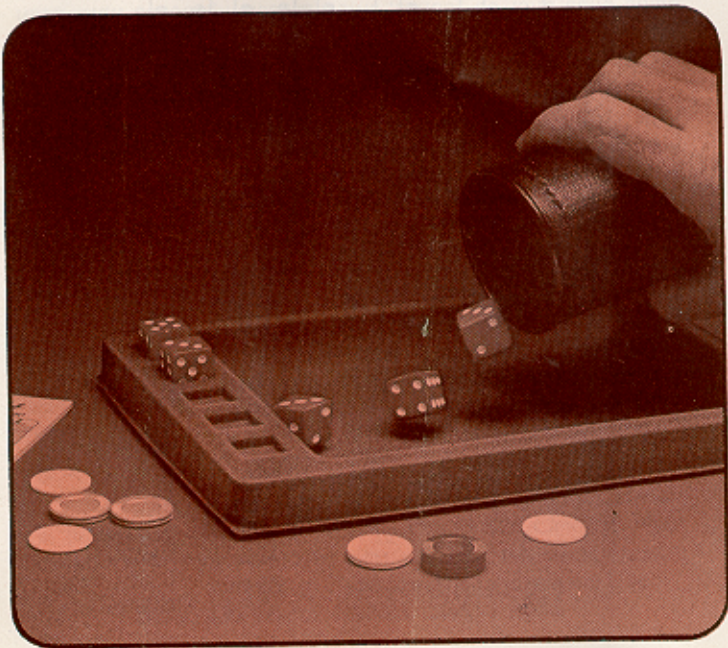


**DELUXE Triple
Yahtzee®**

INSTRUCTIONS

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DELUXE TRIPLE YAHTZEE®

Number of Players: Deluxe Triple Yahtzee can be played by two, three or four players. You may play it solitaire and try for the highest possible score.

Object of the Game: To obtain a higher score than your opponent. The player with the highest score wins the game.

Equipment: Your Deluxe Triple Yahtzee game includes:

- 1 Game Tray
- 1 Set of 5 Dice
- 1 Dice Cup
- 1 Deluxe Triple Yahtzee Score Pad
Yahtzee Bonus Chips

NOTE: Triple Yahtzee score pads can be used for this game. *The game tray is a deluxe feature of this game. The dice do not scatter when you roll them in the tray. Your "held" dice are readily seen in the compartments on the raised platform.*

Game Summary: In each turn a player may roll the dice up to 3 times in order to obtain a scoring combination. After rolling the dice, he **MUST** place a score or a zero in one of the boxes in one of the three vertical columns under the game he is playing. The game ends after 39 rounds, when all scoring boxes have been filled. The scores are totaled and combined with bonus points on the reverse side of the score pad to give a player his final score.

Before playing the game each player is given a score card and either a pencil or pen (not supplied) to keep his own score.

TO PLAY:

1. To determine who goes first, each player places all five dice in the dice cup and rolls out all the dice. The player rolling the highest total starts the game. Play then continues clockwise.
2. In each turn a player is allowed a **maximum** of 3 rolls of the dice, although he may stop after the first or second roll.
 - A. For the first roll he must roll all 5 dice. The five dice are placed in the cup, the cup is shaken and the dice rolled out.
 - B. For the second and third rolls the player may hold any or all dice and place them on the dice section of the tray. He need not declare what he is trying to make (what box he is trying to score in) and may change his mind, removing the dice from their spots on the game tray.
 - C. The dice are final after the third roll and **MUST BE SCORED.**

SCORING:

Each player has his own score card. He must make his own decision of what and where to score based on his individual strategy. In each game there are 39 scoring rounds. A player **MUST** place a score or a zero after each turn in one of the 13 scoring boxes in one of the three vertical columns under the game being played. (Refer to "Game Strategy" and "How To Total Scores" to determine which column to score in).

