

SCRABBLE[®]
CROSSWORD GAME



SORRY![®]

Rule Book

Yahtzee[®]

Clue[®]



SORRY!

FOR 2 TO 4 PLAYERS • AGES 6 TO ADULT

OBJECT

Be the first player to get all four of your pawns from your color START to your color HOME.

EQUIPMENT

- SORRY® Gameboard
- Deck of cards (no 6s or 9s)
- 16 Pawns (4 each of 4 colors)

SETUP

- Choose four pawns of the same color. Put all four on that color START space.
- Shuffle the deck. Place facedown on "Place Pack Here" to form the Draw pile.
- Pick a player to go first. Movement is clockwise around the board (unless instructed otherwise!) and play passes to the left.

GAME PLAY

Note: If it's your *first* turn and you do not draw a card that lets you start a pawn, you forfeit (skip) your turn.

On *all* turns, take the top card on the Draw pile and move accordingly (see "The Cards," p. 4) if you can. Place the card faceup on "Discard Here."

To Start a Pawn

To move a pawn from your START out onto the track, you must draw *either* a 1 or a 2. If it is a 2, do as it says, then draw again and move if possible. *You may not start a pawn out with any other cards!*

Jumping and Bumping

You may JUMP over your own or another player's pawn that's in your way, counting it as one space. BUT...if you land on a space that's already occupied by an opponent's pawn, BUMP that pawn back to its own color START space.

Moving Backward

4 and 10 cards move you backward. If you have successfully moved a pawn backward at least two spaces beyond your own START space, you may, on a subsequent turn, move into your own SAFETY ZONE without moving all the way around the board.

Notes:

- Two pawns of the same color may never occupy the same space. If your only possible move would make you land on a space already occupied by one of your own pawns, you forfeit your turn.
- If at any time you cannot move, you forfeit your turn.
- But if at any time you can move, you must move, even if it's to your disadvantage.
- If you run out of cards in the Draw pile, shuffle the Discards and use them.

WINNING

If you get all four of your pawns HOME first, you win! If you play again, the winner goes first.

THE BOARD

Home: You must bring all four of your pawns into HOME by exact count! Once HOME, do not move that pawn again for the rest of the game.

Slide: Regardless of which card sent you there, any time you land by exact count on the triangle at the beginning of a SLIDE that is not your own color, slide ahead to the end and BUMP any pawns in your way—including your own!—back to their own START spaces. If you land on a SLIDE of your own color, don't slide, just stay put on the triangle.

Safety Zone: Only you may enter your own color SAFETY ZONE. All other rules apply. No pawn may enter a SAFETY ZONE by a backward move;

however, a pawn may move backward out of its SAFETY ZONE and on subsequent turns move back into the ZONE as cards permit.

Safety Zone Entry Space: When moving along the outside track, you may not move your pawn forward beyond your own SAFETY ZONE entry. However, you may



pass the entry space on a backward move (4 or 10 card) or as the result of a SORRY! or "switch" (11 card) played against you.

Start a Pawn Here: If you've drawn a 1 card, take a pawn from START and put it onto this circle; your turn ends. If you draw a 2, move a pawn out *and* draw again! You may not have two pawns on an entry circle at the same time. If another player's pawn is on your entry circle, BUMP it back to its own START.

THE CARDS

- 1 Either start a pawn out OR move one pawn forward 1 space.
- 2 Either start a pawn out OR move one pawn forward 2 spaces. Whichever you do—or even if you couldn't move—draw again and move accordingly.
- 3 Move one pawn forward 3 spaces.
- 4 Move one pawn *backward* 4 spaces.
- 5 Move one pawn forward 5 spaces.
- 7 Either move one pawn forward 7 spaces—OR split the forward move between any two pawns.

Notes:

- You may not use 7 to start a pawn.
 - If you use part of the 7 to get a pawn HOME, you must be able to use the balance of the move for another pawn.
- 8 Move one pawn forward 8 spaces.
 - 10 Either move one pawn forward 10 spaces—OR move one pawn *backward* 1 space.
 - 11 Move one pawn forward 11 spaces—OR switch any one of your pawns with one of any opponent's.

Notes:

- You may forfeit your move if you do not wish to change places and it is impossible to go forward 11 spaces.

