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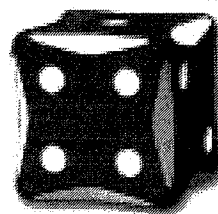
1 YAHTZEE Shaker, 5 Dice and 80 Score Cards.

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 1ST ROLL

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

YOUR 2ND 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 3rd roll.







YOUR 3RD 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.







Yahzee®

Name _____

| UPPER SECTION | | HOW TO SCORE | GAME #1 | GAME #2 | GAME #3 | GAME #4 | GAME #5 | GAME #6 |
|----------------|---|--|---------|---------|---------|---------|---------|---------|
| 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 SCORE | | → | | | | | | |
| BONUS | | If total score is 63 or over SCORE 35 | | | | | | |
| TOTAL | | 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 | | | | | | | |
| YAHITZEE | 5 of a kind SCORE 50 | | | | | | | |
| Chance | Score Total Of All 5 Dice | | | | | | | |
| YAHITZEE BONUS | ✓ FOR EACH BONUS SCORE 100 PER ✓ | | | | | | | |
| TOTAL | Of Lower Section → | | | | | | | |
| TOTAL | Of Upper Section → | | | | | | | |
| GRAND TOTAL | → | | | | | | | |

Yahzee®

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| Fives |  = 5 | Count and Add Only Fives | | | | | | |
| Sixes |  = 6 | Count and Add Only Sixes | | | | | | |
| TOTAL SCORE | | → | | | | | | |
| BONUS | | If total score is 63 or over SCORE 35 | | | | | | |
| TOTAL | | Of Upper Section → | | | | | | |
| LOWER SECTION | | | | | | | | |
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| 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 | | | | | | | |
| YAHITZEE | 5 of a kind SCORE 50 | | | | | | | |
| Chance | Score Total Of All 5 Dice | | | | | | | |
| YAHITZEE BONUS | ✓ FOR EACH BONUS SCORE 100 PER ✓ | | | | | | | |
| TOTAL | Of Lower Section → | | | | | | | |
| TOTAL | Of Upper Section → | | | | | | | |
| GRAND TOTAL | → | | | | | | | |