

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 Section 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.

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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 Lower Section box. Add 100 points for each check mark in the YAHTZEE BONUS boxes (that is, one check mark for each bonus chip).

Grand Total: Add the Upper Section and Lower Section scores, and enter the total in this box. This is your score for the game.

How to Win

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

SOLO PLAY

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

A TURN EXAMPLE

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

UPPER SECTION	HOW TO SCORE	GAME #1	GAME #2	GAME #3	GAME #4
Aces [1] = 1	Count and Add Only Once	3			
Twos [2] = 2	Count and Add Only Once				
Threes [3] = 3	Count and Add Only Once				
Fours [4] = 4	Count and Add Only Once				
Fives [5] = 5	Count and Add Only Once	15			
Sixes [6] = 6	Count and Add Only Once	24			
TOTAL SCORE	→				
BONUS (Add score if 63 or more)	SCORE 35				
TOTAL (Upper Section)	→				
LOWER SECTION					
3 of a kind	Add total of all dice				
4 of a kind	Add total of all dice	18			
Full House	SCORE 25				
Small Straight	SCORE 30	30			
Large Straight	SCORE 40				
YAHTZEE (5 of a kind)	SCORE 50				
Chance	Score total of all 5 dice				
YAHTZEE BONUS (Add 100 for each check mark)	SCORE 100				
TOTAL	→				

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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



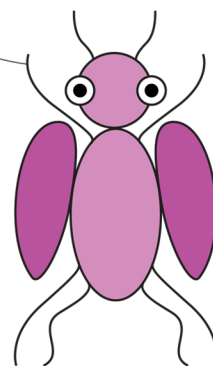
You roll a Two. You could reroll the die again for your Large Straight, or set aside the 2 Twos and roll for your Twos or for 3 of a Kind. You decide to set aside the twos and reroll the remaining 3 dice.

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!

Beetle Drive Party Game



Beetle Drive Instructions:

A beetle drive is an old favourite - a simple game requiring only paper, pencils and dice. A great game enjoyed by all ages.

The aim of the game is to be the first player to draw a complete beetle. The body parts you draw are determined by the throw of the dice.

Before the game starts each player throws the dice to determine who goes first - usually the highest throw goes first. Each player can commence playing as soon as they have thrown a 6. Once you have thrown a 6 to start you do not have to throw the dice in any particular order. Each player then throws the dice and draws body parts of the beetle depending upon the number on the dice.

Note that you must have thrown a 1 to draw the head before you can draw the feelers and eyes.

Each player keeps their own score for each game - and the overall winner of all the games on the sheet is the player who scores the most points.