- You may only use **11** for pawns in play on the open track—not at **START**, **HOME**, or in a **SAFETY ZONE**.
- If your switch landed you on a triangle at the beginning of another player's slide, slide to the end!

12 Move one pawn forward 12 spaces.

SORRY! Take one pawn from your **START**, place it on any space that is occupied by any opponent, and **BUMP** that opponent's pawn back to its **START**. If there is no pawn on your **START** or no opponent's pawn on any space you can move to, you forfeit your move.

VARIATION:

Team rules

- **RED** is always **YELLOW**'s partner, and **GREEN** is always **BLUE**'s.
- All regular rules apply and you may move—or **BUMP**—your own or your partner's pawn in accordance with the card drawn.
- If you land on a space occupied by a partner's pawn, **BUMP** it back to its **START!**
- **SORRY!** cards must be used. If there's no one else to pick on, this means you might send your own or your partner's pawn back!
- **7** means you may split a move among any or all eight of your team's pawns.
- If you draw a **1** or **2**, you may start or move a pawn of either partner; if it was a **2**, when you draw again, you may use that card for any of your team's eight pawns.

WINNING

The first partnership to get all eight pawns into their respective **HOMEs** wins the game.

VARIATION FOR ADULTS:

Play for points

All regular rules apply except:

- Put only three of your pawns on your **START** space. Put the fourth pawn on the circle outside your **START**.
- Shuffle the deck and deal five cards facedown to each player. Place the rest of the pack facedown on "Place Pack Here."
- On your turn, select one card from your hand and move according to its instructions. Discard it and draw a new card to bring your hand back up to five cards.
- If none of the cards in your hand allows you to move, discard any one card and draw a new one. Your turn ends; do not move a pawn until your next turn.
- The first player to get all four pawns **HOME** wins.

SCORING

All players score 5 points for each pawn on **HOME**. The **WINNER** also scores as follows:

5 points for each opponent's pawn not in its **HOME**

25 points if no opponent has more than two pawns **HOME**

50 points if no opponent has more than one pawn **HOME**

100 points if no opponent's pawn reached **HOME**

Clue®

Parker Brothers Classic Detective Game

FOR 3 TO 6 PLAYERS • AGES 8 TO ADULT

OBJECT

Mr. Boddy—apparently the victim of foul play—is found in one of the rooms of his mansion. To win, you must determine the answers to these three questions: **Who did it? Where? and With what weapon?**

EQUIPMENT

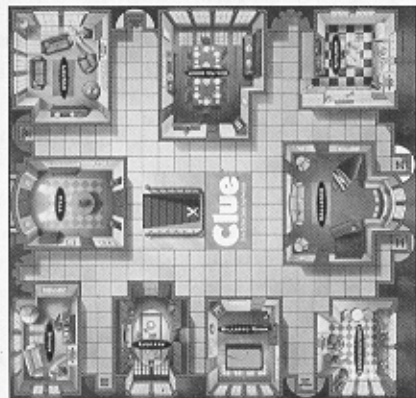
- **Clue® Gameboard:** This shows 9 rooms in Mr. Boddy's mansion
- **6 Colored suspect tokens:** Colonel Mustard (yellow); Miss Scarlet (red); Professor Plum (purple); Mr. Green (green); Mrs. White (white); and Mrs. Peacock (blue)
- **6 Weapon tokens:** rope, lead pipe, knife, wrench, candlestick, revolver
- **Pack of cards:** One card for each of the 6 suspects, 6 weapons, and 9 rooms
- **Pad of detective “notebooks”** to aid in your investigation
- **Confidential “Case File” envelope**
- **1 Die**

SETUP

- Look on the board for the **START** space and suspect name

nearest you. Take that suspect token as your playing piece and put it on that space. If fewer than six are playing, be sure to place the remaining token(s) onto the appropriate name(s)—they might, after all, be involved in the crime, and they must be on the premises!

- Place each of the weapon tokens in a different room. Select any six of the nine rooms.
- Place the empty envelope marked “Case File CONFIDENTIAL” onto the “X” in the center of the board.
- Sort the pack of cards into three groups: suspects, rooms, and weapons. Shuffle each group separately and place each face down on the table. Then—so no one can see them—take the top card from each group and place it into the envelope. The case file now contains the answers to the questions: Who? Where? What weapon?