There are 13 scoring boxes in each column on the score card. They are: "Aces," "Twos," "Threes," "Fours," "Fives," and "Sixes" in the Upper Section, and "3 of a Kind," "4 of a Kind," "Full House," "Small Straight," "Large Straight," "YAHTZEE" (five of a kind), and "Chance" in the Lower Section.

At the end of each turn the player must place a score or a zero in one of the scoring boxes. A scoring box can be used only once in each game. A player can place a zero at the end of his turn rather than a score, if he believes it to be to his advantage. The boxes may be filled in any order, according to the player's best judgment.

On the score card there is an "Upper Section" and a "Lower Section" which, when added together, will give you a grand total which is recorded on the reverse side with Bonus chips for your final score. There are possibilities to earn bonus points which count toward the final score. If a player attains a score of 63 in a column in the Upper Section, he should enter the 35-point bonus in the "Bonus" box of that column and add this to his Upper Section total. If a player is entitled to a YAHTZEE bonus chip (as explained later), this is totaled with the score on the reverse side of the score card.

SCORING COMBINATIONS:

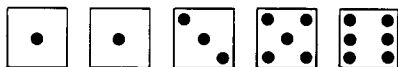
1. UPPER SECTION:

- a) In the Upper Section, there are "Aces" (ones), "Twos," "Threes," "Fours," "Fives," and "Sixes." If a player chooses to score in the Upper Section, he counts and adds only the dice with the same number and enters the total of the dice in the appropriate box. If a player at the end of a turn has these dice on the table and elects to take his score in the



Upper Section, he would enter 9 in a "Threes" box.

- b) The player may enter the total of ANY NUMBER of the same value dice in the appropriate box in the Upper Section. For example, a player's final dice are:



he may choose to score 2 in an "Aces" box or 6 in a "Sixes".

- c) If a player is unable to place a score in either the Upper or Lower Sections, he **MUST** enter a zero in the scoring box of his choice in either section.
- d) If a player scores 63 points or more in a column in the Upper Section, he earns a BONUS of 35 points and enters this in the "Bonus" box of that column in the Upper Section. (For quick calculation, 63 can be obtained by scoring 3 of each number "Aces through sixes.")

2. LOWER SECTION:

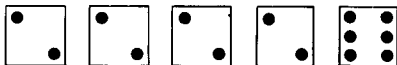
The Lower Section of the score card is played exactly as indicated.

- a) "**3 of a Kind**" box may be filled in only if the dice show at least three of the same number. For example:



would be scored 18 (total of all dice) in a "3 of a Kind" box.

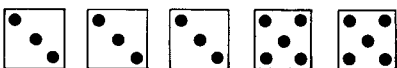
- b) "**4 of a Kind**" box scores the total of all markers provided they include four markers of the same number. For example:



would be scored 14 (total of all dice) in a "4 of a Kind" box.

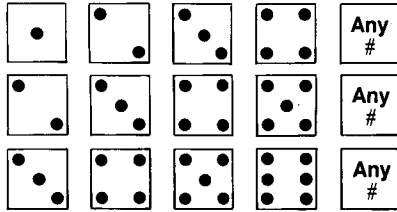
NOTE: This could also be scored in the "3 of a Kind" box as 14 as it also meets the requirements for "3 of a Kind." The player must decide which box to score in as only one box can be scored in at the completion of a turn.

- c) "**Full House**" box may be scored in when the dice show any combination of three of one number and two of another. Any "Full House" is scored as 25 points. For example, 25 points can be scored in the "Full House" box if the markers show

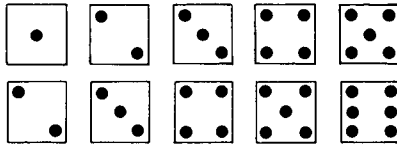


(NOTE: This scoring combination could also be scored in either (1) the "3 of a Kind" box in the Lower Section as 19, (2) in the "Threes" box in the Upper Section as 9, (3) in the "Fives" box in the Upper Section as 10, or (4) in the "Chance" box as 19. (Again, the player must decide which box to score in.)

