



Left column

- Ones** One point is given for each 1 rolled.
- Twos** Two points are given for each 2 rolled.
- Threes** Three points are given for each 3 rolled.
- Fours** Four points are given for each 4 rolled.
- Fives** Five points are given for each 5 rolled.
- Sixes** Six points are given for each 6 rolled.

Bonus 35 points if the sum of the points in the left column is 63 or more.
The bonus is automatically given by the computer.

Right column

- 3 of a kind** If 3 or more of the dice are the same, you obtain the sum of the 5 dices.
- 4 of a kind** If 4 or more of the dice are the same, you obtain the sum of the 5 dices.
- Full house** 25 points if you have 3 dices with the same value and other 2 with the same value.

- Small straight** 30 points if you have 4 or 5 dices in a straight.
- Large straight** 40 points if you have the five dices in a straight.

Yahtzee 5 dices with the same value. The 1st Yahtzee scores 50 pts, the followings score 100 pts.

The following Yahtzees must be placed in one of the empty categories.
A red asterisk means that more than one Yahtzee was scored.

Chance The player receives the sum of the five dices.

Rules



Sorry, YAHTZEE is not free.

You can try Yahtzee free for a period of 21 days since you received it.

You can also distribute Yahtzee to anybody. In this case you must distribute Yahtzee as you received it, with no modifications.

After the 21-days evaluation period, if you enjoyed Yahtzee, I don't ask you money (as everyone does and as it should be right) because maybe you will not send me anything, but I ask you to send me a postcard with a photo of the place where you live (I collect postcards).

Please, send the postcard to:

CARLO BERNARDI
Via Mazzola Bedoli 8
43100 PARMA (Italy)

Thank you.

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YAHTZEE is a strategy game between two players based on fortune in rolling dices.

Yahtzee is played in turn. Aim of the game is to score as many points as possible.

Each player can roll the dices for three times to obtain a combination that gives points. After the first and the second rolling, the player can select the dices to roll again. The unselected dices won't be re-rolled.

When the player in turn obtains a favourable combination of the dices (or after the third rolling), he must click with the mouse on the selected category in his score-table. A player can not select twice the same category.

The game ends when both the players have filled the 13 categories in their score-table.

Scoring



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