- Shuffle together the three piles of remaining cards. Then deal them face down clockwise around the table. (It doesn't matter if some players receive more cards than others.) Secretly look at your own cards: because they're in your hand, they can't be in the case file—which means none of your cards was involved in the crime!
- Take a detective's notebook sheet and, so no one can see what you write, fold it in half: check off the cards that are in your hand, if you wish.
- Miss Scarlet—the player with the red suspect token—always plays first. Play then proceeds, in turn, to the first player's left.

GAME PLAY

MOVING YOUR SUSPECT TOKEN

On each turn, try to reach a different room of the mansion. To start your turn, move your suspect token either by rolling the die or, if you're in a corner room, using a secret passage.

Rolling

Roll the die and move your token the number of squares you rolled. You may move horizontally or vertically, forward or backward, but not diagonally. You may change direction as many times as your roll will allow. You may not, however, enter the same square twice on the same turn. You may not enter or land on a square that's already occupied by another suspect.

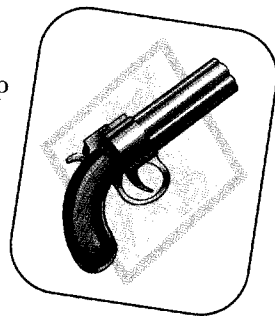
Secret Passages

The rooms in opposite corners of the mansion are connected by secret passages. If you're in one of these rooms at the start of your turn, you may, if you wish, use a secret passage instead of rolling. To move through a secret passage, announce that you wish to do so, then move your suspect token to the room in the opposite corner.

Entering and Leaving a Room

You may enter or leave a room either by rolling the die and moving through a door, or by moving through a secret passage.

- A door is the opening in the wall, not the space in front of the doorway. When you pass through a door, do not count the doorway itself as a space.
- You may not pass through a door that's blocked by an opponent's suspect token.
- As soon as you enter a room, stop moving. It doesn't matter if you roll a number that's higher than you need to enter.
- You may not re-enter the same room on a single turn.
- It is possible that your opponents might block any and all doors and trap you in a room. If this happens, you must wait for someone to move and unblock a door so you can leave!



MAKING A SUGGESTION

As soon as you enter a room, make a suggestion. By making suggestions throughout the game, you try to determine—by process of elimination—which three cards are in the confidential case file envelope. To make a suggestion, move a suspect and a weapon into the room that you just entered. Then suggest that the crime was committed in that room, by that suspect, with that weapon.

Example: *Let's say that you're Miss Scarlet, and you enter the lounge. First move another suspect—Mr. Green, for instance—into the lounge. Then move a weapon—the wrench, perhaps—into the lounge. Then*

say, "I suggest the crime was committed in the lounge by Mr. Green with the wrench."

Remember two things:

- You must be in the room that you mention in your suggestion.
- Be sure to consider all suspects—including spare suspects and including yourself!—as falling under equal suspicion.

PROVING A SUGGESTION TRUE OR FALSE

As soon as you make a suggestion, your opponents, in turn, try to prove it false. The first to try is the player to your immediate left. This player looks at his or her cards to see if one of the three cards you just named is there. If the player does have one of the cards named, he or she must show it to you and no one else. If the player has more than one of the cards named, he or she selects just one to show you.

If that opponent shows you one of the cards that you named, it is proof that this card cannot be in the envelope. End your turn by checking off this card in your notebook. (Some players find it helpful to mark the initials of the player who showed the card.) If no one is able to prove your suggestion false, you may either end your turn or make an accusation now.

MAKING AN ACCUSATION

When you think you've figured out which three cards are in the envelope, you may, *on your turn*, make an accusation and name any three elements you want. First say, "I accuse (suspect) of committing the crime in the (room) with the (weapon)." Then, so no one else can see, look at the cards in the envelope.

In a suggestion, the room you name must be the room where your suspect token is located. But in an accusation, you may name any room.

Remember: You may make only one accusation during a game.

IF YOUR ACCUSATION IS INCORRECT

If any one of the cards that you named is not inside the case file envelope:

- Secretly return all three cards to the envelope.
- You may make no further moves in the game, and therefore cannot win.
- You do continue to try to prove your opponents' suggestions false by showing cards when asked.
- Your opponents may continue to move your token into the various rooms where they make suggestions.
- If after making a false accusation your token is blocking a door, move it into that room so that other players may enter.