- d) **"Small Straight"** box can be scored in if the dice show any sequence of four numbers. Any "Small Straight" scores 30 points. The following are examples of "Small Straights":

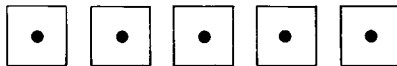


- e) **"Large Straight"** box can be scored in if the dice show any sequence of five numbers. Any "Large Straight" scores 40 points. The following are examples of "Large Straights":



(NOTE: "Large Straights" may also be scored as 30 in the "Small Straight" box.)

- f) **"YAHTZEE"** box can be scored if the dice show five of the same number ("5 of a Kind"). A "YAHTZEE" scores 50 points. One example of a "YAHTZEE" is:



Refer to "Bonus Chips" and "YAHTZEE used as a Joker" to score more than one "YAHTZEE" in a game.

- g) **"Chance"** box scores the total of all markers and is the one chance to score any combination. For example:

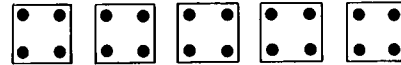


could be scored as 22 (the total of all markers) in the "Chance" box if the player chooses to score in "Chance".

- h) **Yahtzee used as a Joker:** A YAHTZEE may be used as a Joker in the LOWER SECTION only when both of the following conditions exist:

1. The YAHTZEE boxes of all three columns have been previously filled with 50 or zero.
2. The appropriate matching number boxes in the UPPER SECTION have been filled in all three columns. For example, if the Yahtzee consists of 5 fours and all three "Fours" boxes had previously been filled.

The player may enter a score in any of the boxes in the LOWER SECTION. For example, if the player has



he may score the total of all 5 dice which in this case equals 20 points in any one of the following boxes: "3 of a Kind", "4 of a Kind" or "Chance". Or he may score 25 points in a "Full House" box, 30 points in a "Small Straight" box or 40 points in a "Large Straight" box in one of the three columns.

If all the boxes in the LOWER SECTION are filled and the appropriate matching number boxes in the UPPER SECTION have also been filled, the player must enter a zero in a box of his choice in the UPPER SECTION in one of the three columns. He may also collect a bonus chip if he is entitled to it.

If the Yahtzee is scored in the Upper Section it scores the **total** of the dice. (five fours scores 20 in the fours box).

The player in addition, would collect a bonus chip if he is entitled to it.

- i) **Bonus Chips:** A player receives a bonus chip for both his **second** and **third** Yahtzees only if: (a) The first Yahtzee was scored in a Yahtzee box (in any column) and (b) the second or third Yahtzee is scored in a Yahtzee box. The player receives a bonus chip for his **fourth** and subsequent Yahtzees **ONLY IF** the **first three** Yahtzees were scored in the Yahtzee boxes. The fourth and subsequent Yahtzees must be scored:

1. First, in the appropriate matching number box in any column in the upper section. A Yahtzee in fours would score 20 points in the "Fours Box".

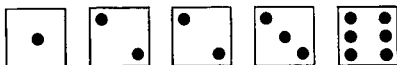
2. As a "Joker" in the lower section if **all** three appropriate matching number boxes in the upper section had been used previously.
3. If there are no open boxes in the Lower Section a zero **MUST** be scored in any open box in the Upper Section.
4. If a Yahtzee is scored in the Upper Section or as a Joker in the Lower Section and the player is entitled to a bonus chip, he collects a chip matching the color of the column scored in.

YAHTZEE Bonus Chips are recorded on the back of the score card at the end of the game and the chips are returned to the "kitty".

