR TURN

Roll **up to** three times, and then fill in **one** empty box in the column under your name.

Your first roll

- Roll all five dice.
- If you get the exact combo you want, mark the score card right away.
- Otherwise, you may roll again.

Your second 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 the score card.
- Otherwise, you may roll again.

Your third roll

- If you still haven’t nailed a combo, or just want to maximize your score:
- Roll some or all of your dice, 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. (Scoring even a single die value is better than a ZERO! See right for SCORING and the back page for TOP TIPS.)

SCORING YOUR 13 TURNS

You can complete **any box** in any section in **any order**, but you must fill in **one box** each turn. 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, it **cannot** be used again.

The score card is split into two sections: the upper section and lower section.

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 count just a single die — it’s better than a ZERO.)


e.g. 3 Threes

= 9 points
in the Threes box


e.g. 2 Aces

= 2 points
in the Aces box

BONUS: If you score at least 63 points in the upper section, you get a bonus 35 points! To get to the bonus, you just need to roll three of each number.

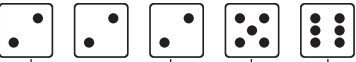
Lower Section

The lower section scores the various dice combos.

THREE OF A KIND
Three of the same dice

TOTAL dice score

Your score is the face value of all five dice.


e.g. 3 of a Kind

= 17 points

count toward your score

FOUR OF A KIND
Four of the same dice

TOTAL dice score

Your score is the face value of all five dice.


e.g. 4 of a Kind

= 22 points

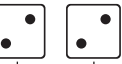
counts toward your score

FULL HOUSE
Any Three of a Kind and any Pair

SET score 25 points

Worth 25 points, regardless of the face value of the dice.


e.g. 3 of a Kind

+ 
Pair

= 25 points

SMALL STRAIGHT
Any four consecutive dice

SET score 30 points

Worth 30 points, regardless of the face value of the dice.


e.g. Small Straight

= 30 points

LARGE STRAIGHT
Any five consecutive dice

SET score 40 points

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


e.g. Large Straight

= 40 points

(If you’ve already scored a Large Straight, you can use this roll as your Small Straight.)

CHANCE
Add up the face value of any roll

TOTAL dice score

No combos necessary. Chance is a one-off, use anytime safety net when you can’t score anywhere else and don’t want to enter a ZERO.


e.g.

= 23 points

YAHTZEE
Five of a Kind

SET score 50 points

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


e.g.

= 50 points

(Unlike other combos, you can score points for more than one YAHTZEE! See **YAHTZEE BONUS** on the back page.)