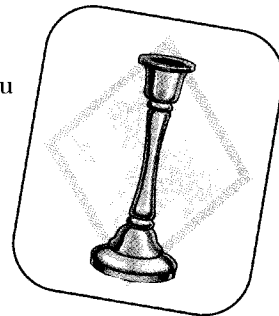
WINNING

You win the game if your accusation is completely correct—that is, if you find in the envelope all three of the cards that you named. When this happens, take out all three cards and lay them out for everyone to see.

SPECIAL NOTES ABOUT SUGGESTIONS

- When you make a suggestion, you may, if you wish, name one or more of the cards that you hold in your own hand. You might want to do this to gain information or to mislead your opponents.

- You may, if you wish, make a suggestion and an accusation on the same turn.
- You may make only one suggestion after entering a particular room. To make your next suggestion, you must either enter a different room or, sometime after your next turn, re-enter the room that you most recently left. You may not forfeit a turn to remain in a particular room. But if you're trapped in a room because your opponents are blocking the door(s), you must remain there until a door is unblocked and you can move out of the room.
- You may make a suggestion that includes a suspect or weapon that's already in your room. In this case, transferring one or both of those items is not necessary. When a transfer is necessary, leave the item(s) in the new location after the suggestion is made.
- If yours was the suspect transferred, you may, on your next turn, do one of two things: move from the room in one of the usual ways OR make a suggestion for that room. If you decided to make a suggestion, do not roll the die or move your token.
- There is no limit to the number of suspects or weapons that may be in one room at one time.



TO ORDER ADDITIONAL DETECTIVE NOTEBOOK SHEETS

You may order extra notepads directly from Hasbro Games, Consumer Affairs Dept. P.O. Box 200, Pawtucket, RI 02862. Please enclose a check made out to "HPD" for \$1.50 per pad (includes postage and handling), and allow 6-8 weeks for delivery.

SCRABBLE®

CROSSWORD GAME

FOR 2 TO 4 PLAYERS • AGES 8 TO ADULT

OBJECT

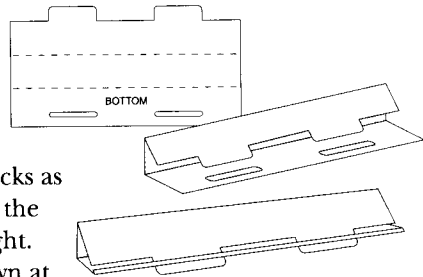
In Scrabble, players form interlocking words, crossword-fashion, on the board using letter tiles of different values. Each player competes for the final high score by taking advantage of the letter values, as well as the premium squares on the board. In a two-player game, a good player scores in the 300–400 point range.

EQUIPMENT

- Scrabble® Gameboard
- 100 Letter tiles
- 4 Racks

SETUP

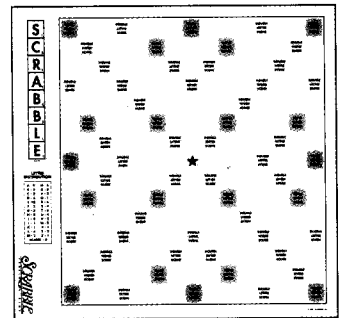
- Fold unassembled letter racks as shown; insert the tabs into the slots and set all racks upright.
- Turn all letter tiles facedown at the side of the board or pour them into another container, and shuffle.
- Draw for first play. The player drawing the letter nearest the beginning of the alphabet plays first. A blank tile supersedes all other tiles.



- Return the exposed letters to the pool and reshuffle. Each player then draws seven new letters and places them on his or her rack.

GAME PLAY

1. The first player combines two or more of his or her letters to form a word, and places it on the board to read either across or down with one letter on the center ★ square. Diagonal words are not permitted.
2. A player completes a turn by counting and announcing the score for the turn. The player then draws as many new letters as played, thus always keeping seven letters in his or her rack.
3. Play passes to the left. The second player, and then each in turn, adds one or more letters to those already played to form new words. All letters played in a turn must be placed in one row across or down the board, to form one complete word. If, at the same time, they touch other letters in adjacent rows, they must form complete words, crossword fashion, with all such letters. The player gets full credit for all words formed or modified on his or her turn.