VALUE OF BONUS CHIPS: When a player is entitled to a Bonus Chip the Bonus Chip value is determined as follows:

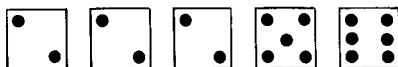
1. If the YAHTZEE is entered in Column 1 the player receives a white chip—Value 100 points.
2. If the YAHTZEE is entered in Column 2 the player receives a blue chip—Value 200 points.
3. If the YAHTZEE is entered in Column 3 the player receives a red chip—Value 300 points.

EXAMPLE OF PLAY: If on the first roll of the dice, a player has



he might choose to go for "Twos" in the Upper Section of the score card or "3 of a Kind" (in this case, 2's) in the Lower Section of the score card. The player would then leave the dice marked "2" on the table, pick up the 1, 3 and 6 dice and attempt to toss more 2's on his second roll.

If on the second roll of dice, he has



he might stop there and enter 6 in the "Twos" box in the Upper Section of the score card or 17 (total of all five dice) in the "3 of a Kind" box in the Lower Section. Or he might choose to roll again in the hope of getting one or even two more 2's.

If the player chooses to roll again, he picks up the 5 and 6 dice only and tosses for his third and last roll. If, on his third roll, he has



he could enter his score as 6 in the "Twos" box, 1 in the "Aces" box or 4 in the "Fours" box in the Upper Section or 11 (total of all five dice) in the "3 of a Kind" box or "Chance" box in the Lower Section.

HOW TO TOTAL THE SCORES: The game is completed after each player has filled every box in the three columns with a score or a zero. Add and total the scores for each column for both the UPPER and LOWER SECTIONS. Then proceed as follows:

Lower Section Total	➡	101	156	220
Upper Section Total	➡	40	98	106
COMBINED TOTAL OF UPPER AND LOWER SECTIONS	➡	141	254	326

➡		ENTER COMBINED TOTAL	DOUBLE COMBINED TOTAL	TRIPLE COMBINED TOTAL
TRIPLE YAHTZEE TOTAL SCORE	➡	141	508	978
GRAND TOTAL	➡	1627		
Add Total of Three Columns	➡	GRAND TOTAL		

1. Add the LOWER and UPPER SECTION totals of each column and enter in "COMBINED TOTAL OF UPPER AND LOWER SECTIONS".
2. Enter the actual "COMBINED TOTAL" of Column 1 in "TRIPLE YAHTZEE TOTAL SCORE". Double the "COMBINED TOTAL" of Column 2, triple the "COMBINED TOTAL" of Column 3 and enter these totals in "TRIPLE YAHTZEE TOTAL SCORE".
3. Add the totals of the three columns and enter in "GRAND TOTAL" box.
4. Record the "GRAND TOTAL" on the back of the score card. Add YAHTZEE BONUS CHIPS you have earned and record final total of game.

DELUXE TRIPLE YAHTZEE PLAYED WITH PARTNERS:

DELUXE TRIPLE YAHTZEE may be played by two or more teams of partners. Partners write their scores in the same columns. All other rules remain the same.

DELUXE TRIPLE YAHTZEE PLAYED SOLITAIRE:

DELUXE TRIPLE YAHTZEE may also be played solitaire to practice strategy and try to obtain the highest possible number of points.



STRATEGY

In formulating your game plan you must keep in mind that the highest scores should be posted in the third column which is tripled in point value at the end of the game. Similarly, the next higher scores should be posted in the second column which will be doubled in point value at the end of the game. The first column should be used for the lowest scores wherever possible. In order to attain the highest total score, shrewd judgment should be exercised as to the choice of columns for posting each score.

Here are a few elementary examples of the type of strategy you can employ to help you beat your opponent.

If at the completion of each turn, your dice show:

You have the choice of scoring the following boxes, if open:

A



- A. 9 points in "Threes" box in UPPER SECTION; or 19 points (total of all dice) in "3 of a Kind" or "Chance" box in LOWER SECTION in any of the three columns.

