

Lower Section:

Pair: Two dice showing the same number.
Score the sum of those two dice.

Two Pairs: Two different pairs of dice. Score the sum of dice in those two pairs.

Three of a Kind: Three dice showing the same number. Score the sum of those three dice.

Four of a Kind: Four dice showing the same number. Score the sum of those four dice.

Small Straight: The dice combination 1-2-3-4-5. Score 15 points (sum of all dice).

Large Straight: The dice combination 2-3-4-5-6. Score 20 points (sum of all dice).

Full House: Three dice showing the same number, and two dice showing a different pair. Score the sum of all dice.

Chance: Any combination of dice. Score the sum of all dice.

Yatzy: All five dice showing the same number. Score 50 points.

Warning: Not suitable for children under 36 months due to small parts.

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YATZY

For any number of players, aged 14 upwards.

Large-print versions of these game rules and the score sheets are available for free download on our website: www.deltadynamic.co.uk

Object of the Game

Aim for the highest total score! Roll the dice, and then decide on the best scoring combination to claim. With skilful decisions and a bit of luck, you'll get the most points and emerge victorious!

How to Play

Yatzy can be played solitaire, or with any number of players. To decide who goes first, each player rolls all five dice; the player with the highest total roll goes first, and turns proceed clockwise. The player whose turn it is rolls the five dice. The player then either accepts the result as it is, or keeps some (or none) of the dice as they are, rerolling the rest. The player may reroll any or all of the five dice in this manner, up to two times each turn.

Once the player has accepted the result (or has done a second reroll), they must score the dice on their score sheet (see 'Scoring'). The next player then takes their turn, and play proceeds. At the end of the 15th complete round of turns, the game ends. Players total up their scores, and the player with the highest grand total wins the game.

Scoring

When a player has finished rolling the dice for their turn, they must place a score in one of the 15 available scoring boxes (there are 15 different scoring combinations in Yatzy; see 'Scoring Combinations'). The scoring combination of the selected box must be valid for the rolled dice. If there is not a valid empty box for the player's rolled dice combination, then they must place a score of zero in an empty box of their choice. Note that even if they *have* rolled a dice combination that's valid for an empty scoring box, the player may instead strategically opt to score a zero in any empty box of their choice. Each scoring box must only be scored once per game.

For games of five or fewer players, you can use one score sheet with each player being assigned a column, and pass the sheet around each turn. When there are more than five players, each player has their own score sheet, and uses a column for each game played (five games per score sheet).

The score sheet is divided into the Upper Section and Lower Section. When totalling the scores at the end of the game, if a player has at least 63 points for their Upper Section Total, then they are entitled to a 50-point bonus, entered in the 'Bonus' box immediately below.

Upper Section Total + Bonus + Lower Section Total = Grand Total

Scoring Combinations

Upper Section:

Ones: The sum of all dice showing a '1'.

Twos: The sum of all dice showing a '2'.

Threes: The sum of all dice showing a '3'.

Fours: The sum of all dice showing a '4'.

Fives: The sum of all dice showing a '5'.

Sixes: The sum of all dice showing a '6'.