4. New words may be formed by:

- Adding one or more letters to a word or letters already on the board.
- Placing a word at right angles to a word already on the board. The new word must use one of the letters already on the board or must add a letter to it. (See Turns 2 and 3 on page 12.)
- Placing a complete word parallel to a word already played so that adjacent letters also form complete words. (See Turns 4 and 5 on page 12.)

5. No letter may be shifted after it has been played.

6. The two blank tiles may be used as any letters. When playing a blank, the player must state which letter it represents. It remains that letter for the rest of the game.

7. A player may use a turn to exchange all, some, or none of the letters in his or her rack. To do this, the player puts the discarded letter(s) facedown. He or she draws the same number of letters from the pool, then mixes the discarded letters with those in the pool. This ends the player's turn.

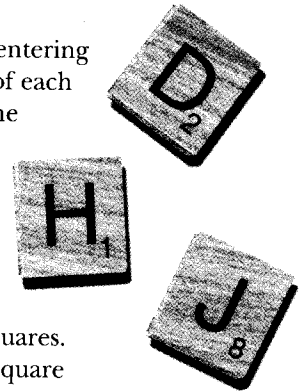
8. Before the game begins, the players should agree upon the dictionary they will use, in case of a challenge. All words labeled as a part of speech (including those listed of foreign origin, and as archaic, obsolete, colloquial, slang, etc.) are permitted with the exception of the following: words always capitalized, abbreviations, prefixes, and suffixes standing alone, words requiring a hyphen or an apostrophe. Any word may be challenged before the next player starts a turn. If the word challenged is unacceptable, the challenged player takes back his or her tiles and loses that turn. If the word challenged is acceptable, the challenger loses his or her next turn. Consult the dictionary for challenges only.

ENDING THE GAME

The game ends when all letters have been drawn and one player uses his or her last letter; or when all possible plays have been made.

SCORING

1. Keep a tally of each player's score, entering it after each turn. The score value of each letter is indicated by a number at the bottom of the tile. The score value of a blank is zero.
 2. The score for each turn is the sum of the letter values in each word formed or modified on that turn, plus the additional points obtained from placing letters on premium squares.
 3. *Premium Letter Squares:* A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.
 4. *Premium Word Squares:* The score for an entire word is doubled when one of its letters is placed on a pink square; it is tripled when one of its letters is placed on a red square. Include premiums for double or triple letter values, if any, before doubling or tripling the word score. If a word is formed that covers two premium word squares, the score is doubled and then re-doubled (4 times the letter count).
- Note:** the center ★ square is a pink square, which doubles the score for the first word.
5. Letter and word premiums count *only* on the turn in which they are played. On later turns, letters already played on premium squares count at face value.



6. When a blank tile is played on a pink or red square, the value of the *word* is doubled or tripled, even though the blank itself has no score value.
7. When two or more words are formed in the same play, each is scored. The common letter is counted (with full premium value, if any) for each word. (See Turns 3, 4, and 5 below.)
8. Any player who plays seven tiles on a turn, scores a premium of 50 points *after* totaling his or her score for the turn.
9. Unplayed letters: When the game ends, each player's score is *reduced* by the sum of his or her unplayed letters. In addition, if a player used all letters, the sum of the other players' unplayed letters is *added* to that player's score.

WINNING

The player with the highest final score wins the game. In case of a tie, the player with the highest score *before* adding or deducting unplayed letters wins.

EXAMPLES OF WORD FORMATION AND SCORING

In the following, the words added on five successive turns are shown in bold type. The scores shown are the correct scores if the letter R is placed on the center ★ square. In Turn 1, count HORN: in Turn 2, FARM; in Turn 3, PASTE and FARMS; in Turn 4, MOB, NOT, and BE; in Turn 5, BIT, PI, and AT.

Turn 1:
Score 14

<p>HORN</p>

Turn 2:
Score 9

<p>F A HORN M</p>

Turn 3:
Score 25

<p>F A HORN M PASTE</p>

Turn 4:
Score 16

<p>F A HORN MOB PASTE</p>

Turn 5:
Score 16

<p>F A HORN MOB PASTE BIT</p>

Yahtzee®

1 OR MORE PLAYERS • AGES 8 TO ADULT

OBJECT

On each turn, roll the dice up to 3 times to get the highest scoring combination for one of 13 categories. Place scores in the category boxes on the score card. The game ends when all players have filled in their 13 boxes. The player with the highest total wins.