B



- B. 20 points in "Fives" box in UPPER SECTION; or 22 points (total of all dice) in "3 of a Kind" or "4 of a Kind" box, or "Chance" box in LOWER SECTION in any of the three columns.

C



- C. 19 points (total of all dice) in "Chance" in LOWER SECTION, or 4 points in "Twos" box in UPPER SECTION.

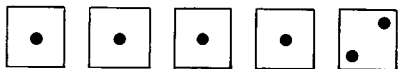
This last choice, however, could put you 2 points below 63 for UPPER SECTION bonus of 35 points. To overcome this deficit, you would have to score either 4 "Threes", "Fours", "Fives" or "Sixes" during the game to earn the bonus.

If, in any of the above examples, all appropriate boxes were already filled, you would have to score a zero in a blank box. It would be best if you could take a zero in an open box of the first column of the UPPER SECTION without ruining your chances for making par of 63 to earn the 35 point bonus. If this cannot be done, a player would have to use his judgment in placing the zero so as to lose the minimum of points.

UPPER SECTION: It is important to first try to fill in the boxes of the UPPER SECTION in Column 3 with your best scores in each of the boxes from Aces thru Sixes. Your total must be 63 or better to get the 35 point Bonus which when tripled gives you a 105 point additional score. Scoring a minimum of 3 of a kind in each of the boxes of the UPPER SECTION assures you of a score of at least 63. If you score less than 3 of a kind in one box, the difference can be made up by scoring 4 or 5 of a kind of a larger number. Next, in order of importance, is filling Column 2 and then Column 1 in the UPPER SECTION for a total of 63 or more in each column.

LOWER SECTION: While completing the UPPER SECTION in Column 3, it is best to try to complete the LOWER SECTION of Column 3 with your highest scores.

3 OF A KIND & 4 OF A KIND: If you complete a turn with 3 or 4 of a kind of Aces, Twos or Threes, it is better to score them in the UPPER SECTION in the appropriate boxes if they are open. Since 3 or 4 of a kind in the LOWER SECTION require the total of all dice, it is best to use the LOWER SECTION boxes to score 3 and 4 of a kind of Fours, Fives and Sixes. For example:

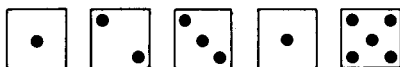


This is worth a total of only 6 points in "4 of a Kind" in the LOWER SECTION.

"FULL HOUSE": When you roll 3 of a kind, and all appropriate matching number boxes in the UPPER SECTION are filled, it is desirable to try for a Full House by rolling the two remaining dice. If you succeed in getting a Full House, the score is 25 points which in most cases is more than the maximum total score you could get if entered in a "3 of a kind" box.

"SMALL STRAIGHT": Small Straights do not present an important scoring problem since they occur frequently. If a Small Straight occurs on the first roll it is good strategy to try to obtain a Large Straight on the second and third rolls.

"LARGE STRAIGHT": When you have rolled part of a sequence on your first roll, such as



it is best to try for the Large Straight if a box is still open in any of the three columns, choosing Column 3 first for scoring.

YAHTZEE: You should try to keep the Yahtzee box in Column 3 open until your very last turn if you do not succeed in filling it sooner. This allows maximum scoring of a last minute **YAHTZEE**. One or more boxes in the LOWER SECTION of Column 3 should also be left open until close to the end of the game in the event that you get a YAHTZEE which you can score as a Joker. The logical box to leave open is Large Straight unless you can fill it earlier in the game.

CHANCE: The Chance box should be used as a last resort for scoring. It is wise to fill in this box in Column 3 with the largest possible score which cannot be used elsewhere. A good rule of thumb is if the score is 21 or more, it should be entered in Chance box of Column 3 if possible.

The choice of boxes and columns in which to enter your scores is a matter of personal judgment based upon experience. The more frequently you play DELUXE TRIPLE YAHTZEE the more strategic your choice of scoring entries will become.