

## 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:

1. Score the total of the 5 dice in the appropriate 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 in your YAHTZEE box!) But you can still score as detailed above in steps 1-3.

## WINNING

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.

## 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 use up all your score cards, buy refill packs from your YAHTZEE retailer or order them online from [www.hasbro.com](http://www.hasbro.com).

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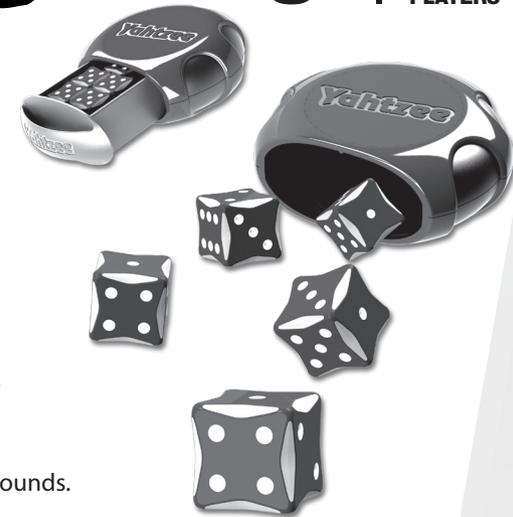
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# Yahtzee<sup>®</sup> CLASSIC

AGES  
**8+** |   
2+ PLAYERS



## GAME GUIDE

### CONTENTS

1 YAHTZEE Shaker, 5 Dice and 80 Score Cards.

### HOW TO WIN

Roll dice to get the highest score after all 13 rounds.

### BASIC RULES

1. Roll your dice to rack up the best possible score.
2. Decide which dice combo you're going for.
3. After each turn, write your score in **one** empty box on the score card.

### HOW TO PLAY

Roll a die to see who starts. Play continues clockwise.

Write each player's name on the score card, in the order of play (pen not included).

Roll **up to** 3 times each turn.

Fill in **one** empty box in the column under your name **each turn**.

### YOUR 1<sup>ST</sup> ROLL

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

### YOUR 2<sup>ND</sup> 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 3<sup>rd</sup> roll.

### YOUR 3<sup>RD</sup> 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! See inside for SCORING and the back page for some top strategy tips.

# 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

= 4 points in the Aces box  
e.g. 4 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

Your score is the face value of all 5 dice.

= 17 points  
e.g. 3 of a Kind also count toward your score

**4 of a Kind** TOTAL dice score  
4 of the same dice

Your score is the face value of all 5 dice.

= 22 points  
e.g. 4 of a Kind counts toward your score

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							
<b>TOTAL</b>	→							
<b>BONUS</b>	If total score is 63 or over	SCORE 35						
<b>TOTAL</b>	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 dice.							
<b>YAHTZEE BONUS</b>	X FOR EACH BONUS SCORE 100 PER X							
<b>TOTAL</b>	Of Lower Section	→						
<b>TOTAL</b>	Of Upper Section	→						
<b>GRAND TOTAL</b>	→							



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

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. Who knows, he could even get a **YAHTZEE!** He could also go for a **Small** or **Large Straight**. See?

- 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.



**Full House** SET score 25 points  
Any 3 of a Kind and any Pair

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

= 25 points  
e.g. any 3 of a Kind + any Pair

**Small Straight** SET score 30 points  
Any 4 consecutive dice

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

= 30 points  
e.g. Small Straight

**Large Straight** SET score 40 points  
Any 5 consecutive dice

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

= 40 points  
e.g. Large Straight

(if you've already scored a Large Straight, you can use this roll as your Small Straight)

**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.

= 23 points  
e.g.

**YAHTZEE!** SET score 50 points  
5 of a Kind

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

= 50 points  
e.g.