| UPPER SECTION | SCORING | PLAYER 1 | PLAYER 2 | PLAYER 3 | PLAYER 4 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| ACES $\quad \bullet=1$ | COUNT AND ADD ONLY ACES |  |  |  |  |
| TWOS $\quad$ ¢ $=2$ | COUNT AND ADD ONLYTWOS |  |  |  |  |
| THREES $\quad \bullet \cdot 0$ | COUNT AND ADD ONLY THRES |  |  |  |  |
| FOURS $\quad \because 0=4$ | COUNT AND ADD ONLY FOURS |  |  |  |  |
| FIVES $\quad \because \because \circ=5$ | COUNT AND ADD ONLY FIVES |  |  |  |  |
| SIXES $\quad \therefore \%=6$ | COUNT AND ADD ONLY SXES |  |  |  |  |
| TOTAL SCORE | $\longrightarrow$ |  |  |  |  |
| BONUS IF TOTAL SCORE IS <br> OVER 63 | SCORE 35 |  |  |  |  |
| TOTAL UPPER SECTION | - |  |  |  |  |
| LOWER SECTION |  |  |  |  |  |
| 3 OF A KIND | ADD TOTAL OF ALL DICE |  |  |  |  |
| 4 OF A KIND | $\begin{gathered} \text { ADD TOTAL OF } \\ \text { ALL DICE } \end{gathered}$ |  |  |  |  |
| FULL HOUSE | SCORE 25 |  |  |  |  |
| SMALL STRAIGHT $\quad \begin{aligned} & 4 / \mathrm{Na} \text { a } \\ & \text { ROW }\end{aligned}$ | SCORE 30 |  |  |  |  |
|  | SCORE 40 |  |  |  |  |
| YARDZEE 50 OFA <br> kind | SCORE 50 |  |  |  |  |
| CHANCE | $\begin{gathered} \hline \text { SCORE TOTAL OF } \\ \text { ALL DICE } \\ \hline \end{gathered}$ |  |  |  |  |
| TOTAL OF LOWER SECTION | $\longrightarrow$ |  |  |  |  |
| TOTAL OF UPPER SECTION | - |  |  |  |  |
| GRAND TOTAL | ADD TOTAL OF UPPER AND LOWER SECTIONS |  |  |  |  |

## HOW TO PLAY

Yardzee is played with a minimum of two people. Players take turns rolling five dice. After each roll, the player chooses which dice (if any) to keep, and which to re-roll. A player may re-roll some or all of the dice up to three times on a turn.

The player is required to fill in a category in the scoring sheet after each turn. A player who fails to make any valid score, or chooses not to take any other score, may scratch (eliminate) a category, such as Yardzee or Twos. If a player scratches a category, that player cannot score on that category for the rest of the game.

Get the highest score after all 13 rounds and you win!

## FIRST ROLL

Roll all 5 dice.
If you get the exact combo you want, mark your score card.
Otherwise, continue with your $2^{\text {nd }}$ roll.

## SECOND ROLL

Set aside any keepers and re-roll the rest.
If you don't want to keep any you can re-roll them all.
If you get the exact combo you want, mark your score card.
Otherwise, continue with your $3^{\text {rd }}$ roll.

## THIRD AND FINAL ROLL

If you still haven't gotten the combo you want, or just want to maximize your score you can re-roll all or some of the dice even any that you kept in $1^{\text {st }}$ and $2^{\text {nd }}$ rolls.

You must enter a score at the end of this roll.
If your roll doesn't suit any of your empty boxes, you have to scratch a category and enter a zero score.

