NOW LET'S PLAY
Each player keeps his own score on a YAHZZEE 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 skilful 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 YAHZZEE score card. You'll note that there are 13 scoring boxes—Aces, Twos, Threes, etc., through Large Straight, YAHZZEE 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 a four 2's and a 3, 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. YAHZZEE and Chance. On each completed turn, the player must score in one of the 13 boxes. On the other hand, if a player chooses to score in the Upper Section, he could 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 rolls again. If he gets another 2 on his second roll, he might choose to go for “Twos” in the Upper Section of the score card or “3 of a kind” in the Lower Section. The player must score in one or more games. The player with the highest score for one or more games wins.

The object of YAHZZEE is to obtain the highest score for one or more games. The player with the highest score for one or more games wins.

YAHZZEE RULES
OBJECT OF THE GAME: The object of YAHZZEE is to obtain the highest score for one or more games. The player with the highest score for one or more games wins.

NUMBER OF PLAYERS: YAHZZEE may be played by any number of people. It can be played solitaire or competitively in a group.

EQUIPMENT OF THE GAME: Your YAHZZEE game consists of the following equipment:

1 DICE CUP
1 SET OF 5 YAHZZEE DICE
1 YAHZZEE SCORE PAD
YAHZZEE BONUS CHIPS

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.
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 also be scored in “3 of a kind box” or “4 of a kind box” in Upper Section (if “Full House” box has already been filled.)

“Small Straight” is any sequence of four numbers, such as 1-2-3-4 or 2-3-4-5.

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 1-2-3-4-5 or 2-3-4-5-6.

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’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, 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 player may score 25 points in the “4 of a kind” box, or “Chance” box in the Lower Section.

If all the boxes in the Upper Section bonus have already been 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.

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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