

# 'YAHTZEE' INSTRUCTIONS

**GAME SUMMARY:** In each turn a player may roll the dice up to three times in order to obtain a scoring combination. After rolling the dice, you must select one of the 13 scoring options. If your dice meet the requirements for the option selected you will get a score and if the requirements are not met then a zero will be scored. The scores are totaled continuously and bonus points are added in during play and after the final turn. The game ends after 13 rounds.

**TO PLAY:** Select the number of players and enter their Initials (only three initials will be used) in the text boxes provided. Then select Play to begin. The Reset button is to reset the High Scores. Each player in turn is allowed a maximum of 3 rolls of the dice, although you may score your dice after the first or second roll. All you need to do to roll the dice is click on the roll button.

- A. For the first roll you must roll all 5 dice.
- B. For the second and third rolls you may roll any or all of the dice by clicking on the dice to be rolled. Each selected die will be inverted when you click on it, if you make a mistake and click on the wrong dice just click on it again and it will be inverted again ( back to normal ).
- C. The dice are final after the third roll and **MUST** be scored.
- D. If you make a mistake and score you roll in the wrong place you can **undo** your selection and score it again.  
\* you must **undo** your mistake before the next player rolls! \*

## **SCORING:**

Each player has their own column, on the scorecard. You must make a decision of how to score based on individual strategy. In each game there are 13 scoring rounds. A player will receive a score or a zero after each turn, in one of the 13 scoring options in the Score Card menu.

There are 13 scoring options:

"Ones", "Twos", "Threes", "Fours", "Fives", "Sixes"

(considered the upper section), and

"Chance", "3 of a kind", "4 of a kind", "Full House", "Small Straight",

"Large Straight", "YAHTZEE"(five of a kind).

(considered the lower section).

After the end of a turn the player must select one of these options. A scoring option can be selected only once. A player may select the scoring options in any order.

At the end of a game, if a player attains a score of 63 or greater in the upper section (Ones to Sixes), then they will receive a 35 point bonus. Yahtzee bonuses (explained later) will be scored when earned.

**SCORING COMBINATIONS:**

1. UPPER SECTION:

"Ones" through "Sixes", If a player chooses to select one of these then their score is determined by the number of dice that are equal to the selection. For example:

3                    3                    3                    1                    5

would be scored as 9 points if "Threes" are selected or if "Fives" were selected then 5 points would be scored also if "Twos" were selected then 0 points would be scored.

## 2. LOWER SECTION:

The lower section is played exactly as indicated.

- a) "3 of a kind" scores points only if at least three of the dice are equal, otherwise 0 points are scored. When there are at least three equal dice then the value of all the dice is used to determine your score. For example:

4                    5                    2                    5                    5

would be scored as 21 points.

- b) "4 of a kind" is the same as "3 of a kind" except you need at least four equal dice to receive any points.

- c) "Full House" receives 25 points when the dice show any combination of three of one number and two of another. Otherwise 0 points are scored. example:

3                    3                    2                    3                    2

- d) "Small Straight" receives 30 points if the dice show any sequence of at least four numbers, otherwise 0 points are scored. for example:

1	2	3	4	any#
5	4	3	2	any#
6	3	5	4	any#

- e) "Large Straight" receives 40 points if all five dice are in sequence, otherwise 0 points are scored.

- f) "YAHTZEE" scores 50 points if all five dice are equal, otherwise 0 points are scored.

- g) "Chance" is always scored as the total of all the dice.

- h) YAHTZEE bonuses are scored as 100 points for every subsequent Yahtzee rolled, ONLY if the Yahtzee selection has already been scored with 50 points.

- i) YAHTZEE used as a joker. A Yahtzee may be used in the Lower Section when both of the following conditions exist.
- 1) Yahtzee has been previously scored as 50 or 0.
  - 2) The appropriate selection in the Upper Section has been scored. For example if you rolled all fours and "Fours" have already been scored.

4                      4                      4                      4                      4

A Yahtzee used as a joker in the upper section receives a score for the total value of the dice in whatever selection you choose. Using the example above:  
20 points would be scored in "Ones" if that were selected.

### **The 'FILE' Menu:**

Contains 3 options: NEW GAME, PLAY AGAIN, and QUIT.  
To start a new game with different players use New Game.  
If the same players wish to play again then the Play Again, option will start a new game and save you the burden of reentering all the players names.  
When you are finished just select the Quit option.

### **The 'EDIT' Menu:**

Contains only one active option: UNDO.  
If you make a mistake and wish to select another scoring option, use Undo to remove the last selection and roll again (if you had not previously made all 3 rolls) or make another selection on the scorecard.

**NOTE:** Undo must be used before the next player rolls!

GOOD LUCK !