

Rules for playing Yahtzee Deluxe (game variant of Yahtzee):

1. Game preparation and game description

For this game you need six dice, a dice box and a score list for each player. The objective of this game is to throw as many different dice combinations as possible (more about this in the following chapter). However, each dice combination may be only used once. The game can be played clockwise or counter-clockwise. The player who scores the highest number with a dice throw starts the game. If two players have the same number, they must throw the dice again. Each player may throw the dice three times. In the first round, all six dice must be used. In the second and third round you can throw with any number of dice.

2. Dice combinations

2.1. Ones, Twos, Threes, Fours, Fives, Sixes:

The total of all 1s, 2s, 3s, 4s, 5s or 6s are summed up.
A player who throws, for example, the numbers "1, 1, 1, 2, 2, 5" can enter his score in one of the following lines:
Line "Ones" (three points); Line "Twos" (four points); Line "Fives" (five points)

2.2. Three Pairs (2 equal numbers + 2 equal numbers + 2 equal numbers):

A player who throws "Three Pairs" (e.g. 2, 2, 5, 5, 6, 6) gets 20 points.
The points are entered in the line "Three Pairs" on the score list.

2.3. Two Triplets (3 equal numbers + 3 equal numbers):

A player who throws "Two Triplets" (e.g. 1, 1, 1, 4, 4, 4) gets 30 points.
The points are entered in the line "Two Triplets" on the score list.

2.4. Full House (4 equal numbers + 2 equal numbers):

A player who throws a quadruplet and a pair (e.g. 3, 3, 3, 3, 5, 5) has a "Full House" and gets 40 points.
The points are entered in the line "Full House" on the score list.
A "Full House" can also be rated as "Three Pairs".

2.5. Straight (6 numbers in consecutive order):

A player who throws a "Straight" (1, 2, 3, 4, 5, 6) gets 50 points.
The points are entered in the line "Straight" on the score list.
A "Straight" can also be rated as "Small Straight".

2.6. Yahtzee (6 equal numbers):

A player who throws a "Yahtzee" (e.g. 2, 2, 2, 2, 2, 2) gets 60 points.
The points are entered in the line "Yahtzee" on the score list.
A "Yahtzee" can also be rated as "Small Yahtzee", "Full House", "Two Triplets" and "Three Pairs".

2.7. Small Straight (5 numbers in consecutive order):

If a player throws a "Small Straight" (e.g. 1, 2, 2, 3, 4, 5), all dice are summed up (in this case 17 points).
The points are entered in the line "Small Straight" on the score list.

2.8. Small Yahtzee (5 equal numbers):

If a player throws a "Small Yahtzee" (e.g. 3, 3, 3, 3, 3, 5), all dice are summed up (in this case 20 points).
The points are entered in the line "Small Yahtzee" on the score list.

2.9. Chance (no combination required):

This line can be used at any time. All dice are summed up.
The points are entered in the line "Chance" on the score list.

No combination can be used twice! If a player cannot or does not want to fill a certain combination, he must enter an X in any free line. This means that he may not enter any further points in this line. If all lines are filled, the game is over.

3. Bonus points and total points

The sum of the upper (2.1) and lower (2.2 to 2.9) section is the total score. A player achieving a score of 84 or more in the upper section (you can reach this score, if you have at least four equal numbers in every line) gets an additional bonus of 50 points.
The player who has the highest score at the end of the game is the winner.