EQUIPMENT

- 5 Dice
- Score pad
- Yahtzee® Gameboard

SETUP AND GAME PLAY

Each player takes a score card. To decide who goes first, each player in turn rolls all 5 dice. The player with the highest total goes first. Play then passes to the left.

TAKING A TURN

On your turn, you may roll the dice up to 3 times, although you may stop and score after your first or second roll. To roll the dice, cup them in your hands or place them in a plastic cup, shake them up, and roll them out onto the Yahtzee gameboard.

First roll: Roll all 5 dice. Set any “keepers” aside. You may stop and score now, or roll again.

Second roll: Reroll ANY or ALL dice you want—even “keepers” from the previous roll. You don’t need to declare which combination you’re rolling for; you may change your mind after any roll. You may stop and score after your second roll, or set aside any “keepers” and roll a third time.

Third and final roll: Reroll ANY or ALL dice you want. After your third roll, you must fill in a box on your score card with a score or a zero. After you fill in a box, your turn is over.

SCORING

When you are finished rolling, decide which box to fill in on your score card. For each game, there is a column of 13 boxes. You must fill in a box on each turn; if you can’t (or don’t want to) enter a score, you must enter a zero. Fill in each box only once, in any order, depending on your best scoring option. The score card is divided into an upper section and a lower section. Scoring combinations for each section are explained below.

Upper Section	What to Score
Aces (Ones)	Total of Aces only
Twos	Total of Twos only
Threes	Total of Threes only
Fours	Total of Fours only
Fives	Total of Fives only
Sixes	Total of Sixes only

To score in the upper section, add only the dice with the same number and enter the total in the appropriate box. For example, with the dice shown below you could score 9 in the *Threes* box, 2 in the *Twos* box, or 4 in the *Fours* box.



Your goal in the upper section is to score a total of at least 63 points, to earn a 35-point bonus. The bonus points are based on scoring three of each number (aces through sixes); however, you may earn the bonus with *any* combination of scores totaling 63 points or more.

Each of the scoring combinations in the lower section of the score card is explained in detail in the next column.

Lower Section	What to Score
3 of a Kind	Total of all 5 dice
4 of a Kind	Total of all 5 dice
Full House	25 points
Small Straight	30 points
Large Straight	40 points
YAHTZEE (5 of a Kind)	50 points
Chance	Total of all 5 dice

3 of a Kind: Score in this box only if the dice include 3 or more of the same number. For example, with the dice shown below you could score 18 points in the *3 of a Kind* box.



Other Scoring Options: You could instead score 18 in the *Chance* box, or you could score in the upper section: 15 in the *Fives* box, 2 in the *Twos* box or 1 in the *Aces* box.

4 of a Kind: Score in this box only if the dice include 4 or more of the same number. For example, with the dice shown below you could score 14 points in the *4 of a Kind* box.



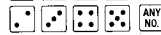
Other Scoring Options: You could instead score 14 in the *3 of a Kind* box or in the *Chance* box—or you could score in the upper section: 8 in the *Twos* box, or 6 in the *Sixes* box.

Full House: Score in this box only if the dice show three of one number and two of another. Any Full House is worth 25 points. For example, with the dice shown below you could score 25



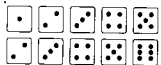
Other Scoring Options: You could instead score 19 in the *3 of a Kind* box or in the *Chance* box—or you could score in the upper section: 9 in the *Threes* box or 10 in the *Fives* box.

Small Straight: Score in this box only if the dice show any sequence of four numbers. Any Small Straight is worth 30 points. You could score 30 points in the *Small Straight* box with any of the three dice combinations shown below:



Other Scoring Options: You could instead score in the *Chance* box, or in the appropriate upper section box.

Large Straight: Score in this box only if the dice show any sequence of five numbers. Any Large Straight is worth 40 points. You could score 40 points in the *Large Straight* box with either of the two dice combinations shown below.



Other Scoring Options: You could instead score in the *Small Straight* box, the *Chance* box, or the appropriate upper section box.

