



[Home Page](#) [For Sale](#) [Wanted](#)
[Listing Index](#) [Rules Index](#) [Waiting Room](#)



YAHTZEE RULES

OBJECT OF THE GAME:

The object of YAHTZEE is to obtain the highest score. The player with the greatest score 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 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
- 2 PENCILS
- YAHTZEE BONUS CHIPS

NOW LET'S PLAY

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

Each player on his turn places all five dice in the cup, shakes the cup and rolls. Each turn consists of a maximum of three rolls - the first roll to be made with all five dice. If a player elects to roll a second and third time, he may pick up and use any number of dice. A score is taken on the last roll. It is the skillful use of these two optional rolls that can turn an unlucky first or second roll into a high-scoring turn.

SCORE CARD

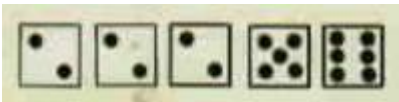
Now let's look at the YAHTZEE score card. You'll note that there are 13 scoring boxes: Ones, Twos, Threes, etc., through Large Straight, YAHTZEE and Chance. On each turn, the player enters a score in one of the 13 boxes.

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



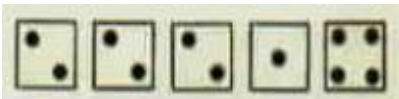
he might choose to go for "Twos" in the Upper Section of the score card or "3 of a kind" (in this case, 2's) in the Lower Section of the score card. The player would then leave the 1, 3 and 6 dice on the table, pick up the 1, 3 and 6 dice and attempt to toss another 2 on his second roll.

If on the second roll of the dice, he has



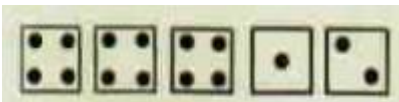
he might stop there and enter 6 in the "Twos" box in the Upper Section of the score card (total of all five dice) in the "3 of a kind" box in the Lower Section. Or he might choose to roll again in the hope of getting one or even two more 2's.

If the player chooses to roll again, he picks up the 5 and 6 dice only and tosses them on his third 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 (total of all five dice) in the "3 of a kind" box in the Lower Section. The choice of where to score (in the Upper 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 the score card. If there is not an appropriate box open to mark his score, the player must enter a zero in any open 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 zero in any open box. Only one box can 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 on the score card with a score or an optional zero. The scores are then totalled and entered on the reveal pad.

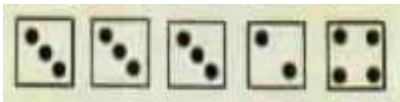
HOW TO SCORE

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



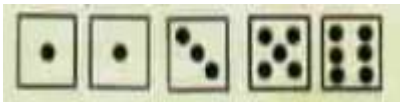
UPPER SECTION

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



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

NOTE: a player may enter the total of any number of same value dice in the appropriate 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



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

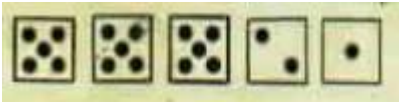
BONUS

To earn a bonus of 35 points, a player must score 63 points or more in the Upper Section calculation, 63 may be reached by scoring 3 "Aces," "Twos," and so on through "Sixes" (see score cards). A bonus can be obtained by having a total of 63 points or more scored in the Upper Section.



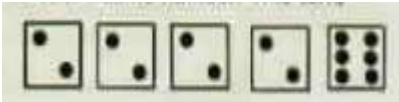
LOWER SECTION

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



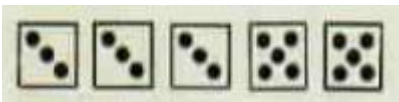
would be scored 18 (total of all dice) in the "3 of a kind" box.

"4 of a kind" scores the total of all dice provided they include 4 dice of the same number,



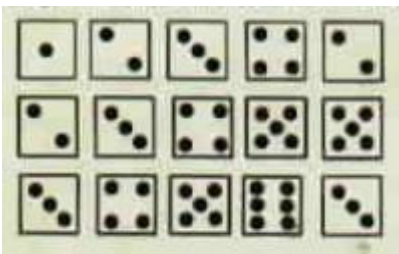
would be scored 14 (total of all dice) in the "4 of a kind" box. (May also be scored if "4 of a kind" box has already been filled.)

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



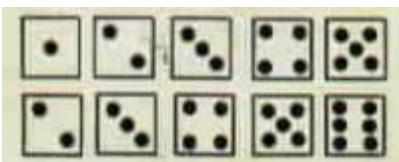
(May also be scored in "3 of a kind box" or "3 box" in upper section if "Full House" has been filled.)

"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 any sequence of five numbers, such as



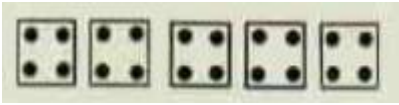
These turns are valued at 40 points in the "Large Straight" box. (May also be scored if "Large Straight" box has already been filled.)

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 which doesn't require a specific requirement. Mark score by totalling number of points on all dice.

YAHTZEE USED AS A JOKER

If a player should roll a YAHTZEE, and the YAHTZEE box has been previously filled (the YAHTZEE box in the Upper Section has been used) then and only then may a player use this. He marks his score in any of the boxes in the Lower Section, as follows. If the d



he may score 20 points in any one of the following boxes: "3 of a kind," "4 of a kind," or "5 of a kind." Or he may score 25 points in the "Full House" box, 30 points in the "Small Straight" box, 40 points in the "Large Straight" box. **If all the boxes in the Lower Section are filled, he may score 25 points 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 a turn, **if, the first YAHTZEE was scored in the YAHTZEE box.** The second YAHTZEE is scored in the Upper Section or as a Joker, as explained in the preceding paragraph.

The YAHTZEE Bonus Chips are each worth 100 points. At the end of each game, players count the number of points each has in YAHTZEE Bonus Chips and then return the chips to the "kitty." At the end of the game, divide the Bonus Chips by color.

YAHTZEE PLAYED WITH PARTNERS

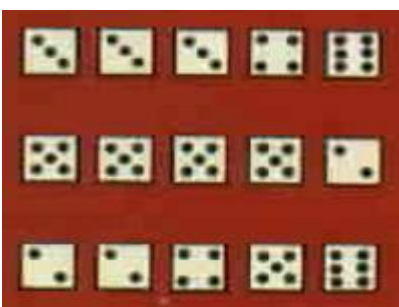
YAHTZEE may be played by two or more teams of partners. Partners write their scores. All other rules remain the same.

YAHTZEE PLAYED SOLITAIRE

YAHTZEE may also be played solitaire. The highest score that can be obtained in a game is 63 points.

STRATEGY

If you are not as lucky as your opponent, try to beat him with strategy. Here are some strategies. 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 Upper Section; or 19 points (total of all dice) in "3 of a kind" box in Lower Section.

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

19 points (total of all dice) in "Chance" in Lower Section or 4 points in "twos" box in Upper Section. This last choice, however, puts you 2 points below (63) for Upper Section bonus. To overcome this deficit, you would have to score either 4 "Threes," "Fours," "Fives," or "Sixes" in the game to earn the bonus.

If, in any of the above examples, all appropriate boxes were already filled, you would place a zero in a blank box. It would be best if you could take a zero in an open box or without ruining your chances for making par of 63 to earn the 35 point bonus. If done, a player would have to use his judgment in placing the zero so as to lose as few points as possible.

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