YAHTZEE: Score in this box only if the dice show five of the same number (5 of a kind). A YAHTZEE example is shown below.



The first YAHTZEE you enter in the YAHTZEE box is worth 50 points. For each additional YAHTZEE you roll, you earn a bonus (see YAHTZEE BONUS, below)!

Chance: Score the total of *any* 5 dice in this box. This catch-all category comes in handy when you can't (or don't want to) score in another category, and don't want to enter a zero.

For example, you could score 22 points in the Chance box with the dice shown below.



YAHTZEE Bonus: If you roll a YAHTZEE and have already filled in the YAHTZEE box with a 50, you get a 100-point bonus! Place a check mark (✓) in the YAHTZEE BONUS box on your score card. Then fill in one of the 13 boxes on your score card according to the JOKER RULES, described below.

As long as you've scored 50 in the YAHTZEE box, you get a YAHTZEE bonus for each additional YAHTZEE you roll—just squeeze in the check marks if necessary!

If you roll a YAHTZEE and have already entered zero in the YAHTZEE box, you do not earn a YAHTZEE bonus; however, you must fill in one of the 13 boxes on your score card according to the JOKER RULES below.

Joker Rules: Score the total of all 5 dice in the appropriate upper section box. If this box has already been filled in, score as follows in any open lower section box:

3 of a Kind: Total of all 5 dice

4 of a Kind: Total of all 5 dice

Full House: 25 points

Small Straight: 30 points

Large Straight: 40 points

Chance: Total of all 5 dice

If the appropriate upper section box and all lower sections boxes are filled in, you *must* enter a zero in any open upper section box. For example, you roll 5 Fours. You've already entered zero in the YAHTZEE box, and have also scored in the *Fours* box in the upper

section. The Joker rules allow you to score in any open box in the lower section. You decide to score 40 points in the *Large Straight* box.

ENDING A GAME

Once each player has filled in all 13 category boxes, the game ends. Each player now adds up his or her score as follows:

Upper Section: Add up the upper section scores and enter the total in the TOTAL SCORE box. Enter the 35-point bonus in the BONUS box if you scored 63 points or more. Then enter the total in the TOTAL box.

Lower Section: Add up the lower section scores, and enter the total in the TOTAL of the *Lower Section* box. Add 100 points for each check mark in the YAHTZEE BONUS boxes.

Grand Total: Add the upper section and lower section scores, and enter the total in this box. This is your score for the game.

WINNING

After the scores are tallied, the player with the highest Grand Total wins the game!

SOLO PLAY

No competition around? Challenge yourself in solitary play, and try to beat your previous scores!

UPPER SECTION	HOW TO SCORE	GAME #1	GAME #2	GAME #3	GAME #4	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					
TOTAL SCORE	→					
BONUS	if total score is 63 or more	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			25			
Small Straight	Sequence of 4	SCORE 30				
Big Straight	Sequence of 5	SCORE 40				
YAHTZEE	5 of a kind	SCORE 50				
Chance	Score Total Of All 5 Dice					
YAHTZEE BONUS	Score Total Of All 5 Dice	3 FOR EACH BONUS	SCORE 100 PER 3			
TOTAL						

A TURN EXAMPLE

You're well into a 4-player game. Your dice rolls and scoring strategy are illustrated below.

First Roll



You could roll again for *Fours*, *3 of a Kind*, or *Large Straight*. You've already scored your *Small Straight*, so it's risky; but the 2/3/4/5 gives you a good chance of rolling either an Ace or a Six in the next two rolls. You decide to set aside the *Small Straight* and reroll one die.

Second Roll



You roll a Two. You could reroll the die again for your *Large Straight*, or set aside the 2 Twos and roll for your *Twos* or for *3 of a Kind*. You decide to set aside the Twos and reroll the remaining 3 dice.

Third and Final Roll



You roll 1 Two and 2 Threes. You could score 6 points for *Twos*, 12 points for *3 of a Kind*, or 25 points for *Full House*. You decide on the *Full House* because this combination can be tough to roll later in the game; also, you're ahead in the upper section, so you may not need 3 Twos for your 35-point bonus; and also, you're hoping that later you'll roll a higher-scoring *3 of a Kind*!